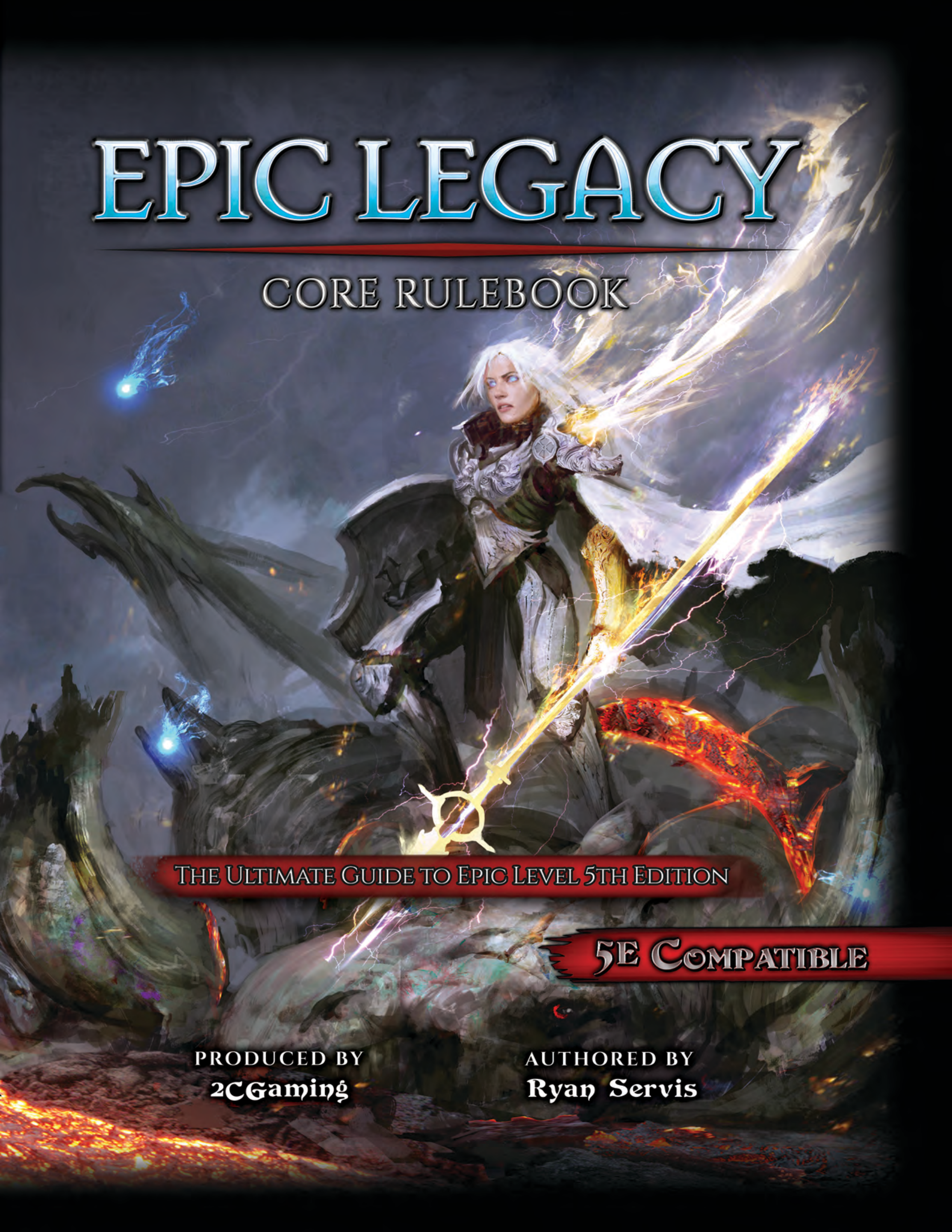

EPIC LEGACY

CORE RULEBOOK

THE ULTIMATE GUIDE TO EPIC LEVEL 5TH EDITION

5E COMPATIBLE

PRODUCED BY
2CGaming

AUTHORED BY
Ryan Servis

EPIC LEGACY

CORE RULEBOOK

WRITTEN BY
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2CGaming

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INTRODUCTION

PREFACE

For as long as there have been fantasy roleplaying games, there has been a special caliber of tabletop gamer. While others may revel in small-time adventures and thrive in gritty realistic challenges, these DMs and players sought a unique, "epic-level" adventure, pushing the boundaries of power in their RPGs. Running these games was not easy. As PCs gained new and fantastic powers, they discovered encounter-decimating exploits, game-breaking combos, and rule-bending scenarios. Overwhelmed, DMs went mad with power, unleashing overpowered monsters, one-hit-kill traps, and an endless parade of impossible challenges. Each edition's rules strained to manage these games, and most broke under the weight of the high-level RPG experience. Times were tough for these gamers. Maybe you are one of them, opening this book to see what we've dreamed up and to compare it to past attempts. Perhaps you are new to the concept of epic-level play and are intrigued by what doors it may open. No matter where you come from or your level of experience, welcome. This is the *Epic Legacy Core Rulebook*, the ultimate guide to Epic levels for everyone's favorite 5th Edition roleplaying game.

Playing an Epic-level game is something special, and in a game of 5th Edition, that is really saying something. Your characters are ludicrously powerful, your foes even more so. Extraordinary set pieces will make your jaw drop as you marvel at their primordial power, with each new adventure offering exciting and fresh interactions that test the limits of your abilities. But more than new mechanics, Epic levels offer a unique sense of achievement that cannot be found anywhere else. Like summiting a mountain's peak, completing an Epic-level adventure is a legacy of accomplishment you will never forget. The conflicts, allies, and stories required to complete such a game are legendary, bringing it to an appropriately epic conclusion.

Your friends will look back on these Epic-level games in thorough satisfaction, while your current adventuring party drools over the promise power when they finally meet the necessary prerequisites. Ambition, imagination, and mirth are the hallmarks of a successful game of Epic Legacy, as you share in a collection of uniquely epic experiences whose retelling will make even veteran RPG players gasp in amazement.

Epic Legacy represents the wonderous potential in a fantasy RPG experience. You don't need to be a veteran 5th Edition expert or a drama major with an affinity for roleplay to have a great time—you need only a desire to wield fantastic power and see where it takes you. Revel in the options provided here, and dream of the possibilities as you pen your tale and sling more dice than you can count.

Ryan Servis
August 2018

ACKNOWLEDGEMENTS

Writing this book was a dream held by our writers from a young age, and a project years in the making. However, the epic ideas that lived in our heads could never have made it onto these pages without the generous support of the more than five hundred backers who brought this project to life. To them, we make this special dedication and offer our humblest thanks:

You have given us an opportunity unlike any other. To write, learn, explore, imagine, inspire, illustrate, critique, be criticized, fail, succeed, to write two hundred thousand words of fantasy, and, most importantly, to fulfill our obligations. For that, you deserve the best. However, all we have is this book we made in your name, so we hope that it will suffice.

Thank you,
The 2CGaming Team

Thank you to our high-tier backers, Leonard Lee, Joshua Charlier, Sir Raiu Koren, Silverhawke, Gary Hite, and June Heo. You are each a legend in our eyes.

EPIC LEGACY PLAYTESTERS

The *Epic Legacy Core Rulebook* was forged in the fires of testing and critique. Our community has proven tireless and ingenious when it comes to exploring our content, and their feedback has been invaluable over the course of this book's development. When an Epic prestige class feature brings a smile to your face or a mythic monster strikes terror into your heart, remember to thank these tireless critics who pushed us to be better than we knew we could be.

Ah, hello there, adventurer! I hope I find you well. Before you is but a simple book, within its pages the crowning achievement of my rather prodigious scholarly career. It is for you to read, and I believe you will find it most useful. I would recommend a soothing tea to aid you in this task, for in this bard's humble opinion, your world is about to be shaken to its core by the contents.

Before you object, trust that I understand you better than you could know. You have walked many paths throughout your long career. In one life, you may have been a glorious hero to a righteous cause; in another, a daring villain who cut down those who defied your power. Whether you invoked magic granted to you by divine powers or swung steel forged in blazing dragonfire, you have always met challenges with the greatest tools, skills, and magic you could find. At this point, I imagine there isn't much in this world full of dungeons, dragons, coastal wizards, and magic that could surprise you.

But what if I were to tell you that there was more. Oh so much more. Beyond anything you have ever experienced. I'm not talking paltry forces like a new spell for killing goblins or an undiscovered type of dragon with an extraordinary hunger for cattle. Our multiverse contains power the likes of which you have never even conceived.

I watched in terror as a warrior stood, sword in hand, against an entire legion of demons. I questioned the nature of existence as a wizard reshaped reality with magic of ludicrous complexity. I knelt in awe as a humble farmer ascended to godhood after a lifetime of service. The stories I could tell of this power are as numerous as they are extraordinary. Know that this potential exists within you. A new chapter in your legend waiting to be written.

You are probably wondering why I am telling you this. What I am describing can save worlds annihilation or condemn them to eternal damnation. While this book is extensive there is much I still do not know. Only by watching you, and those like you, can I truly begin to understand the potential of this awesome force. Besides, it will make for a wonderful story.

Talien Vos Karven, Truespeaker of the College of Lore

WHAT'S IN THE BOOK?

The *Epic Legacy Core Rulebook* is divided into two sections, one for players and the other for game masters.

Players. Chapters 1 through 4 are about Epic characters and how to turn an ordinary 5th Edition player into an Epic 5th Edition player. Whether you seek to create a megalomaniacal archmage who smites ignorant fools with evocation magic, or a dreaming druid attempting to reshape nature itself, this section will allow you to bring almost any 5th Edition character into the realm of Epic levels, or create entirely new ones from scratch! Chapter 1 has details on player-focused aspects of Epic-level gameplay, such as recommendations for roleplaying, and Epic terms to help you efficiently use these exciting new features. As you delve deeper, in Chapter 2 you will discover the incredible might of Epic prestige classes, which provide you with a staggering array of options for how to build, specialize, and play your character. Chapter 3 provides an additional layer of customization options in the form of Epic feats, rules for multiclassing, and even some unique variants for skills and languages at Epic levels. Finally, Chapter 4 reveals some of the most mysterious and powerful Epic effects found within this book's pages in the form of Epic spells and magic. Here you will discover arcana that can lay waste to any enemy or solve any problem, as long as you abide by the strict rules governing its use. If you are planning to be a player in a game of Epic Legacy, this section is a must-read.

Game Masters. A game of 5th Edition is nothing without a DM, and the same is true here. When dealing with Epic characters, you are going to need a lot more tools in your box to handle their newfound abilities. You need to become an Epic DM and this section is here to help. Chapters 5 through 8 have everything you need to complete this transformation, allowing you to forge amazing Epic adventures. Chapter 5 introduces you to the basics of being an Epic DM, discussing the challenges you'll face, the skills you'll need, and the themes to apply to give your game a fine epic polish. From developing a campaign to crafting an adventure, this section gives you suggestions, rules, and tools to build your skills as a DM. When you reach Chapter 6, you will learn about creating Epic encounters. Whether you want your players to slaughter an army of orcs ten thousand strong or struggle against a flight of dragon warlords, what you need can be found here. Chapter 7 showcases an array of mighty magical items appropriate for Epic levels, relics of staggering power that serve as narrative and gameplay tools for your game. Chapter 8 introduces the mighty mythic foes, the ultimate challenge for Epic characters of any level and an essential part of the Epic Legacy experience.

How to Use This Book

To play a game of Epic Legacy you will need all the essential skills of 5th Edition as well as a willingness to add a significant amount of content to your repertoire. With this system you will roleplay, battle, scheme, adventure, and experiment in an epic capacity built upon the rock-solid foundation that is 5th Edition. To seamlessly blend these two game elements, you must accept a world without limits. Your game—whether you're a DM or a player—will change in new and unexpected ways, and it is best to embrace this novelty with wholehearted enthusiasm.

For those new to 5th Edition, welcome! This is a wonderful game with a fabulous community, and we are glad you picked up a copy of this book. However, it is our strongest recommendation that you familiarize yourself with the core rules of 5th Edition before making your journey into *Epic Legacy*. We promise it will make for a better experience all around, and the book will always be waiting for when you are ready to take the plunge.

AS AN EPIC PLAYER

You are very fortunate. You get to play an Epic character and experience a smorgasbord of player-focused content from which you can design the character of your dreams. But before you start, take a moment to think about what being epic means to you. Perhaps it means being a superhero, flying across the world to solve problems of any size. Maybe it means discovering all there is to learn, taking your skill expertise beyond a level of mastery. It might even mean becoming a tyrant of worlds, subjugating the weak and bending them to your will. Consider your favorite epic characters from various media—comic books, films, novels, and even video games. Using Chapters 1 through 4, you can bring your vision to life and sling dice like never before. The possibilities are endless.

Always keep a copy of the player's core rules on hand as you consider potential character options. These two systems are symbiotic, and a good understanding of both can lead to extraordinary results. Examine your new options for roleplaying, class advancement, and customization with an open mind. Everything here was built with a meticulous attention to detail, and some of the most interesting content options are cleverly hidden within these pages. Only through a careful reading and system mastery can you discover them all.

But above all, enjoy yourself. If you find yourself cackling with fiendish glee at the havoc you will unleash, know that the excitement you are feeling is not a side effect. It is by design. Just keep in mind that for every powerful combo or sinister character build you discover, your Epic DM will have the tools necessary to challenge you.

AS AN EPIC GAME MASTER

Worldshaper, DM, keeper. These names and many more define your role in the fantasy RPG experience. It is by your hand the first Epic adventures will take shape at your game table. Your players will forever shudder with terror, gasp in awe, or scream with excitement at the challenges you set before them. But before the gaming can begin, you must learn the essential skills of an Epic DM!

Chapters 5 through 8 are dedicated to you. Within their pages you will find gameplay tools, narrative styles, monsters, and encounter design systems to run dynamic Epic games of every flavor. Your skills and experience as a DM will make your Epic game unique. Don't forsake them! Instead, carefully examine the options laid before you and decide what seems the most interesting to you. You may wish to make the gods of your world a huge part of your Epic experience, or keep their power beyond the might of even Epic characters. Your Epic monsters may be creatures of extreme rarity, or as common as kobolds. Indeed, your entire world's relationship to Epic content is yours to determine, its greatest powers subject to your whims and designs.

Being a DM is a tough job—being a high-level DM is even tougher—so you can imagine the challenges an Epic DM faces. Epic players are going to push your game to its limits. And that's okay. Because what they don't realize is that you are no longer an ordinary game master. You are an Epic DM, and you have everything you need to handle even the most ingenious wizard seeking to shatter reality. However, you don't need to use every system in here, and by design there is far more than necessary to run a fantastic game of Epic Legacy. Our best advice is to let your imagination take the reigns and see where it leads you. Don't worry about what is or is not possible—you are here to experience a campaign you've always dreamed of running. Your enthusiasm and inspiration will carry your Epic game into the hearts of your players, an experience none of you will ever forget.

* * *

Epic Legacy is more than a book. It is a community of inspired and ambitious gamers of all colors, stripes, and creeds. By reading these pages, you are now counted among them. Share what you learn here. Use it to create something wonderous that transcends even this book's vision for an Epic game. Good luck, and may your dice always roll true.

CHAPTER ONE:
EPIC CHARACTERS

Whether you are a player or DM, you understand the importance of characters in an RPG. A well-built character is the vehicle for a fantastic story in a fantasy setting, overcoming daring challenges, devious scenarios, and emotional set pieces. Base classes, subclasses, feats, skills, backgrounds, and many more characteristics give a character a sense of power, style, and artistry that is unique according to the player who designed them. Characters who attain 20th level in a game of 5th Edition are works of art, testaments to a grand campaign that has shaped and molded them. This chapter will help you take your finely crafted 5th Edition characters into Epic levels, introducing you to new concepts and rules along the way.

WHAT IS AN EPIC CHARACTER?

Epic characters are the core of Epic Legacy. Surpassing their non-Epic counterparts in every way, Epic characters are figures of legend, genre-defining adventurers whose importance cannot be overstated. Characters become Epic when they gain their first level in an Epic Prestige Class, with the potential to become unstoppable should they ascend to 30th level. When played well, an Epic character offers tremendous opportunities to experience stories on a grand scale. These champions have attained Epic levels for one reason: after a lifetime of adventure, they still hunger for more.

Power is not the only thing that increases when characters gain Epic levels. Roleplaying, downtime, and treasure must also scale to epic proportions to be appropriate experiences. To these adventurers, the mundane and ordinary are not interesting in the slightest, as they have left these aspects of life far behind. Magical research a wizard considers to be revolutionary are the musings of a child to an archmage. This change in perspective and role in the world is a huge part of being Epic, and brings significance to the transition from non-Epic to Epic-level play.

The challenges Epic characters face range from ludicrously powerful to near omnipotent in scope, requiring all their skills and tools to overcome. While the power of an Epic character is extraordinary, only fools would ignore their core class features learned from their first 20 levels. At their best, Epic characters can apply the right tools for the job, unleashing overwhelming destruction or nigh-imperceptible subtly when the situation requires it.

Playing an Epic character is an experience unlike any that can be found elsewhere in 5th Edition. Through this book, you can bring that experience to your game table, as you and your friends form an Epic party, ready to embark upon the first of many Epic adventures.

BEYOND 20TH LEVEL: GETTING STARTED

A game of Epic Legacy begins when a party gains their first level in an Epic prestige class. This is a momentous occasion, representing an incredible triumph for both the players and campaign. However, the first Epic level is also the most complicated. When your party is awarded an Epic level by your DM, you will want to pause the adventure and have a special game session dedicated to this transition (often called "session zero"). Whether you are creating fresh characters from scratch or making the transition from a three-year campaign, you will want to take some time to have this session. Doing so will let you figure out how to get the best mileage out of your Epic character as both an individual and as a group. This section will help you navigate the session efficiently and enjoyably as you explore a plethora of character options and assemble your Epic character.

Behind the Curtain: Epic Legacy and Character Complexity

Before you play an Epic character, ask yourself: Have you ever played a 20th-level character in 5th Edition? For many of you, the answer is no. And that's okay! You don't need to be a veteran of a dozen 5th Edition campaigns to have a great Epic Legacy experience. Epic characters are extraordinarily powerful with a dizzying array of abilities. This can be overwhelming at first, as you are faced with the twofold challenge of learning your class's high-level, non-Epic features as well as the even more diverse Epic prestige class features. For first-time players of Epic Legacy, it is highly recommended you play a non-Epic class you have advanced from 1st level to 20th with. If this is your first high-level 5th Edition experience, the class you have the most familiarity with is your best bet. The Epic prestige class features, Epic feats, and Epic spells have been meticulously designed and tested to not only be powerful in their own right, but to synergize with a variety of features, feats, and magic from all tiers of play. The more familiar you are with a class's features, the more devastating combos, interesting interactions, and hidden tricks you will discover. And this means you will have more fun.

However, for you daring few ready to deep dive into Epic Legacy headfirst and use core classes you have little to no experience with, you have chosen a difficult path. Get ready to drink from the firehose and reference the 5th Edition core rulebooks heavily as you create your character. Good luck!

BUILDING A CHARACTER

Most Epic Legacy session zeros begin in one of two ways: transitioning from a non-Epic game to an Epic game, or creating Epic characters from scratch. If you are a party of non-Epic characters who have adventured over the course of a lengthy 5th Edition campaign, congratulations! It's a huge investment of time, passion, and inspiration to take a party from low levels of 5th Edition all the way up to 20th level, and you should be commended for your commitment. Jump straight to the "Epic Characters Step by Step" section.

If you are creating Epic characters from scratch, you will need to fulfill many of the same tasks, and should follow the process detailed here.

EPIC CHARACTERS FROM SCRATCH

When creating an Epic character from scratch, you will first want to create a 20th-level version of that character. This process may seem complicated at first but can be streamlined by prioritizing certain elements.

1. Create a 1st-level version of the character, using the standard character creation rules for 5th Edition. Check with your DM about any special restrictions imposed on character creation at this stage.
2. Advance the character to 20th level one level at a time, as though your character were gaining each level through adventuring.
3. Consult your DM for any special equipment and treasure your character should have at 20th level (information regarding treasure and magical equipment in *Epic Legacy* can be found in chapter 5).

That's it! You are ready to proceed to the steps below.

EPIC CHARACTERS STEP BY STEP

Now that your party is about to be 21st level, there are some things that must be taken care of before you can taste the mighty fruit of your labors. You will need to complete four steps: establishing your legend, meeting your Epic prestige class prerequisites, making character adjustments, and checking in with your DM for any additional aspects relevant to this transition. Once you have completed these steps, you are ready to gain your first Epic level in a manner determined by your DM.

Step 1: Establishing Your Legend. Adventuring in 5th Edition is always a story worth telling. To Epic characters, these experiences helped shape them as individuals, granted them power, and impacted the world around them. The summary of these experiences is your legend, a part of your character's background that is unique to Epic Legacy. Write down your best summary from your character's perspective about their non-Epic adventures, which will be your character's legend. The mighty villains they have slain, heroic acts performed, and magical items acquired should be detailed in brief.

If you are ever unsure about how Epic characters should act in a given scenario, use this legend to reflect on what they have done in the past and how those experiences have affected them. Using your legend well leads to stronger roleplaying by tying together the impact your adventuring career has had on your character's personality. Your legend should also interact with other members of your party. Chances are you've seen your share of horrors, glory, and battle together, and these experiences should influence the group dynamic. Epic adventurers need a good reason to stick together, and the collective legend of each party member is a collection of awesome war stories worth referencing often. Epic characters can look back on the "good times" when things were simpler, when they had fewer scars, or when they considered an orc a dangerous enemy. These are fun moments, and you'll feel pretty epic as you realize just how extensive your character's experience has been.

As a part of writing your legend, you may select an Epic ego from the Epic Ego Table, or you may roll a d20 to randomly select one. This personality trait is added to your background and helps determine your character's relationship to the world as an Epic character. Because of the unique position Epic characters often occupy within the mostly non-Epic world around them, they suffer from personal struggles and perspectives stemming from their excessive power.

Once you have written your legend and chosen an Epic ego, proceed to the next step.

Step 2: Meet Epic Prestige Class Requirements. Most non-Epic characters can only qualify for a single Epic prestige class. Each of these character paths has specific prerequisites that must be met before your character can gain their first level in an Epic prestige class. Many of these requirements necessitate DM input, making them a huge focus of your session zero and facilitating a conversation between you two. You may be required to make

Epic Ego Table

d20	Epic Ego
1	**Arrogant.** I can talk my way out of or into anything. Why pay for what you can just demand? I will get better use out of it anyway, so they should be grateful I even asked.
2	**Bored.** I'm generally grumpy and bored unless there is a worthy opponent in front of me. I get downright furious when pathetic creatures dare to attack me, and obliterate them for daring to waste my time.
3	**Conceited.** How do ordinary people get anything done?! I can straighten out their lives with the snap of my fingers and will not hesitate to do so. Why even bother asking for permission? They'll thank me eventually.
4	**Demeaning.** I pity those without the kind of power I wield. I remember what it was like to be that weak. If only they knew what it was like to be me, then they'd understand.
5	**Egomaniacal.** I am a genius the likes of which this world has never seen. Say something stupid in my presence without the power or knowledge to back it up, and I'll take you to school.
6	**Elitist.** Magic is too dangerous in the hands of others lacking my experience and oversight. I keep my "how to" guide on the subject on hand just in case I encounter another reckless spellcaster, along with a prepared speech on the subject.
7	**Grizzled.** You don't want to be me. I've been to the hells and back, and only still doing this gig 'cause no one else can. My best advice to you? Retire early, before a demon tears out your heart.
8	**Hedonistic.** I enjoy every moment of peace to the fullest. I risk life, limb, and even soul to do what I do, so when I can party, I party hard.
9	**Indifferent.** Teach a man to fish, and he can feed himself. I won't solve others' problems if they can solve it themselves. That's how it was when I got my start and look how I turned out.
10	**Isolated.** I cannot get close to those who lack the power to stand beside me in battle. It's just too risky—my enemies could easily exploit this connection and do harm to those I love. I miss my family.
11	**Mentor.** I am always on the lookout for up and coming adventurers. I know of a few good quests they could use that should be a suitable challenge. So what if the last group couldn't handle it? The risk is part of the job!
12	**Misanthropic.** I hate the attention my power has brought me. I never fought for glory or praise, and I resent those who give it to me without my permission. Autograph requests are the worst.
13	**Old-Timer.** This new generation of heroes are so soft. They will never amount to what I accomplished, and even if they do, it's because I blazed the trail. Harrumph.
14	**Overstimulated.** Ugh, don't offer me gold please. I've had enough of riches and glamour. Show me something truly special, something I've never seen before. Otherwise I'm just not interested.
15	**Possessive.** My equipment is sacred to me. It's safeguarded me through more dangers than I can count, and is far more valuable than your life. Those who fail to understand this are deserving of punishment.
16	**Insatiable.** It is never enough. Glory, treasure, companionship. I've tried everything worth trying and yet hunger for more.
17	**Secretive.** I like to conceal my identity whenever possible. It's nice to be "normal" every once in a while. I live a double life in my spare time.
18	**Show Off.** I love to put on a show. What is the point of having these awesome powers if you can't put them on display? Sure, the crowds get a bit much sometimes, but it's all in good fun.
19	**Traumatized.** The world is teetering on the brink of destruction. Horrors lurk beyond the realm of conception, waiting to tear the world to shreds. My adventures are not tales of glory, but of unspeakable, apocalyptic horror.
20	You create an Epic ego of your own design or choose an ego from the table.

serious adjustments to your character to fulfill these requirements. If that is the case, proceed directly to the next step.

Step 3: Making Character Adjustments. Over the course of your non-Epic adventures, you may have made choices about your customizable features that you wish to change. Ability score improvements, feats, proficiencies, and even subclasses may no longer be appropriate or helpful to your character at Epic levels. To help you consider the impact of your features, you will want to read over the Epic prestige class you plan to take at 21st level and adjust accordingly. However, each adjustment you wish to make must be approved by the DM. Little changes, such as an ability score adjustment, should almost always be acceptable, but changing a subclass requires more than simply fiddling with the character sheet; it changes the narrative of the story. Once you have made your desired adjustments, proceed to the next step.

Step 4: Check in with Your DM. Never forget that you and your DM are telling this epic story together. As the final piece of your Epic character creation process, you will give your DM a chance to look over your character sheet and allow them the opportunity to add any additional features, restrictions, or other elements before your journey can begin. An Epic DM must craft a world able to handle your character's awesome power. This is not easily done, so remember that the DM is trying to help your character fit into a narrative that will be appropriate for that level of strength. Consider the merits of certain character restrictions, the opportunities of custom features, and the mystery of strange characteristics before arguing with your DM against their inclusion.

EPIC ADVENTURING

As an Epic character, you are different. You will journey to the ends of the multiverse in pursuit of your goals, seeking challenges of staggering difficulty and glory. To play an Epic character, you will need all your skills gained through your non-Epic experiences, along with a willingness to learn a few new ones. The following section covers the basics of Epic adventuring and roleplaying Epic characters.

LEVELLING AND ADVANCEMENT

Epic characters adventure and level up much like non-Epic characters, following the path of their Epic prestige class. When Epic characters accomplish acts of sufficient difficulty (determined by the DM and discussed in chapter 5), they gain an Epic level. Epic levels grant characters additional features according to the Epic prestige classes they gain the levels in, potentially granting them new Epic feats, ability score increases, spell slots, and other prestige class features. Each Epic prestige class has ten levels to be gained; obtaining all ten grants characters godlike power. As you advance your character, you will want to consult the features of your Epic prestige class (see chapter 2) for what improvements you gain at each level.

Epic Player Etiquette 101

A good player is someone every table loves to have. Playing your character well and exercising good table etiquette will dramatically improve the quality of your game for your fellow players and DM, distinguishing you as a player who is exceptionally fun to game with. When playing a game of Epic Legacy, the complexity of the characters and the exciting nature of the scenarios make for a slightly more challenging game environment. Detailed below are some principles and etiquette for players to optimize your Epic Legacy experience.

1. **Respect the World.** Your DM has worked very hard to create an amazing experience for your characters. Unless your DM is a genius, chances are good the combined cleverness of players can outwit their most devious designs. While you don't have to do things the DM's way every time, if you "break" the game with a rules exploit, magical item, or combination of class features, ask yourself: Do I really think the game will be improved by the inclusion of this strategy? In most cases, the answer is no. If you notice something that clearly isn't working as intended, quietly let your DM know so the inconsistency can be corrected without breaking immersion.

2. **Pay Attention.** Epic games are complex, and your decisions can have huge consequences for the story or fellow players. Staying aware in a key situation allows you to make big plays or notice subtle clues. Even if your character isn't paying attention to what's going on, as a player you should be.

3. **Be Epic, and Know What That Means.** The time for resting between every encounter has passed. You are playing an Epic character—99 percent of an "average" fantasy world can't even hope to challenge you. That means achieving great things and longing for adventures that stimulate the senses and challenge your abilities. Avoid taking your character in a "non-Epic" direction without very good reason.

4. **Master Gameplay.** Your Epic character can do *a lot* in almost any situation. This can lead to a phenomenon called "analysis paralysis" where you attempt to make the perfect play in any given scenario, bringing the flow of your game to a screeching halt. Don't fear being suboptimal. Being Epic means you can often recover from the most devastating failures. Whether you are unleashing ridiculous overkill on a tribe of goblins or conservatively holding resources against a mythic foe, choose to act expediently and with confidence.

5. **Share the Glory.** With the snap of your archmage's fingers, the king is a slave to your every whim. From there, you can give detailed instructions as to how you will have the kingdom run while you profit behind the scenes. As you share this plan with the table, you realize you've been talking for seven minutes straight and everyone is politely smiling and nodding. You suspect they tuned out several minutes ago, and you couldn't be more right. While it's tempting to espouse the actions of your Epic characters in glorious detail, remember your fellow players are here to have a good time too. If you can include them in a scene, do so, and don't take up too much of everyone's time for something that only interests your character.

6. **Know Your Arcana.** Know how your character works. This book has already mentioned the importance of playing a character class you know well, but it bears repeating. Take the time to re-read your character's features from 1st level all the way to 30th level, and really think about the potential each represents for roleplay, combat, and adventuring. The *Epic Legacy Core Rulebook* has a lot of content specifically designed to develop your non-Epic features, so you stand only to gain by using them.

7. **Be Ready to Roll.** Epic games roll big dice. Few things in the world of tabletop gaming are more satisfying than rolling dozens of dice at once, watching the pieces cascade across the table in a glorious tsunami of damage. However, constantly rolling huge numbers of dice can be tiresome for everyone else as you count up 40d6 on your third *meteor swarm* of the evening. Use average damage, calculators, or dice rolling apps on a device for your typical dice rolls. Roll your physical dice in an Epic game only at moments of great significance.

TIERS OF PLAY

A game of Epic Legacy is separated into three tiers of play that represent different categories of power. These tiers firmly categorize any Epic Legacy content as definitively outside the realm of normal play, where non-Epic characters can barely hope to survive.

The first tier (21st–25th level) is the Epic Tier. Here, characters have officially crossed the threshold into the realm of Epic levels and begin to unlock features of incredible strength. With this newfound power, they can face down threats they once feared, complete quests to reshape the world, and defeat apocalyptic foes. Adorned in magical items of legendary power, these characters are glorious champions of their cause throughout their adventures. Each character is learning just how far their abilities can take them, embarking on journeys of self-discovery in a realm of endless possibility.

The second tier (26th–29th level) is the Legendary Tier. At this stage, the power of these characters is radical and unstoppable to all but the mightiest enemies. Characters adventuring in this tier have gained Epic features according to their non-Epic subclass, discovered their most powerful magic, and streamlined their builds to become titanic forces in the game world. The quests set before these characters are extremely significant, for their time is best spend handling only the most important tasks. It falls to these characters to accomplish the impossible, pushing themselves and their powers to the absolute limit. In rare cases, Epic characters adventuring in this tier may possess a relic (see chapter 6), and may have even attuned themselves to its power. Only a truly Epic DM can challenge such heroes, who would do well to not get overconfident in the face of interplanar, or even universal, threats.

The final tier (30th level) is the Finale Tier. Having reached the last glorious hurrah before the campaign's end, these characters are at their zenith. The list of beings that can oppose them is short but terrifying. Great Old Ones, primordial titans, archfiends, and the gods themselves are among these deadly few. The clashes between the characters and worthy enemies are terrifying in their scale, often with the fate of many worlds hanging in the balance. Possessing full access to their Epic powers, these characters can accomplish anything they set their minds to. However, here is where their journey ends. There is no game past 30th level—Epic Legacy intends that the conclusion of an adventure at this tier mark the final chapter in an Epic character's story. Such adventurers may then ascend to godhood, fade into history, or disappear from the known realms.

ROLEPLAYING EPIC

Roleplaying a powerful character can be challenging, but its rewards are well worth the extra effort. The world created by your DM will have strong opinions on the existence of Epic characters. To some societies, an Epic character is a walking weapon of mass destruction, to others, a living god. Managing this significance well is the hallmark of good Epic roleplaying.

Epic characters experience social interactions just like ordinary people, but their awesome power can cast a shadow on even the most casual of conversations. Some like to conceal their identities for this very reason, but this is not always possible. Tools like your Epic ego and legend combined with your background's features help make Epic roleplaying fun and meaningful. Consider how the power dynamic of your character affects those around you and whether this is something your character would like to exploit or conceal. Use methods of roleplaying that work best for you when managing your Epic character, factoring in the additional elements detailed in this chapter for an optimal social experience.

The following options present a "standard model" for interactions in a game world, used as a base for considering the context of your character: Epic versus non-Epic, Epic versus Epic, and Epic versus Deific. The details of what constitutes non-Epic, Epic, and Deific are found later in this chapter.

Epic versus Non-Epic. To most non-Epic creatures, Epic characters are terrifying or deserving of excessive adoration and respect. Intelligent non-Epic creatures understand that an Epic character can destroy them with ease and treat social interactions between them with a healthy degree of caution. Only the most compelling and benevolent Epic characters can reassure a non-Epic creature who is aware of their true nature. It is difficult for non-Epic creatures to conceive of the power Epic characters wield, and this misunderstanding often fuels obsession and fear. Rumors, half-truths, and outright absurd beliefs about well known Epic characters' abilities are rampant. An Epic character is akin to a superhero or celebrity in a fantasy universe. A larger-than-life figure that epitomizes ideals and concepts, serving as an inspiration to entire generations. For this reason, many Epic figures are uncomfortable with the level of attention they receive. Their primary focus is adventuring, not cultivating legions of fans and followers. While the worlds of non-Epic creatures may be intriguing for a time, it is a realm of which Epic characters are no longer directly a part.

Epic versus Epic. When two Epic forces are in the same room, the tension in the air is electric. Even close friends of Epic power struggle to hold back their excitement at a potential test of might or knowledge before them. Most Epic characters will only "cut loose" in relative safety and isolation, far away from the eyes of lesser creatures. Feuds between Epic creatures are legendary, which can result in tremendous conflicts that span centuries. With so much at stake, Epic characters tend to be conservative in social situations with other Epic creatures, acting with great care and patience until they develop a deep understanding of the other. Epic characters who make friends and enemies quickly are seen as either very foolish or very dangerous, and engender no small amount of disrespect from other Epic creatures aware of such activity.

Epic versus Deific. Depending on how Deific levels of power are defined by your DM, these interactions can be hugely significant. Deific forces and creatures are one of the few things Epic characters always have strong feelings about. When encountering a Deific effect or creature, Epic characters should feel vulnerable and outclassed. Such experiences are humbling and show characters that, as mighty as they may be, there is always something mightier. It's difficult to comprehend just how powerful Deific content is, to the point where it may not even make sense to even write out rules, systems, or characteristics for Deific encounters. Your DM grants something Deific power for a reason, typically as a not-so-subtle warning sign for you to take the situation seriously or suffer dire consequences.

MORALITY AND ALIGNMENT

Lawful good Epic characters don't follow the laws of a decent society, they write them. Traditionally, alignment for player characters has been subjective; what constitutes good and evil is relative to an individual's perspective. What is good to one character may be evil to another, depending on point of view.

However, it's hard to argue the nature of morality with an ascendant that is a literal god of goodness and justice. Epic characters have a greater insight into the nature of good, evil, and everything in between. Whether or not you want to make your character's alignment a bigger part of your roleplaying experience is up to you. It can be a polarizing force in a party and often a source of conflict between characters. When using alignment in social encounters, prioritize differentiating between Epic and non-Epic interactions as detailed in the previous section to prevent obsessing over the little things while the world is on fire.

GAMEPLAY

While there is much to learn about gameplay at Epic levels, not everything has changed about how you play a character. You still have turns, actions, ability checks, saving throws, and everything else you are used to from your non-Epic days. The 5th Edition core rulebook for players is just as essential for Epic gameplay as the *Epic Legacy Core Rulebook*. Whatever you enjoyed doing at non-Epic levels, you will find a way to do so here in an Epic capacity. Over the course of these adventures you will encounter new aspects of gameplay that will redefine your world. While many of these features are only included in your game at your DM's discretion, the following aspects and terms are universal across any game of Epic Legacy.

Epic Evil: Playing a Villainous Character at Epic Levels

It's hard to believe that the existence of an Epic evil character could be tolerated for long. Such characters possess the level of power and malevolence reserved for the archvillain of an entire non-Epic campaign. When playing an Epic evil character, resist the temptation to descend into "Saturday morning cartoon villainy," perpetually seeking world domination and mass destruction. Those can be good background goals for your character but shouldn't take center stage every time you go on an adventure. Be the character that cackles maniacally when casting a spell that tears out an enemy's soul, not the evil mastermind who loudly details the entire genius plan to slay a good deity in front of your less-villainous compatriots.

However, if you are in the company of other villainous characters you may take the "maximum bastard" approach and unleash hell on everyone and everything around you. A party of villainous Epic characters is a bomb waiting to go off, capable of atrocities that can bring an entire plane to its knees.

EPIC TERMINOLOGY AND RULES

The keywords below are terms used to denote specific mechanical aspects of gameplay when using the *Epic Legacy Core Rulebook*. Whenever these terms appear in this book they are referencing the properties detailed here.

Power Designations: Non-Epic, Epic, and Deific

Throughout this book you will find the descriptors "non-Epic," "Epic," and "Deific" when referring to specific content. The properties of each classification are detailed on the next page.

DM: With the final puzzle solved, the eternity vault swings open, silent upon its hinges. A blast of stale wind issues forth, carrying the dust of ten thousand years. Before you can pass through its aperture, you hear a thunderous clang, and a mechanical creature steps forward to block the entrance. Its form is a clockwork amalgamation of extraordinary complexity, clearly the work of a genius. Time itself seems to bubble and flow around the creature, and without any effort you can sense the creature's raw power. It does not attack.

Steve (playing Fub the Ravager): This does not anger Fub… yet. But the fact it is not made of meat is upsetting.

Jon (playing Shana the Archon): I move my eternal *sphere of ultimate destruction* spell in front of me and—

DM: The creature's mechanical head snaps to attention, clearly threatened by your Epic spell.

Jon: Good. I say to the creature, "Guardian, if that is what you are, know that this ball of magic unleashes destruction of a uh…ultimate? Yes, ultimate nature. Step aside, or be disintegrated."

DM: That sounds like you are trying to intimidate it, so why don't you make that ability check for me.

Jon: Hmm, okay I have advantage 'cause of *enhance ability* on me. *(He rolls.)* With a +15 bonus, that's a 27.

Cory (playing Salvation the Ascendant): While that is going on, Sal is going to start casting *holy aura*. As much as he likes Shana, his past experiences with guards has taught him to always expect the worst. I'm also going to generate a Divine Spark as a bonus action; hopefully that won't be too provocative.

DM: Hmm, I'll allow one effect since combat hasn't started, but not both.

Cory: *Holy aura* it is then! Hopefully we won't need it.

DM: The creature's form grinds with anger upon being threatened. While it is clearly shaken, it is not enough to convince it to abandon a post held for ten thousand years. Roll initiative please, but as you do, roll with disadvantage. The creature's strange mastery over time appears to be slowing you down.

Group: Uh-oh, here we go.

Non-Epic. Non-Epic content is anything designed for 1st to 20th level in 5th Edition. Spells, class features, creatures, magic items, and many other aspects of play fall into this category. When something is non-Epic, it almost never approaches the level of significance held by the most minor of its Epic counterparts. This isn't to say everything found in the 5th Edition core rules must remain non-Epic. Many of these gameplay elements can be swiftly improved to become Epic in their own right. By classifying something as non-Epic, it provides a clear system of interaction between a character and the content in question. Being non-Epic doesn't mean something isn't important or powerful, it simply lacks an exceptional quality to be considered Epic.

Epic. Epic content is everything featured in this book. Whether it is a new skill, feat, class feature, or spell, everything here is Epic. Many non-Epic gameplay elements become instantly more powerful if classified as Epic, granting them unique protections or resistances to certain Epic effects. Being Epic doesn't necessarily mean possessing extraordinary power. Objects and creatures of exceptional rarity, godlike heritage, great beauty, and many other unusual traits could easily be classified as Epic. Think of Epic as more of a designation of exceptionalism than a classification of power. Epic content is appropriately significant for Epic characters from 21st level to 30th level and forms the "standard" content of *Epic Legacy Core Rulebook.*

Deific. When something is Deific, it is of a level of significance which indicates that even the gods (or your game world's equivalent) have a stake in its existence. Deific can be simply described as "beyond Epic" and is primarily used by a DM to create a level of gameplay that is beyond the ken of all but the most powerful Epic characters. At minimum, everything that is Deific is also Epic. Many features presented in this book have special interactions with Deific-level content, and few characters are ever able to produce Deific effects without great effort. When a piece of Deific content appears in your game, its nature and strength are at the DM's discretion, who will prescribe properties appropriate to your game world. As a rule, Deific content is either very rare in Epic Legacy or appears with more frequency when your group has entered the Legendary Tier of Epic-level play.

Epic Damage

Some abilities, attacks, and spells performed by Epic creatures and characters generate rare and powerful damage types, called Epic damage types. Rules such as damage resistance and immunity apply to some Epic damage types, but non-Epic features or effects cannot specifically grant resistance or immunity to Epic damage types. If something subjected to an Epic damage type has resistance or immunity to all damage, it has resistance to types of Epic damage as well. In all other ways besides those detailed here, Epic damage types are identical to their non-Epic counterparts.

- **Arcane Damage.** Sometimes called "True Damage," arcane damage represents the fundamental energy that flows through the multiverse, raw and unformed. Arcane damage appears as cosmic energy of shifting color, utterly destructive to anything it encounters.

  Special Benefit. Under no circumstances can a creature have resistance or immunity to arcane damage, nor can arcane damage be reduced by any means.

- **Righteous Damage.** Pure holy energy, this damage comes from beings of pure good, who weaponize it as a force against evil. Righteous damage appears as a combination of flame, light, and raw force, overwhelming in its intensity.

  Special Benefit. Evil creatures are always vulnerable to righteous damage.

- **Vile Damage.** Raw evil incarnate, vile damage is malevolent and caustic. The worst parts of acid, poison, and necrotic energy wrapped together, vile damage is an infectious purple slime that bubbles with hate.

  Special Benefit. Good creatures are always vulnerable to vile damage.

- **Untyped Damage (Losing Hit Points).** Many Epic Legacy effects and some 5th Edition effects cause a creature to lose hit points instead of taking damage. While this is still *technically* a form of taking damage, losing hit points cannot trigger effects that occur when a creature takes damage, nor can a creature be resistant or immune to losing hit points. Extreme bleeding, loathsome poisons, and other life-draining effects are examples of something that would cause a creature to lose hit points.

Epic Advantage and Disadvantage

Epic characters are prodigious and exceptional. It is not uncommon for them to always have advantage on their attack rolls, ability checks, and saving throws, or always impose disadvantage on their enemies. Unfortunately, the foes of Epic characters have many of the same tricks, leading to a frustrating stalemate in which neither party has advantage or disadvantage on anything. This isn't very fun, so Epic Legacy makes use of the concepts called Epic advantage and Epic disadvantage.

Functionally, Epic advantage and Epic disadvantage work identically to their non-Epic counterparts, providing an additional d20 role and forcing the roller to pick the highest or lowest result. However, if something has Epic advantage on a roll, it is immune to the penalties of non-Epic disadvantage. The inverse is also true—if something has Epic disadvantage on a roll, it cannot benefit from non-Epic advantage. When something has Epic advantage and Epic disadvantage on the same roll, it instead has neither of them.

EPIC ABILITY CHECKS

Epic characters are very skilled; their increased ability scores and proficiency bonuses grant even the most amateur Epic characters tremendous bonuses to their ability checks. In extreme cases, it is not uncommon for an Epic character to achieve an average ability check result of 30. According to the 5th Edition core rules, a result of 30 or higher can accomplish nearly impossible tasks, which, if true, means Epic characters would never need to roll higher than 30 for most ability checks they attempt.

However, what constitutes a nearly impossible task in the eyes of an Epic character is a different category of challenge entirely. Because of this potential, Epic characters may attempt ability checks well beyond the intended scope of their associated skill. When successful, these checks allow a character to perform activities that appear magical or supernatural to those observing them. These checks are called Epic ability checks.

When an Epic character attempts an ability check for which the DM would declare the DC to be greater than 30, the nature of the check may warrant it being considered an Epic ability check. Epic ability checks defy contemporary logic, allowing characters to accomplish acts of herculean strength, astonishing speed, and other wonders that put non-Epic characters to shame. The limits of what you can do with your Epic character's skills are your imagination and the whims of your DM. When successful, Epic ability checks often "bend" the rules of what is possible in 5th Edition, but rarely break them.

When you would attempt an ability check that would exceed the traditional parameters of its associated skill (if any), you may declare your ability check to be an Epic ability check. When you do so, you must detail the manner in which the check is performed, even if performing that task seems impossible in that manner. The DM then determines if the act you wish to attempt is worthy of being considered an Epic ability check, an ordinary ability check, or impossible even with the aid of Epic skill. If the DM allows your Epic ability check, what you are able to accomplish on a success may still be adjusted, such as the rate of which the activity performed or the degree to which you succeed. Once the DM has determined a DC for the ability check, you may then attempt the check. Once characters have attempted an Epic ability check, regardless of the result, they cannot attempt another Epic ability check until they have finished a short or long rest.

Detailed below are some examples of Epic ability checks for each ability, along with some suggested DCs.

Epic Strength Checks

Epic ability checks that use Strength are always applications of overwhelming might.

Example	Suggested DC
Athletics. You can throw objects as though you were a siege machine, such as a catapult or trebuchet.	32
Athletics. You attempt to climb a perfectly smooth surface with no handholds or purchases. You can even crawl across the ceiling like a spider.	50

Epic Dexterity Checks

Epic ability checks that use Dexterity are impossible acts of speed and body manipulation.

Example	Suggested DC
Acrobatics. You balance upon a liquid surface, such as acid or water, as though it were solid.	40
Acrobatics. You pass through spaces that are far too small to accommodate a creature of your size, such as between bars in a cell, into miniscule crevices, or through pipes meant only for liquids.	60
Sleight of Hand. You steal specific objects from another's *bag of holding* or *portable hole*, remove someone's clothes without them noticing, or pilfer treasure locked inside a chest.	40
Sleight of Hand. You steal something in plain sight with such speed it appears as if it simply vanished into thin air.	50
Stealth. You conceal yourself in another creature's shadow, mimicking its movements to remain undetectable.	45
Stealth. You conceal something on your person so that it cannot be found, even while you are being strip-searched or magically examined.	55

Epic Constitution Checks

Epic ability checks that use Constitution are rare, but reflect mighty acts of durability and fortitude.

Example	Suggested DC
You choose to feel no pain from an injury or affliction.	35
You regrow a lost limb or extremity through your natural healing process.	40
You gain the benefits of resting without falling asleep.	45

Epic Intelligence Checks

Epic ability checks that use Intelligence are strokes of genius, brilliant ideas that can change the world or solve any problem.

Example	Suggested DC
Arcana. You learn all the properties of a magical effect you are observing, even if you've never seen it before.	40
Arcana. You can determine what spells were cast in an area or on another creature based on the aftermath of their effects.	45
History. You memorize a piece of historical information in seconds and are able to recall it with perfect clarity.	40
History. You learn the abilities and properties of an ancient creature or object, even if you have never encountered it before.	50
Investigation. By examining a room, you are able to determine exactly many how many creatures were in the area within the last 24 hours. You learn the creatures' types, sizes, and actions they took while within the room.	45
Investigation. You can perfectly reconstruct a crime scene based on vague descriptions.	50
Nature. You create a new true breeding species of plant within a single generation of crossbreeding.	45
Nature. You discover the exact location of extraordinarily valuable natural resources within an environment you are exploring.	50
Religion. You found a religion or cult that is guaranteed to attract a significant following.	45
Religion. You learn the secret desires and motivations of a deity to which you have spoken directly.	60

Epic Wisdom Checks

Epic ability checks that use Wisdom are masterful approaches to problems, extraordinary demonstrations of intuition and rationality.

Example	Suggested DC
Animal Handling. You influence an infant animal to imprint on you, causing it to forever believe you are its parental figure responsible for its wellbeing and safety.	35
Animal Handling. You perfectly train an animal within minutes regardless of species or intelligence, allowing you to command its every action with nonverbal cues.	45
Insight. You can tell when a creature is being manipulated, deceived, or otherwise convinced to act in a manner inconsistent with its normal behavior.	40
Insight. You sense you are watched, whether by hidden creatures or by magic.	50
Medicine. You learn the exact properties of features, weapons, or spells by examining the wounds inflicted by them.	35
Medicine. You develop an inexpensive, mass-producible cure for a virulent and deadly disease.	45
Perception. You can touch a creature and determine whether it has taken the shape of a form other than its natural one.	45
Perception. You can read a book held by someone else by the reflection of the pages in their eyes.	50
Survival. By exploring its territory, you learn the exact properties, lair actions, and regional affects produced by powerful creatures.	40
Survival. You scrounge up a hearty feast from a barren wasteland in hell.	45

Epic Charisma Checks

Epic ability checks that use Charisma are orations and performances that can stir the hearts of even emotionless beings, compelling and manipulating behavior on an extraordinary scale.

Example	Suggested DC
Deception. You deceive an assembled crowd, convincing them to make you their king as your (nonexistent) birthright, and relation to a distant ancestor of their former monarch.	45
Deception. You convince the dragon whose hoard you were stealing that you and your companions are part of the "hoard insurance commission" here to offer legal protection for its valuables.	60
Intimidation. You terrify the prison warden, demanding that he release you immediately, return all your belongings, and obtain handwritten apologies to you from every guard. Oh, and you'll need him to hand over that hat he's wearing.	40
Intimidation. With an angry glare, you can silence an overtalkative god.	70
Performance. You play three instruments at once.	40
Performance. You improvise a symphony, conducting an entire orchestra without any of sheet music or preparation.	45
Persuasion. You convince a demon to turn over a new leaf and embark on a life of goodness and compassion. It may not be very good at playing nice, but at least it's trying.	45
Persuasion. You inspire an entire generation of commoners to become adventurers from a single motivational speech.	50

CHAPTER TWO:
EPIC PRESTIGE CLASSES

Epic adventurers are the elite in a community of exceptional individuals. Where lesser heroes chose to retire or live an "ordinary" adventuring life, Epic characters committed to discovery, danger, and glory on an inconceivable scale. With this devotion comes new powers and techniques via a difficult path called an Epic prestige class.

Each Epic prestige class acts as an Epic level "capstone" to a corresponding 5th Edition core class. Consisting of ten class levels, an Epic prestige class is designed to transition a non-Epic, 20th-level character into a champion of Epic power upon gaining their first Epic level. Epic prestige classes offer a huge selection of options to choose from. Some of these are obvious and easy to use while others are ferociously complex, requiring a mastery of both Epic and non-Epic play. This diversity makes each Epic character unique and rewards your expertise with the system as you discover new character builds and feature synergies.

Twelve Epic prestige classes can be found in this section, one for each 5th Edition non-Epic core class.

Epic Prestige Class Table

Epic Prestige Class	Description	Epic Mechanic
Ravager (Epic Barbarian)	An unstoppable juggernaut of raw fury, able to perform unrivaled acts of strength that defy reason.	**Pain Fuel:** A ravager can use the pain of battle to increase its strength to near limitless heights.
Truespeaker (Epic Bard)	A master of truespeech, able to weave its power into both song and spell for unique and powerful effects.	**Truespeaking:** A truespeaker makes unique Charisma (Truespeaking) ability checks to create extraordinary effects.
Ascendant (Epic Cleric)	A god among mortals, able to bring divine retribution or salvation across the realms.	**Divine Spark:** Ascendants channel the raw power of the gods, conjuring sparks of pure divinity within themselves.
Primordial (Epic Druid)	Champions of nature, integrating both body and soul into the world around them.	**Evolution:** Primordials use the power of nature to change and adapt to any situation, evolving different aspects of themselves.
Dreadnought (Epic Fighter)	Unrivaled masters of weaponry, able to perform martial techniques so extraordinary as to appear magical.	**Combat Stances:** A dreadnought has perfected different styles of fighting, dominating the battlefield with their martial prowess.
Enlightened Fist (Epic Monk)	A student of secret techniques that impart complete mastery over ki and combine them with extraordinary martial arts.	**Flowing Power:** An enlightened fist can seamlessly transition one action into another, performing deadly combos at frightening speed.
Crusader (Epic Paladin)	A holy warrior on a legendary quest, specializing in leadership and ceaseless devotion to a cause.	**Sanctification:** A crusader can improve its attacks, spells, and features with sacred power to better aid allies or smite enemies.
Slayer (Epic Ranger)	An apex predator who has perfected the art of stalking and killing even the most powerful enemies.	**Slayer Dice:** As a slayer stalks and battles its enemies, it gains advantages in the form of slayer dice, which can be used to advantage itself against enemies.
Grifter (Epic Rogue)	Consummate cheats, able to bend the rules of any situation to suit their needs.	**Grifting:** A grifter can deliver devastating sneak attacks with cunning bonuses, specifically targeting enemy weaknesses.
Archon (Epic Sorcerer)	Beings of raw magical energy with unique and specific control over their magic.	**Epic Metamagic:** An archon can augment spells to dizzying levels of power…for a price.
Overlord (Epic Warlock)	A master negotiator, no longer a slave to an otherworldly patron.	**Epic Invocations:** A overlord knows Dark secrets of Epic power granted unwillingly by their patron.
Archmage (Epic Wizard)	The ultimate students of the arcane, learning magical secrets few are capable of understanding.	**Arcane Mysteries:** A archmagi discovers fragments of magical lore to bend the rules of certain schools of magic.

RAVAGER

Epic Barbarian

> *The storm giant stared, nonplused and blinking in surprise. Of course he knew what arm wrestling was, but the absurdity of the female half-orc's challenge would take time to process. Five minutes later, cradling his shattered arm, the giant had many regrets.*

A ravager is more than just a rage-fueled barbarian. It is focused anger incarnate, channeling fury to accomplish feats of physical prowess none thought possible. However, beneath this exterior is a tightly focused core of self-control, the eye of a storm. The strength ravagers possess is so devastating that they can easily destroy entire nations should they succumb to their rage. Constantly maintaining their balance on this brink requires incredible discipline, but the rewards are well worth the effort.

PREREQUISITES

Becoming a ravager is the most difficult task a barbarian ever undertakes. It is not enough to be a mighty, rage-filled warrior, one must become anger incarnate. Once barbarians reach 20th level, their undisciplined rage limits their power. To walk the path of the ravager one must channel their fury, compacting it into a highly focused and devastating tool of limitless destructive potential.

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

- **Barbarian Level 20 –** Only the mightiest warriors fueled by pure rage are strong enough to walk the path of a ravager.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes a character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Rageborn –** You must undergo a fearsome trial that only a barbarian could complete, spending a year and a day in a continuous rage. During this time, you can neither sleep nor rest as your days are consumed with blind, unending fury. Eventually, this anger reaches its climax in a tremendous primal act. This typically takes the form of a great feat of strength, such as splitting a mountain with a single blow, lifting an impossibly heavy object, or defeating a mighty beast in a wrestling match. Once completed, this act teaches you the true potential of your anger, unlocking the potential for limitless strength.

CLASS FEATURES

As a ravager, you gain the following class features.

Hit Points

Hit Dice: 1d12 per ravager level
Hit Points per Level: 1d12 (or 7) + your Constitution modifier per ravager level

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Overpowering Strikes

At 21st level, when you make a weapon attack at advantage using Strength and score a hit, you can deal maximum damage with that attack.

The Ravager

Level	Prestige Class Features	Proficiency Bonus
21st	Ability Score Improvement, Epic Feat, Overpowering Strikes, Pain Fuel	+6
22nd	Unleashed Might	+6
23rd	Ability Score Improvement	+7
24th	Bitter Fury	+7
25th	Ability Score Improvement, Epic Feat	+7
26th	Epic Primal Path	+7
27th	Ability Score Improvement	+8
28th	Musclemind	+8
29th	Ability Score Improvement, Epic Feat	+8
30th	Avatar of Fury	+8

Pain Fuel

At 21st level, you may use the pain of combat to increase the power of your rage. When you take an instance of damage from an enemy while raging, you gain 1 point of pain fuel for every 20 points of damage you took, rounded down. You lose any points of pain fuel you have when your rage ends or when you finish a short or long rest, whichever comes first. While you have 1 or more points of pain fuel, you gain the following benefits.

- +1 bonus to Strength-based weapon attacks per point of pain fuel
- +1 bonus to Strength ability checks per point of pain fuel
- +1 bonus to Strength saving throws per point of pain fuel

Ravager Gameplay Variant: Friendly Fire

At your DM's discretion, you may change the ravager's Pain Fuel feature to allow for a character to gain pain fuel points in response to taking damage from allies or incidental sources (such as falling from a great height) in addition to its normal benefits. Note that doing so can dramatically improve a ravager's combat effectiveness depending on the composition of an adventuring party and is potentially exploitable for obscene amounts of pain fuel.

Unleashed Might

At 22nd level, you can channel your pain fuel points into acts of legendary might called fury powers. These powers can only be used while you are raging and if you have the necessary actions available to you, which are detailed in each fury power's description. Each fury power has a pain fuel point cost in its description, indicating the required number of pain fuel points you lose after the fury power has been utilized. Every ravager has access to all the fury powers detailed at the end of this class description, though some gain additional fury powers according to their subclass as they advance.

Some fury powers force those affected to attempt saving throws. The DC for these saving throws is calculated using your fury power save DC.

Fury Power save DC = 8 + your proficiency bonus + your Strength modifier

Bitter Fury

At 24th level, your failures only spur you on to greater anger. While you are raging you gain the following properties:

- When you miss a weapon attack against an enemy creature, you gain a single point of pain fuel. You cannot gain points of pain fuel from attacks that you intentionally miss.
- When you fail a saving throw against an enemy creature, you gain a single point of pain fuel. You cannot gain points of pain fuel from saving throws you fail intentionally.

Epic Primal Path

At 26th level, you combine your new epic might with the primal powers of your rage, granting you mighty improvements to your specialization. You gain the following features according to the primal path you selected when you were advancing as a non-Epic barbarian.

Path of the Ancestral Guardian[*]

Your ancestors are always with you, using the collective anger of generations to aid you in battle. Whenever you use your reaction to protect your allies with your Spirit Shield subclass feature, you double the amount of damage reduced by that feature. If you do not reduce the damage dealt in this manner to zero, you regain the use of your reaction at the end of that turn.

Path of the Battlerager[†]

Your anger drives you to incredible feats of brutality and speed. You gain a unique fury power that you can use by expending pain fuel: Instinctual Reflexes.

INSTINCTUAL REFLEXES

Pain Fuel Cost: 1 point

On each of your turns you may activate this fury power (no action required) to gain an additional bonus action that turn. You may use this fury power more than once per turn, provided you have enough points of pain fuel to do so. Unspent bonus actions generated by this fury power are lost at the end of your turn.

Path of the Berserker

When you end a frenzy, you no longer gain a level of exhaustion. Additionally, when you make a successful attack using your Retaliation subclass feature, you regain the use of your reaction at the end of that turn.

Path of the Bonebreaker[‡]

Enemies you have mutilated can be dispatched with ease. Creatures under the effects of your mutilations are vulnerable to damage dealt by you.

Path of the Storm Herald[§]

Your Storm Aura subclass feature expands with your growing rage, increasing its range from 10 feet from you to 30 feet from you in every direction. Additionally, your Storm Aura gains a unique effect based on the environment you chose for it.

Desert. When a creature within your Storm Aura takes fire damage from you, it takes an additional 1d6 points of fire damage for each point of pain fuel you have. This effect cannot occur more than once per turn.

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[*] This subclass can be found in the official 5E supplement, *XGE*

[†] This subclass can be found in the official 5E supplement, *SCAG*.

[‡] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

[§] This subclass can be found in the official 5E supplement, *XGE*.

Sea. Creatures and objects of your choice within your Storm Aura are considered to be fully immersed in water for as long as they remain within the area, gaining benefits and suffering penalties accordingly.

Tundra. At the start of each of your turns, diamond-hard ice lines the body of creatures of your choice within your Storm Aura, granting an affected creature a +5 bonus to its armor class until the start of your next turn. This effect ends prematurely if an affected creature ends its turn outside of your Storm Aura.

Path of the Totem Warrior

You can perfectly imitate the sounds of a beast with which you share a totem spirit. In addition, you gain a totem spirit of a legendary Epic beast of your choice from the following options.

Bear. When determining how much pain fuel you gain from taking damage, you gain an amount of pain fuel based on the damage you would have taken before any resistances or immunities to damage are applied.

Eagle. When you fall into a space containing another creature, you may choose to force any creatures occupying that space to attempt a Dexterity saving throw against your fury power save DC. On a failure, you take no fall damage, and the affected creatures take the fall damage you would have suffered. A successful saving throw halves the damage. Regardless of the result, you still land prone if you would have ordinarily done so from falling.

Elk.[*] While you're raging, when you hit a prone creature with a melee weapon attack, you score a critical hit.

Tiger.[†] When you make a successful weapon attack, you may spend movement to increase the damage of the attack by 1d6 per 10 feet of movement spent.

Wolf. While you're raging, if an ally within 120 feet of you that you can see takes 30 or more damage in a single instance from an enemy, you may use your reaction to generate 2 points of pain fuel.

Path of the Zealot[‡]

Your battles give glory to the gods. When you use your Zealous Presence subclass feature, you must finish a short or long rest before you can use it again.

Additionally, when you are a source of advantage on attack rolls or saving throws to yourself or your allies, you gain and grant Epic advantage on those attack rolls and saving throws instead.

Musclemind

At 28th level, your strength allows you to fight through mental influences and magic. Once per round, when you would attempt an Intelligence, Wisdom, or Charisma saving throw, you can instead choose to attempt a Strength saving throw.

Avatar of Fury

At 30th level, you achieve what none thought possible as your strength increases exponentially in battle. If you are raging when you start your turn, you gain 2 points of pain fuel.

FURY POWERS

Fury powers are the ultimate expression of physical might which ravagers use to slaughter their enemies and overcome insurmountable obstacles. Each fury power has a pain fuel point cost detailed in its description which must be expended for the power to take effect. If a fury power lists a "+" besides its point cost, you may spend any number of additional pain fuel points in a single use of that power, bolstering its effects as detailed in its description. Pain fuel points spent are lost immediately upon using the power and you cannot spend more pain fuel points than the amount you possess.

Earthbreaker

Pain Fuel Cost: 1+ points

When you make a weapon attack, you choose to strike a space on the ground within reach or range, projecting a shockwave that tears buildings and enemies asunder. The space you target is the origin of the shockwave, which must be directed away from you (when applicable). You choose the form of the shockwave's area from the following options:

- A 200-foot-long, 5-foot-wide line.
- A 90-foot cone.
- A 60-foot-radius area centered on the point of impact.

Creatures in the affected area must succeed on a Dexterity saving throw or be knocked prone and take 2d10 points of bludgeoning damage per pain fuel point spent on this fury power. A successful saving throw halves the damage and prevents the prone condition. Objects and structures in the affected area take double damage from this effect.

Obliterating Critical

Pain Fuel Cost: 1+ points

When you score a successful critical hit with a weapon attack, you may expend 1 or more points of pain fuel to deal an additional 20 damage per pain fuel point expended. This bonus damage is the same type as the weapon attack. Enemies of flesh and blood slain by this bonus damage explode into giblets.

Pulverize

Pain Fuel Cost: 5 points

As an action, you make a single weapon attack and automatically roll a 20 on the attack roll. The target must succeed on a Constitution saving throw or be stunned until the start of its next turn, and is knocked prone. On a successful saving throw, the target is knocked prone but is not stunned.

Rage Regeneration

Pain Fuel Cost: 1+ points

At the start of each of your turns, you use this fury power to channel channel your anger inward, accelerating your metabolism and natural healing ability. You regain 5 hit points per pain fuel point you spend on this fury power and may end one or more of the following conditions on yourself: blinded, charmed, deafened, frightened, poisoned. If you are paralyzed, petrified, or stunned when you use this fury power, you are immune to those conditions for the remainder of that turn.

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[*] This subclass option can be found in the official 5E supplement, *SCAG*.

[†] This subclass option can be found in the official 5E supplement, *SCAG*.

[‡] This subclass can be found in the official 5E supplement, *XGE*.

Roar of the Ancients

Pain Fuel Cost: 2 points

As a bonus action, you release a primal roar heard for miles that fills you with relentless determination. Until the end of your turn, when you expend movement you may move through any terrain, obstacle, or magical obstruction without reducing your speed. If a spell effect such as a *wall of stone* would prevent your movement through or into a space, you may attempt a Strength (Athletics) ability check versus the spell save DC of the caster or source, passing through unimpeded on a success. If a structure or object would prevent your movement through or into a space, you may choose to pass through or into that space, potentially damaging or destroying that section of the building or object in the process. At the DM's discretion, buildings or objects made of exceptionally durable material (such as adamantine) may still prevent your movement or force you to attempt a Strength (Athletics) ability check in order to pass through them.

Sundering Throw

Pain Fuel Cost: 4 points

If you would make a weapon attack and are grappling a creature, holding an object, or wielding a weapon with the thrown property, you can instead use this fury power to make a ranged weapon attack with the grappled target or held object. Grappled creatures and objects that are not weapons are considered improvised weapons. The range of this attack is 200 feet/400 feet or the range of the thrown weapon, whichever is greater. If the attack hits, it deals an additional 14d10 bludgeoning damage to both the target of the attack and the thrown creature or object.

Titanic Leap

Pain Fuel Cost: 3 points

As a bonus action, you coil your legs and prepare a mighty leap. The next time you jump that turn, you may make both a long jump and high jump simultaneously, and the distance and height of your jump is increased by up to 150 feet (no movement expenditure required). You must still expend at least 10 feet of movement immediately before the jump to gain this benefit.

TRUESPEAKER

Epic Bard

> *It just didn't make any sense. The gnome was unarmed, encased in a field of antimagic, and bound with adamantine restraints. And yet he had managed to just walk out—unscathed—past four hundred guards and empty their whole stock of finely aged wine. The entire staff would have to be executed for their treachery, as apparently all it took to win their loyalty was for the gnome to utter their "truename."*

Bards have proven without a doubt that words have an inherent magical power to them. Those who ponder the nature of this arrangement have concluded that not only can the spoken word influence magic, but there is a language of primordial and fundamental origin that is potent beyond imagining. This language permits the oration of truenames, which confers absolutely mastery over that which is named. It is the truespeaker, greatest among the bards, that can speak truenames and so master the universe itself.

PREREQUISITES

Truespeakers can change the very fabric of reality with a spoken word. To advance as a truespeaker, a bard requires exceptional amounts of practice and experience in speaking magical tongues and words to even begin to understand the complexities of the mysterious language known as truespeech. Becoming a truespeaker means learning to speak to the universe in its own tongue and command it as one would a subordinate.

To advance as a truespeaker, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Bard Level 20 –** Bards of great magic and skill have the necessary ability to become truespeakers. Anything less is inadequate.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Grand Recitation –** Before you can command reality itself with truespeech, you must first discover your own truename. A truename is a vast cosmological puzzle that is extraordinarily difficult to solve for one who is not a master of truespeech. Finding your truename is unearthing the fundamental truth about yourself, the nature of your existence, and your role in the universe. To accomplish this task, you must journey across the multiverse, combing through forgotten libraries, unearthing hidden knowledge, and experiencing all life has to offer. As you learn more about truespeech and yourself, the syllables of your truename become evident to you. After a year and a day of tireless research you are able to flawlessly pronounce your truename and are recognized as a worthy wielder of this primordial language.

CLASS FEATURES

As a truespeaker, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Truespeaking

At 21st level, you begin your advanced studies of truespeech, allowing you to augment a variety of abilities with its power. You are proficient in a unique Charisma-based ability called Truespeech.

Many of your bard and truespeaker class features will allow you to make Charisma (Truespeech) ability checks as a part of using those features. While truespeech is extraordinarily powerful, it cannot be used without consequence. Using truespeech conflicts with the natural order of the multiverse, which continually attempts to reassert itself. This manifests as a negative force that builds inside you called "entropy." Your pool of entropy starts at 0 and resets each time you finish a long rest. Unless otherwise stated, each time you use a feature that requires truespeech you must attempt a Charisma (Truespeech) ability check and generate entropy, which you add to your entropy pool. The DC of your Charisma (Truespeech) ability checks is calculated as follows.

Truespeech ability check DC = 10 + your entropy pool count

Truespeech ability check = 1d20 + your proficiency bonus + your Charisma modifier

The Truespeaker

Level	Prestige Class Features	Proficiency Bonus	Masterpieces Known
21st	Ability Score Improvement, Epic Feat, Truespeaking, Truespell Recitation	+6	0
22nd	Truesong Lexicon	+6	2
23rd	Ability Score Improvement	+7	2
24th	Inspired Truespeech	+7	3
25th	Ability Score Improvement, Epic Feat	+7	3
26th	Epic Bard College	+7	4
27th	Ability Score Improvement	+8	4
28th	Truespeech Maestro	+8	5
29th	Ability Score Improvement, Epic Feat	+8	5
30th	Eloquent Truespeaker	+8	6

The specific effects of a successful or failed Charisma (Truespeech) ability check are detailed in each feature's description.

Effects produced by truespeech are dictations about the nature of the universe and have the following properties in addition to their listed properties.

- Spells and magical effects augmented or produced by truespeech are considered Epic magic for the purposes of countering or dispelling their effects.
- Attempts to magically prevent truespeech from being spoken automatically fail (such as from a *silence* spell).

Truespell Recitation

Beginning at 21st level, when you cast a spell of 8th level or lower with a verbal component, you can attempt a Charisma (Truespeech) ability check as a part of speaking that spell's verbal component. On a success, you do not expend a spell slot to cast that spell but increase your entropy pool by half the spell's level, rounded down (minimum of 1).

Truesong Lexicon

At 22nd level, your mastery over truespeech has progressed to the point that you can sing the words of power. The harmonies, melodies, and themes of these "masterpieces" unleash incredible magic through truespeech. You may select two masterpieces from the Truespeech Masterpieces list to have memorized, and you learn additional masterpieces as you advance as a truespeaker according to the class progression table.

Performing a masterpiece is similar to casting a spell. Each has a casting time, range, duration, and listed effects detailed in its description. Each masterpiece generates an amount of entropy when performed, also detailed in its description. This amount is immediately added to your entropy pool if the performance of the masterpiece is successful. You must be physically able to attempt a Charisma (Truespeech) ability check as a part of performing a masterpiece, or the effect fails.

When performing a masterpiece, you must attempt a Charisma (Truespeech) ability check. Normally, a masterpiece increases your entropy *after* it is performed. However, when performing a masterpiece you may choose to *flourish* it (as detailed in its description) for an improved effect on that masterpiece. Doing so increases your entropy and your ability check DC by the amount detailed on the masterpiece *before* you make the Charisma (Truespeech) ability check to cast it, rather than after.

If you fail your Charisma (Truespeech) ability check when attempting to perform a masterpiece, the *partial* effect occurs as you fumble the intricate melodies and forms. This failed performance alters the effects of the masterpiece and reduces its power for the duration. A masterpiece that is only partially performed in this manner does not increase your entropy.

Performed masterpieces have the following properties in addition to those detailed in their descriptions.

- Masterpiece save DCs use your spell save DC when applicable.
- You cannot flourish a masterpiece more than once per performance.
- Masterpieces are Epic magical effects.
- If a masterpiece has a duration longer than instantaneous, you must be able to vocalize for the entire duration to maintain its effects. If you become physically unable to speak over the duration of the masterpiece, the effect ends immediately. You can choose to end a masterpiece early by ending your vocalization at no action cost. You cannot perform another masterpiece or cast spells that require a verbal component while vocalizing on a masterpiece.

Inspired Truespeech

At 24th level, your words of inspiration become augmented with truespeech to influence your allies and foil your enemies. When one of your Bardic Inspiration dice is rolled, it may instead be rolled twice and you choose which result to use.

Epic Bard College

At 26th level, you distinguish yourself as a champion of everything your bard college stands for. The pinnacle of your achievement is the composition of a masterpiece that only truespeakers from that organization can perform, as well as powerful new techniques of truespeech to augment your abilities. You gain the following features according to the bard college you selected when you were advancing as a bard.

College of Entropy[*]

Your dirge of entropy can be woven into your masterpieces and spells so that you may better bring the world to ruin. While you are concentrating on your Dirge of Entropy subclass feature, you are no longer prevented from communicating verbally or producing effects with verbal components.

Additionally, you learn the masterpiece *grand finale*, which does not count against the number of masterpieces you can have memorized.

GRAND FINALE

Casting Time: 1 action
Range: 60 feet
Entropy Pool Increase: +20
Duration: 1 year

You attempt to exile a creature from the known multiverse to a dark void beyond the folds of reality. The target must succeed on a Charisma saving throw or be banished and be unable to return by any known means other than the masterpiece ending. If you are concentrating on your Dirge of Entropy feature when you perform this masterpiece, you may target any number of creatures of your choice with this masterpiece within the dirge's area.

- *Partial* – The duration of the masterpiece is reduced to 1 minute.
- *Flourish* – The duration of the masterpiece is increased to permanent, and non-Epic creatures automatically fail their saving throws against the masterpiece.

College of Glamour[†]

You become one of the most magnificent beings to ever live, having learned the truename of beauty. When a creature that can see you starts its turn and you are not incapacitated, that creature has Epic disadvantage on Intelligence, Wisdom, and Charisma saving throws against you.

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[*] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.
[†] This subclass can be found in the official 5E supplement, *XGE*.

Unless surprised, a hostile creature can avert its eyes to avoid this effect until the start of its next turn. If the creature does so, it is considered blinded against you. If the creature looks at you in the meantime, it immediately suffers the effect.

Additionally, you learn the masterpiece *sonnet of riotous illumination* which does not count against the number of masterpieces you can have memorized.

Sonnet of Riotous Illumination

Casting Time: 1 action
Range: 60 feet
Entropy Pool Increase: +10
Duration: 1 minute

Your beautiful truespeech commands a 5-foot-diameter sphere of multicolored light to appear in an unoccupied space of your choice you can see within range and lasts for the duration. The sphere sheds bright light out to range of 100 feet and dim light for an additional 100 feet. You and creatures you designate when you perform the masterpiece are unaffected by effects produced by the sphere. At the end of each your turns you can choose to roll a d8 and each creature of your choice within the area of bright light must attempt a Wisdom saving throw. The d8 determines what color light the sphere emits, which has an effect corresponding to the following list. Each effect lasts until the end of your next turn. At the end of your subsequent turns, you can choose to roll a new d8 to alter the light the sphere emits or maintain the current light. Creatures of your choice must continue to attempt Wisdom saving throws at the end of each of your turns for the duration to resist the sphere's effects, regardless of whether the light changes color or not. Creatures with an Intelligence score of 4 or lower are unaffected by this masterpiece.

1. **Red.** On a failed saving throw, the creature begins dancing uncontrollably and must use all its movement to dance in place without leaving its space. While dancing, the creature has disadvantage on attack rolls and Dexterity saving throws and other creatures have advantage on attacks against it.
2. **Orange.** On a failed saving throw, the creature is wracked with excruciating pain. If the creature attempts to speak, take an action that involves vocalizing, or cast a spell with verbal components, it must succeed on a Constitution saving throw or the attempt fails as the creature releases an agonized scream and the associated action, spell slot, or other resource is wasted in the attempt.
3. **Yellow.** On a failed saving throw, the creature experiences extreme nausea. If the creature takes damage and has an unspent reaction, it must use its reaction to fall prone and unleash a disgusting torrent of sickness.
4. **Green.** On a failed saving throw, the creature is stricken with a furious mania. If the creature has any unspent actions or movement at the end of its turn, it experiences a nervous breakdown and takes 6d6 psychic damage for each unspent action and 1d6 psychic damage for every 5 feet of unspent movement.
5. **Blue.** On a failed saving throw, the creature is overwhelmed with feelings of euphoria and pleasure. The creature cannot use attacks, features, spells, traits, or other abilities that affect creatures other than itself.
6. **Indigo.** On a failed saving throw, the creature finds everything so humorous that it laughs uncontrollably, becoming incapacitated. If the creature takes damage, the effect ends immediately.
7. **Violet.** On a failed saving throw, the creature is filled with an insatiable curiosity about the source of the light. The creature must spend all its movement to move closer to the source of the light by the most direct route possible and cannot willingly move away from the light.
8. **Mysterious.** On a failed saving throw, the creature spends its actions and movement to end its own life by the most direct means possible. The creature chooses the most efficient and effective method available to it. If the creature survives the first attempt it makes on its life, the effect ends immediately.

- *Partial* – The duration of the masterpiece is reduced to 1 round.
- *Flourish* – Instead of rolling a d8 to determine the light emitted by the sphere, at the end of each of your turns you may choose a light from the options above.

College of Lore

You are beyond proficient at a variety of skills, able to dictate results through the power of truespeech. When you attempt an ability check in which you are proficient, you may instead attempt a Charisma (Truespeech) ability check. Regardless of the outcome of the ability check, your entropy pool increases by 1.

Additionally, you learn the masterpiece *aria of arcane power*, which does not count against the number of masterpieces you can have memorized.

Aria of Arcane Power

Casting Time: Special (see description)
Range: Special (see description)
Entropy Pool Increase: +13
Duration: Special (see description)

You warp the arcane energies of the world to your whim, forcing them into the shape of Epic magic with your truespeech. You cast a single tier 1 Epic spell from any Epic spell list, using that spell's casting time, range, components, and duration.

- *Partial* – In addition to the effect, you cannot use this masterpiece again until you finish a long rest.
- *Flourish* – You cast a single tier 2 Epic spell from any Epic spell list, using that spell's casting time, range, components, and duration.

College of Swords*

In the hands of simpler beings, a blade is merely an instrument of death. Having learned the truename for blade, you can deliver death as you dance about the battlefield. When you make a successful weapon attack against an enemy creature and exceed the target's AC by 5 or more, you immediately gain a Bardic Inspiration die, up to your maximum.

Additionally, you learn the masterpiece *Iamir's waltz of one thousand cuts*, which does not count against the number of masterpieces you can have memorized.

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* This subclass can be found in the official 5E supplement, *XGE*.

Iamir's Waltz of One Thousand Cuts

Casting Time: 1 bonus action
Range: Self
Entropy Pool Increase: +7
Duration: Instantaneous

Made famous by the tiefling truespeaker Iamir who used it to cut a demon lord into twelve perfect slices, this masterpiece allows you to unleash a flurry of deadly blows as you dance about the battlefield to the tune of your truespeech. Until the end of your turn, you may make a number of weapon attacks equal to your Charisma modifier. After you make an attack in this manner, you must move 10 feet into squares you have not occupied this turn. This movement does not provoke attacks of opportunity and does not expend your movement.

- *Partial* – You instead make a number of weapon attacks equal to half your Charisma modifier, rounded down.
- *Flourish* – Instead of moving into squares over the course of this masterpiece's effect, you magically teleport to those squares instead.

College of Valor

You are a legendary herald of battle. Having learned the truename of valor, your soul-stirring roars of victory can turn the tide of any conflict. When a creature who has one of your unexpended Bardic Inspiration dice takes the Attack action, it may make an additional attack as a part of that action.

Additionally, you learn the masterpiece *cry of war unending*, which does not count against the number of masterpieces you can have memorized.

Cry of War Unending

Casting Time: 1 reaction
Range: 60 feet
Entropy Pool Increase: +5
Duration: Instantaneous

Your cry of truespeech twists the arm of fate, empowering the attacks of your allies or foiling those of your enemies. As a reaction to an attack made within 60 feet of you and before dice are rolled, you alter the results of the attack before it lands. You choose whether the attack hits or misses, though if the attacking creature hits, it may still roll a d20 to determine whether or not it scores a critical hit.

- *Partial* – You impose Epic advantage or Epic disadvantage on the attack roll instead of causing it to automatically hit or miss.
- *Flourish* – In addition to the effect, you regain the use of your reaction at the end of that turn.

College of Whispers*

You are an unparalleled expert in subterfuge and intrigue. Having learned the truename for secrets, you gain the ability to obscure your spellcasting through clever deception. When you cast a spell, you may attempt a Charisma (Deception) ability check as a part of casting that spell. Creatures observing you can attempt a Wisdom (Perception) ability check as a reaction to see through your deception with a DC equal to the result of your Charisma (Deception) check. To creatures that do not see through your deception, you make it appear as though you are taking a different action than casting a spell, or acting in a manner that arouses suspicion. Creatures witnessing the spell's effect are unable to determine the source of the magic, potentially preventing them from becoming hostile in response to being affected by the spell.

Additionally, you learn the masterpiece *whispers of oblivion*, which does not count against the number of masterpieces you can have memorized.

Whispers of Oblivion

Casting Time: 1 action
Range: Special (see description)
Entropy Pool Increase: +6
Duration: 1 round

As a part of the action used to perform this masterpiece, you must attempt a weapon attack against one creature within that weapon's reach or range. On a successful hit, the target suffers the attack's normal effects. If the creature is frightened of you or charmed by you, the attack deals an additional 12d8 psychic damage. If you perform this masterpiece and attack a creature you have damaged with the masterpiece in the last 24 hours, your attack deals double damage.

- *Partial* – After performing this masterpiece, your turn immediately ends.
- *Flourish* – In addition to the effect, on a successful hit against a creature charmed or frightened by you, the attack scores a critical hit.

Truespeech Maestro

At 28th level, your ability to use truespeech becomes almost effortless. Your proficiency bonus is doubled for any Charisma (Truespeech) ability check you make.

Additionally, you are able to vocalize up to two masterpieces at the same time and may cast spells with verbal components while vocalizing a single masterpiece.

Eloquent Truespeaker

At 30th level, you are extraordinarily fluent in the language of truespeech, allowing you to command the universe itself with the spoken word. When you fail a Charisma (Truespeech) ability check when performing a masterpiece and get the *partial* effect, you instead get its normal effect.

TRUESPEECH MASTERPIECES

Masterpieces are the perfect synergy of magic and music. Their sounds are relentlessly artistic, resonating with beauty and power.

Anthem of Thunderous Pain

Casting Time: 1 action
Range: Self (60-foot radius)
Entropy Pool Increase: +7
Duration: Instantaneous

You speak booming words of truespeech that shatter the ears of those who hear it. All creatures of your choice within a 60-foot radius centered on you must succeed on a Constitution saving throw or take 10d10 points of thunder damage, become deafened for 1 hour, and become stunned until the end of their next turn. On a success, a creature takes half as much damage and is not stunned.

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* This subclass can be found in the official 5E supplement, *XGE*.

- *Partial* – The masterpiece deals half damage and no longer stuns affected creatures.
- *Flourish* – In addition to the effect, if an affected creature is immune to the stunned condition, it is instead not immune to the condition from this masterpiece.

Cacophony of Shattering Hearts

Casting Time: 1 action
Range: Self (30-foot radius)
Entropy Pool Increase: +4
Duration: 1 minute

You sing a raucous tale of loss, heartbreak, and sadness that sends creatures into a deep melancholy. Each enemy within a 30-foot radius centered on you must succeed on a Wisdom saving throw or immediately fall prone and must spend its bonus action on each of its turns weeping profusely. A creature may repeat this saving throw at the end of each of its turns to end the effect.

- *Partial* – The masterpiece's duration is reduced to one round.
- *Flourish* – In addition to the effect, when a creature fails any Wisdom saving throw against the masterpiece, it immediately falls prone.

Counterchant

Casting Time: 1 bonus action
Range: Self (120-foot radius)
Entropy Pool Increase: +8
Duration: Instantaneous

You unleash a truespeech chant of chaos and confusion that rattles of minds of your enemies. Each creature of your choice within 120 feet that is concentrating on a spell or magical effect must succeed on an Intelligence saving throw or lose concentration on all non-Epic spells and magical effects.

- *Partial* – A creature that fails the saving throw instead loses concentration on a single non-Epic spell or magical effect of your choice.
- *Flourish* – In addition to the effect, a creature that fails the saving throw loses concentration on all Epic spells and magical effects.

Dirge of the Lost Legion

Casting Time: 1 bonus action
Range: Self (30-foot cone)
Entropy Pool Increase: +4
Duration: Instantaneous

Using truespeech to utter a terrifying war cry, you unleash the spirits of the lost legion to trample your enemies in a mighty cavalry charge. Creatures within the area must succeed on a Strength saving throw or be knocked prone. Until a creature knocked prone by this masterpiece is no longer prone, the next attack against that creature scores a critical hit.

- *Partial* – The first attack against creatures knocked prone by this masterpiece instead does not automatically score a critical hit.
- *Flourish* – In addition to the effect, the masterpiece's area becomes a 60-foot cone.

Doomcaller's Madrigal

Casting Time: 1 action
Range: Self
Entropy Pool Increase: +6
Duration: Instantaneous

You proclaim yourself a herald of destruction via truespeech, ensuring your enemies will suffer your wrath. Until the end of your next turn, each time you would roll damage dice you instead treat each damage die as though it had rolled the highest possible value.

- *Partial* – The masterpiece immediately ends after the next time you deal damage or until the end of your next turn, whichever comes first.
- *Flourish* – In addition to the effect, until the end of your next turn, creatures cannot be resistant or immune to damage dealt by you.

Harmony of Living Hope

Casting Time: 1 action
Range: Self (30-foot radius)
Entropy Pool Increase: +8
Duration: Instantaneous

Leading your allies in a mystical chorus of truespeech, you inspire hope even in the darkest of times. Each creature of your choice within the masterpiece's area may spend hit dice to recover hit points as though they had finished a short rest.

- *Partial* – Creatures may instead only spend a number of hit dice equal to half your character level, rounded down.
- *Flourish* – In addition to the effect, each time a creature would roll hit dice to recover hit points via the effect, it instead treats each hit die as though it had rolled the highest possible value.

Martyr's Requiem

Casting Time: 1 reaction
Range: 60 feet
Entropy Pool Increase: +5
Duration: Instantaneous

When a creature within range is reduced to 0 hit points, you take a reaction and use truespeech to command the universe to hold the creature back from the brink of death. The creature is instead reduced to 1 hit point and becomes immune to all damage until the start of its next turn.

- *Partial* – At the end of the affected creature's next turn, if it has not regained any additional hit points since this masterpiece was performed, it is reduced to 0 hit points.
- *Flourish* – In addition to the effect, you may lose a number of hit points of your choice up to your current hit points and the creature regains hit points equal to the amount of hit points you lose. This hit point loss cannot be prevented by any means.

MELODY OF THE SYNCHRONIZED MIND

Casting Time: 1 action
Range: Self (30-foot radius)
Entropy Pool Increase: +8
Duration: Instantaneous

Your truespeech aligns your mind with those of allied creatures within the effect's area in an unspoken bond that allows you to act with perfect synergy. Each ally affected can immediately move up to its speed and make a single attack or cast a cantrip.

- *Partial* – Instead of each allied creature within range, you may only select a single allied creature.
- *Flourish* – You gain the benefits of the masterpiece's effect in addition to your allies.

NOCTURNE OF INFECTING FEAR

Casting Time: 1 action
Range: 60 feet
Entropy Pool Increase: +7
Duration: 10 minutes

You unleash the truename of terror itself, stirring an all-consuming fear in the heart of a single creature you are aware of within range. The creature must succeed on a Wisdom saving throw or become frightened for the duration. If the creature is immune to the frightened condition, it is instead not immune to this effect but makes saving throws against this masterpiece at Epic advantage. A creature frightened by this masterpiece must spend all of its movement to move away from you by the fastest possible route on each of its turns. If a creature frightened by this masterpiece ends its turn adjacent to another creature, as a reaction you can force each adjacent creature to succeed on a Wisdom saving throw or become frightened for the duration. At the end of an affected creature's turns, it can attempt a Wisdom saving throw, ending the effect on a success.

- *Partial* – This masterpiece instead has no effect on creatures immune to the frightened condition.
- *Flourish* – In addition to the effect, a creature has Epic disadvantage on saving throws against this masterpiece for as long as it can hear you vocalizing on the masterpiece.

NOTE OF FORTITUDE

Casting Time: 1 bonus action
Range: Self (120-foot radius)
Entropy Pool Increase: +10
Duration: Instantaneous

With a single powerful note of truespeech, you order the universe to restore the world to balance. You immediately end the blinded, deafened, frightened, paralyzed, petrified, poisoned, stunned, and unconscious conditions on yourself and each creature of your choice within range. If an affected creature suffers from exhaustion, you can remove 1 level of exhaustion. Additionally, you and your allies recover from all diseases, poisons, and harmful effects from non-Epic sources.

- *Partial* – You instead may only affect yourself or a single allied creature within the masterpiece's area.
- *Flourish* – In addition to the effect, you and your allies regain 10d10 hit points.

OM OF TIMELESSNESS

Casting Time: 1 action
Range: 120 feet
Entropy Pool Increase: +8
Duration: 1 minute

Unleashing a focused hum of truespeech, you bend the flow of time around a single creature or object you can see within range, removing it from the timestream. While the effect persists, the target is enveloped in a shimmering golden field that makes it immune to all damage and effects. The target cannot regain hit points, be affected by a spell, trait, or ability, and is effectively immune to all outside influence. A creature affected by the masterpiece cannot take actions, spend movement, or activate abilities and is considered incapacitated. An unwilling creature may attempt a Wisdom saving throw at the end of each of its turns to end the effect.

- *Partial* – The duration of the masterpiece is reduced to 1 round.
- *Flourish* – In addition to the effect, the duration of the masterpiece is increased to 1 hour.

SYMPHONY OF COSMIC FIRE

Casting Time: 1 action
Range: 300 feet
Entropy Pool Increase: +6
Duration: 1 minute

Your furious truespeech ignites the very atmosphere around a single creature you are aware of within range, burning it with an unrelenting fire for the duration of the masterpiece. At the start of each of the creature's turns, the creature must succeed on a Constitution saving throw or take 40 fire damage, or half as much on a success. Each time a creature fails its Constitution saving throw against this masterpiece, the fire damage dealt by this masterpiece increases by 40. A creature reduced to zero hit points by this masterpiece is reduced to ash.

- *Partial* – When a creature succeeds on a Constitution saving throw against this masterpiece, the effect ends.
- *Flourish* – In addition to the effect, fire damage dealt by the masterpiece ignores a creature's resistance or immunity to fire damage.

UN-NAMING SILENCE

Casting Time: 1 action
Range: 60 feet
Entropy Pool Increase: +15
Duration: Instantaneous

Your utter a verse of truespeech so destructive the universe refuses to let it be heard. A single creature you are aware of within range must succeed on a Constitution saving throw or take 10d12 points of force damage. For every interval of 5 the target fails the saving throw by, it takes an additional 10d12 points of force damage. If the target is reduced to zero hit points from this masterpiece, it is destroyed utterly as its truename is deleted from the universe. Such a creature can only be returned to life by Deific means and, even then, the power required to restore its truename is an extreme effort few are willing to attempt.

- *Partial* – The masterpiece's damage dice become d6s instead of d12s.
- *Flourish* – In addition to the effect, the target has Epic disadvantage on its Constitution saving throw against the masterpiece, and if the target rolls a natural 1 on its saving throw, it takes force damage equal to its maximum hit points.

ASCENDANT

Epic Cleric

It was the fourth time this month! The dwarf strode through the gates of the city and up to the capital. The guards were uneasy. They had executed the radical several times, with bloody axes to prove it. The local wizards were mystified, and the king was growing progressively terrified at the prospect of another visit. As the stout figure approached, the guards lowered their weapons and a gruff voice answered, "Don't worry, this is my last visit. Next time I'm gonna blow up the castle." The guards exchanged sidelong glances. Surely the dwarf was joking.

The path of the cleric is one of devotion, service, and principle. Between the commandments of their deities and the structure of temples, clerics typically know their goals and purposes from the day they first lift their holy symbols. Eventually, whether they are promoted to a position of authority within their order or achieve a level of closeness with divinity that few even dream of, a cleric's path ends. Most are content to settle into lives as saints and miracle-makers, but not all. At the end of their path, a select few feel the pull of something greater, something truly divine.

PREREQUISITES

Ascendants are beings of raw divine power with influence that can only be rivaled by the gods themselves. To advance as an ascendant, clerics must entreat the deities they worship, wield potent magics, and be avatars of the values their religions represent. Becoming an ascendant means no less than being a living god, walking the world in service of the highest of powers.

To advance as an ascendant, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Cleric Level 20 –** Clerics of extreme dedication and power have what it takes to walk the path of an ascendant. Others cannot make the journey.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Relic of Divinity –** To accompany you on the long road to divine ascension, you must acquire a sacred icon of your faith. This icon is almost always an object of great significance or value to your religious order. For some ascendants, this could be a token once held by their deity when the gods were mortal. For others, it may be a magical item of tremendous power, such as an artifact or relic. No matter what form the object takes, it must be extraordinarily difficult to acquire, often involving challenging adventures, powerful magic, and adversarial forces of great power. Once you have overcome these obstacles and acquired the object, you must sanctify it as a holy relic through which you can channel nearly limitless divine power. The entire process should take at least a year and a day, the end of which culminates with you taking up the divine relic as your new holy symbol.

The Ascendant

Level	Prestige Class Features	Proficiency Bonus	Maximum Epic Spell Tier	Divine Spark Generations
21st	Ability Score Improvement, Epic Feat, Acts of Faith	+6	–	0
22nd	Divine Spark, Epic Spellcasting	+6	Tier 1	1
23rd	Ability Score Improvement	+7	Tier 1	1
24th	Quasi-Deity	+7	Tier 2	2
25th	Ability Score Improvement, Epic Feat	+7	Tier 2	2
26th	Epic Domain	+7	Tier 3	3
27th	Ability Score Improvement	+8	Tier 3	3
28th	Demigod	+8	Tier 3	4
29th	Ability Score Improvement, Epic Feat	+8	Tier 3	4
30th	Ascendancy	+8	Tier 3	5

CLASS FEATURES

As an ascendant, you gain the following class features.

Hit Points

Hit Dice: 1d8 per ascendant level

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Acts of Faith

Beginning at 21st level, you gain your first taste of raw divine power, greatly enhancing your skills and abilities. You gain the following features.

- **Divine Competence.** Your skills become divinely endowed. When you attempt an ability check with a skill in which you are proficient, you may use your Wisdom ability score modifier instead of the usual ability score modifier that would be associated with the skill. For example, ascendants making a Strength (Athletics) ability check would add their Wisdom modifier instead of their Strength modifier to the result of the roll.
- **Sacred Spells.** When you expend a spell slot to cast one of your domain spells of 4th level or lower, you may instead cast that spell at 5th level without expending a higher-level spell slot.

Divine Spark

At 22nd level, you can manifest a fragment of godhood inside yourself and unleash its tremendous power. As a bonus action you can summon this force, known as a Divine Spark, and hold it within you. You can generate a single Divine Spark at this level and can learn to generate additional Divine Sparks as you advance as an ascendant according to your Divine Spark Generations column of the ascendant class progression table. You regain all of your expended Divine Spark generations when you finish a long rest. You cannot hold more than a single Divine Spark within you at a time and while you hold a Divine Spark you gain the following benefits until that spark is expended:

- Your body radiates power. Your eyes glow and your voice resonates with godlike intensity. A creature that can perceive you immediately knows you are divine, regardless of race, intelligence, or alignment.
- If you would roll a 9 or lower on an attack roll, saving throw, or ability check in which you are proficient, you instead roll a 10.

Unless used to cast an Epic spell (see "Epic Spellcasting" below), a Divine Spark is expended when you finish a short or long rest.

Epic Spellcasting

At 22nd level, you can unleash your divine power in the form of mighty Epic spells. Once per turn, you can consume a Divine

Aspect of Divinity

Aspect	Divine Rank
Divine Aspect. Creatures of this divine rank possess a fragment of raw divine power within them. They may be a child of a god, a new ascendant, or a powerful divine agent.	0
Quasi-Deity. Creatures of this divine power cannot ascend to full godhood but possess the ability to unleash godlike power in limited amounts.	1–5
Demigod. On the cusp of true divinity, these beings draw their power from worship or from the direct contribution of the gods themselves. Only the gods and the universe's most powerful beings can directly contest their power.	6–10
Intermediate Deity. "True gods," these beings are dependent on the worship they receive and use their power to affect great change in the world over vast periods of time. They embody goals, principles, ideals, natural aspects, and other elements of the world to an absurd degree.	11–15
Greater Deity. The prime gods of any given cosmology, these beings are so powerful as to be nearly unstoppable, but with enough limits that they still have conceivable concerns and goals. These deities often form entire pantheons based upon their power and rarely intervene directly in mortal affairs.	16–20
Overgod. These entities are beyond anything mortals can imagine. Their goals, powers, and motivations are often completely unknown, and they rarely communicate directly even with other gods. They embody the most primal aspects of reality and existence itself may be tied to their divinity.	21+

Spark you have generated to cast an Epic spell from the ascendant Epic spell list of a tier according to the Maximum Epic Spell Tier column of the ascendant class progression table. You must fulfill the other requirements of casting that spell, such as actions, concentration, and other restrictions when applicable, and you immediately lose the benefits of the Divine Spark when you begin to cast the spell. If you would expend your Divine Spark to cast an Epic spell at a tier lower than your highest tier available, you instead cast it at that tier. If your casting is interrupted, countered, or prevented by any means before the spell is complete, your Divine Spark is wasted. See the "Epic Magic and Spellcasting" section in chapter 4 of the *Epic Legacy Core Rulebook* for rules about Epic magic, and the "Epic Spells" section for the list of Epic spells available to the ascendant.

Quasi-Deity

At 24th level, your divine ascension results in you attaining the rank of quasi-deity. Though you are a minor god, you begin to receive significant worship from mortals who find meaning in your teachings and perform ceremonies in your honor. This idolatry strengthens your divine powers, granting you the following properties.

- **Divine Will.** By expending more of your magic, you can remove the need to concentrate on your spells. When you expend a spell slot to cast a spell that requires concentration to maintain its effects, you can expend an additional spell slot of that spell's level or higher to remove the need to concentrate on the spell for its duration.
- **Vitality of the Gods.** You become immortal. You no longer suffer the effects of aging, nor do you need to eat, drink, sleep, or breath, and you are immune to the exhausted condition. You must still rest to recover hit points, features, spells, and other traits. When you rest, you can sense the prayers, requests, and worship of those who follow you.

Behind the Curtain: The Divine Order

Ascendants seek to become a part of a "Divine Order," a community of gods with their own unique concerns and goals according to their stations. However, a DM may not wish to go through the trouble of handling divine politics or the squabbles of deities when running an adventure. When considering what path to divinity your ascendant takes and the significance of that advancement, you will want to work closely with your DM to find a balance between maintaining a functioning adventuring career and the responsibilities (or challenges) of being a deity.

The ascendant's advancement presented below is based on the presumption that a game is operating in a "traditional" fantasy cosmology, which uses a system of divinity called "divine ranks." Using this system, all gods are assigned a divine rank that indicates their significance in the divine order. Gods whose portfolios and domains are worshiped in great numbers often have higher divine ranks, and the gods compete for the worship of mortals to climb higher upon this ladder. A general outline for divine ranks and where the ascendant fits on this cosmological scale is provided in the Aspect of Divinity table.

Epic Domain

At 26th level, your divine power expands to include your domain. As a god of your domain, you are the divine embodiment of its principles and your every act glorifies these ideals. You gain additional domain spells that you can cast as detailed in that domain's Epic subclass features. When you cast a domain spell of 8th level or lower, instead of expending a spell slot of that spell's level you may instead expend a use of your Channel Divinity.

You gain the following features according to the Domain you selected when you were advancing as a cleric.

*Arcana Domain**

Spell Level	Arcana Domain Spells
6th	*arcane gate, globe of invulnerability*
7th	*mirage arcane, teleport*
8th	*antimagic field*
9th	*gate*

With the power of your Divine Spark you can store your spell's effects to use at your convenience. Until your Divine Spark is expended, when finishing casting a non-Epic spell of 1st level or higher, you can choose to prevent the spell from taking effect and instead store its magical energy for up to 1 hour or until you no longer hold your Divine Spark. When you start each of your turns, you can choose to unleash one or more stored spell's effects as though you had cast them instantly. You can store a number of spells in this manner with a combined spell level equal to (but no greater than) your Wisdom modifier.

Death Domain

Spell Level	Death Domain Spells
6th	*circle of death, create undead*
7th	*etherealness, finger of death*
8th	*mind blank*
9th	*power word kill*

Your Divine Spark makes you an unrelenting avatar of death. Until your Divine Spark is expended, you are immune to necrotic damage and living creatures are considered vulnerable to damage dealt by you.

Forge Domain†

Spell Level	Forge Domain Spells
6th	*create homunculus, investiture of flame*
7th	*delayed blast fireball, simulacrum*
8th	*mighty fortress*
9th	*meteor swarm*

Your divine power makes you a nigh-indestructible bastion that can withstand almost any injury. Until your Divine Spark is expended, you cannot be critically hit, are immune to damage from non-Epic sources, and are resistant to damage from Epic sources.

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* This subclass can be found in the official 5E supplement, *SCAG*.

† This subclass can be found in the official 5E supplement, *XGE*.

Grave Domain[*]

Spell Level	Grave Domain Spells
6th	*circle of death, magic jar*
7th	*finger of death, resurrection*
8th	*clone*
9th	*weird*

You can consign the living to the grave with your very presence. Until your Divine Spark is expended, when you start each of your turns, each creature of your choice within 60 feet of you with 100 hit points or fewer dies instantly. Epic and mythic creatures instead must succeed on a Constitution saving throw versus your spell save DC to prevent this effect.

Knowledge Domain

Spell Level	Knowledge Domain Spells
6th	*eyebite, mass suggestion*
7th	*forcecage, sequester*
8th	*telepathy*
9th	*foresight*

Your divine power allows you to learn almost everything about a creature at a glance. Until your Divine Spark is expended, you can take a Search action to learn the statistics and traits of a single creature you can see. If you use this feature to learn the statistics and traits of a mythic creature, you cannot use it again for 1 year.

Life Domain

Spell Level	Life Domain Spells
6th	*heal, heroes' feast*
7th	*regenerate, resurrection*
8th	*power word stun*
9th	*mass heal*

You are a beacon of life energy that can alleviate the worst of injuries. Until your Divine Spark is expended, when you cause a creature to regain hit points that exceed its hit point maximum, it gains the excess amount of hit points as temporary hit points up to a maximum of 100 temporary hit points. These hit points disappear when an affected creature finishes a short or long rest, or until you no longer hold your Divine Spark.

Light Domain

Spell Level	Light Domain Spells
6th	*sunbeam, true seeing*
7th	*firestorm, prismatic spray*
8th	*sunburst*
9th	*prismatic wall*

Until your Divine Spark is expended, as an action you can expend one or more cleric spell slots of 9th level or lower to call down a bolt of radiant energy from the sun itself. Each creature in a 300-foot radius, infinitely high cylinder (or the physical distance to the sun when appropriate for your game world) centered on a point you can see within 1 mile of you becomes permanently blinded and must succeed on a Constitution saving throw versus your spell save DC or take 1d12 points of radiant damage for each level of cleric spell slots expended. A successful saving throw halves the damage. This feature automatically fails if the point you target is not exposed to direct sunlight or is used on a world without a sun. Once you have used this feature, you must finish a long rest before you can use it again.

Nature Domain

Spell Level	Nature Domain Spells
6th	*transport via plants, wall of thorns*
7th	*regenerate, whirlwind*
8th	*demiplane*
9th	*shapechange*

Your very touch aligns the world toward the natural order. Until your Divine Spark is expended, once on each of your turns as an action you may attempt a melee spell attack against a creature within reach. On a successful hit, the target must succeed on a Wisdom saving throw against your spell save DC or be transformed into a beast, elemental, or plant of a challenge rating equal to or less than one third your character level. Epic and mythic creatures make this saving throw with Epic advantage.

The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen creature, but the target retains its hit points, alignment, and personality.

The target gains a number of temporary hit points equal to the hit points of the new form, which cannot be replaced by temporary hit points from another source. The target reverts to its normal form when it has no more temporary hit points, it dies, or you take an action to touch the creature and dismiss the effect

The creature is limited in the actions it can perform by the nature of its new form. It can't speak, cast spells, or do anything else that requires hands or speech unless its form could do so normally.
The creature is considered charmed by you and you can give it verbal commands as a bonus action.

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[*] This subclass can be found in the official 5E supplement, *XGE*.

Tempest Domain

Spell Level	Tempest Domain Spells
6th	*chain lightning, investiture of wind*
7th	*firestorm, reverse gravity*
8th	*tsunami*
9th	*storm of vengeance*

Lightning and thunder suffuse you, making every act an unrelenting storm. When you generate a Divine Spark, you may expend a single non-Epic cleric spell slot to charge yourself with the power of the storm. Until your Divine Spark is expended, when you would deal lightning or thunder damage, you may deal an additional 1d8 lightning or thunder damage per level of the spell slot expended when you generated the Divine Spark.

Trickery Domain

Spell Level	Trickery Domain Spells
6th	*eyebite, irresistible dance*
7th	*project image, simulacrum*
8th	*dominate monster*
9th	*true polymorph*

Your enemies are relentlessly mocked by your magic, making them vulnerable to your attacks. Until your Divine Spark is expended, when you hit a creature with a weapon attack that is being affected by one or more of your spells, your attack deals an additional 20d10 poison damage. If an attacked creature would be immune to poison damage dealt by the attack, it is instead resistant.

Tyranny Domain[*]

Spell Level	War Domain Spells
6th	*contingency, mass suggestion*
7th	*finger of death, forcecage*
8th	*dominate monster*
9th	*imprisonment*

You add the Epic spell *hideous mandate* to your ascendant Epic spell list.

Additionally, your divine authority empowers your voice to better subjugate those who oppose you. Until your Divine Spark is expended, if a spell you cast requires that you must see a creature in order to affect it, it instead requires that the creature be able to hear you, in addition to its normal restrictions.

War Domain

Spell Level	War Domain Spells
6th	*blade barrier, move earth*
7th	*fire storm, magical sword*
8th	*earthquake*
9th	*meteor swarm*

Your godlike power makes you a divine engine of war, allowing you to slaughter any who oppose you. Until your Divine Spark is expended, when you hit an enemy with a weapon attack you regain a use of your Channel Divinity feature, up to your maximum. Additionally, while you hold your Divine Spark, when one of your weapon attacks exceeds your target's AC by 10 or more, the attack scores a critical hit.

Demigod

At 28th level, your divine rank has improved to grant you the position of demigod. This close to full divinity, your circle of worshipers grows considerably and other gods (if any) begin to consider you a serious contender for true godhood as you gain the following benefits.

- **Annihilate Undead.** When any non-Epic undead fails its saving throw against your Channel Divinity: Turn Undead feature, you can choose to destroy it utterly and reduce its body to ash.
- **Immortal Essence.** As long as you have worshipers, you cannot be truly killed. Eight hours after you are slain, your body, equipment, and soul merge into divine essence and vanish. After seven days, you return to life with full hit points at a holy site, temple, or other place of worship built in your name, along with all your equipment. This is a Deific effect that cannot be prevented by anything except another Deific effect.
- **Omnipotence.** As an action you can expend a use of your Divine Intervention cleric class feature to cast the spell *wish*.
- At the DM's discretion, you may receive additional benefits (or penalties) according to the divine order of your game. Work out these details with your DM, finding a feature that best fits the theme of your game without being overly restrictive. Generally, this feature should not prevent your ascendant from continuing down your chosen path.

Ascendancy

At 30th level, you ascend to true godhood. You can choose to immediately end your current existence and take your place among the divine order or to remain upon the world in an extremely powerful—but ultimately weaker—mode of existence. Should you elect not to ascend, you instead gain the following benefits.

Epic effects produced by you, such as your ascendant class features and Epic spells you cast, are instead Deific effects.

When you expend a Divine Spark, as a reaction you may immediately generate a new Divine Spark from your remaining Divine Sparks (if available).

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[*] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

PRIMORDIAL

Epic Druid

Each day, the elf returned to the mountain to lay another foundation for her spell. As the ritual neared completion, the mountain rumbled ominously, and earthquakes wracked the region. The locals had been warned, so she felt no guilt about what might happen to their cities. "Civilization" had prevented the island's natural growth for centuries and the druid was about to make up for lost time with a display of volcanic power.

Druids' powers grow as they achieve a greater connection to nature, intertwining them with the natural world. Such an obligation wears on these defenders over the ages, as the machinations of civilized races are relentless and innovative. Many druids withdraw from the world as a result of this struggle, becoming recluses and hermits who find contentment in isolation. Yet there are those whose desire to fight for the world only grows, patiently and relentlessly, like a mighty oak. As their strength increases, the heart of the wilderness suffuses their very souls, transforming them into avatars of nature itself known as primordials.

PREREQUISITES

Primordials embody all aspects of nature. From beast, to spell, to plant, the powerful aspects of the wild are at their beck and call. Some primordials embody destruction, unleashing the fury of hurricanes or the raw power of volcanic eruptions. Others seek to bring harmony between nature and civilization, shepherding entire kingdoms toward acts of conservation and environmentalism. Becoming a primordial requires oneness with the natural world along with an uncompromising will to defend it.

To advance as a primordial, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Druid Level 20 –** Only archdruids have achieved the oneness with nature necessary to advance as a primordial.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Voice of the Wild –** Lesser druids can but dream of attaining the wisdom of a primordial. To unlock such potential for yourself, you must hear the voice of the natural world speak to you in the language of beasts, plants, stone, and water. This ability is not magical, supernatural, or even spiritual. It is the ability to listen to the rustling of leaves and hear the conversation of the trees, to contemplate the rushing of water and know the will of the river. To achieve this level of understanding, you must spend at least a year and day in absolute solitude and silence, away from any artificial or manufactured object. During this time, you listen to the natural world around you and learn. As each day passes, your understanding grows, allowing you to sense the many wills, forces, and conflicts present in nature wherever you go. At the end of this period, you understand your existence to be a symbiotic bond with the world around you on a primal level, allowing you to unlock the awesome powers of a primordial.

CLASS FEATURES

As a primordial, you gain the following class features.

Hit Points

Hit Dice: 1d8 per primordial level

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Nature's Bounty

Beginning at 21st level, you draw components of magic from the world around you with ease and efficiency. You no longer need somatic or material components to cast non-Epic druid spells you know.

Primordial Evolution

At 22nd level, you tap into the most powerful and pervasive aspect of nature: the capacity to evolve. This prompts a dramatic transformation as you improve one of three aspects of your druidic abilities to new heights. Immediately after you attain 22nd level, you must choose which aspect of yourself you would like to evolve: spellcasting, communion with nature, or Wild Shape.

When you evolve one of these aspects, you permanently gain the benefits of that evolution according to the details found in the "Primordial Evolutions" section below. As you advance as a primordial, you gain additional primordial evolutions according to the Total Primordial Evolutions column of the primordial class progression table. When you gain a new evolution, you must immediately use it to evolve one of the three aspects of yourself after attaining that level. You can use these new evolutions to evolve one of your aspects further, or begin evolving a new aspect. Each aspect can only be evolved three times.

Mantle of the Wild

At 24th level, your body becomes a part of nature itself, a seamless blend of flesh, plant matter, and inorganic materials. Exactly how this affects your appearance is up to you, but these elements should be visible even at a distance unless you take efforts to conceal them. Examples of possible changes include your skin becoming rough like bark, your hair sparkling like sand in the desert, or your eyes glistening like droplets from a crystal-clear lake. These changes grant you the following benefits. If you would take the form of another creature, you may choose to retain these benefits, but the appearance of your new form is altered to reflect the aesthetics of your natural form.

- **Immutable Form.** When you are subjected to a spell or effect from non-Deific sources that would alter your form, you may choose to be immune to that spell or effect.
- **Tireless Body.** You are immune to the exhausted and petrified conditions.

Epic Druid Circle

At 26th level, your abilities as a primordial allow you to enhance the powers of your druid circle. Most druid circles are extremely lucky to have even a single primordial among their number, making you a figure of great wisdom and knowledge to your fellow druids. In some instances, you may even become the leader of your druid circle, the details of which should be worked out with your DM.

You gain the following features according to the druid circle you selected when you were advancing as a druid.

Circle of Dreams[*]

You can bring dreams into reality, altering the world around you on a whim. As an action, you may cast the tier 3 Epic spell *dreamscape* without the need for verbal, somatic, or material components. Over the course of the spell's duration, you are in a state of

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[*] This subclass can be found in the official 5E supplement, *XGE*.

The Primordial

Level	Prestige Class Features	Proficiency Bonus	Total Primordial Evolutions
21st	Ability Score Improvement, Epic Feat, Nature's Bounty	+6	0
22nd	Epic Spellcasting, Primordial Evolution	+6	1
23rd	Ability Score Improvement	+7	1
24th	Mantle of the Wild	+7	2
25th	Ability Score Improvement, Epic Feat	+7	2
26th	Epic Druid Circle	+7	3
27th	Ability Score Improvement	+8	3
28th	Landwarden	+8	4
29th	Ability Score Improvement, Epic Feat	+8	4
30th	Symbiosis	+8	5

unconsciousness akin to sleepwalking which has the following properties.

- You are aware of your surroundings, can move, and can take actions.
- You automatically fail Strength and Dexterity saving throws, and attack rolls against you have Epic advantage.

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

Circle of the Land

You have mastered an efficient magical technique based upon your observance of natural processes. When you cast a spell—non-Epic or Epic—using one of your druid or primordial spell slots, you may use your reaction to recycle a portion of that spell's energy. Doing so generates a spell slot of one level or one tier lower than the spell slot you just used, up to your spell slot maximum for that level or tier. This feature cannot be used on cantrips, 1st-level spells, or tier 1 Epic spells.

Circle of the Moon

You may change your shape into a greater variety of forms. You can transform into a dragon, elemental, fey, or plant using your Wild Shape feature. You do not gain legendary actions or lair actions from your new form, and if you transform into a creature with a spellcasting feature or legendary resistance feature, you cannot use either feature. At the DM's discretion, additional restrictions may be imposed upon the capabilities of the forms you can assume.

Additionally, when you use your Wild Shape feature to transform into a creature, the maximum challenge rating of a creature you can turn into is equal to your druid level divided by two, rounded down.

*Circle of the Shepherd**

Nature itself is always ready to aid you in battle, sending its mightiest protectors to serve your cause. When you roll initiative, you can choose to entreat nature for aid, causing the Epic spell *megalith* to be cast immediately and instantly as though you had cast it without the need for any verbal, somatic, or material components. This effort does not come from you nor do you need to concentrate on the spell to maintain its effect. However, the spell must still meet the necessary terrain requirements to be cast or the effect fails. Once you have used this feature, you must finish a short or long rest before you can use it again.

Circle of the Woad†

When you use your Wild Shape feature to transform yourself into a plant, you can choose to transform into a creature that once walked the world before creatures of flesh defiled it, the mighty arbor titan. Once you have used this feature, you must finish a long rest before you can use it again.

Landwarden

At 28th level, your very presence can restore catastrophically damaged lands to pristine condition. When you begin a long rest outside of an artificial structure or object, you may choose to return the environment around you to the natural order in a 1-mile radius centered on you. Over the course of that rest, nonmagical

ARBOR TITAN

Huge plant, chaotic neutral

Armor Class 22
Hit Points: 527 (34d12 + 306)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	28 (+9)	14 (+2)	18 (+4)	6 (-2)

Saving Throws Str +15, Con +16, Wis +11
Skills Nature +9, Perception +11
Damage Immunities bludgeoning, piercing
Damage Vulnerabilities fire
Senses arborsight 60 ft., passive Perception (your passive Perception)
Languages Common, Druidic, Elvish, Sylvan
Challenge 23

TRAITS

Arborsight. Creatures that aren't plants within 60 feet of the titan cannot be hidden or invisible to it.

False Appearance. While the titan remains motionless, it is indistinguishable from a nonmagical plant of its choice of the same size.

Magic Protection. The titan takes half damage from spells of 5th level or lower and automatically succeeds on saving throws against such spells.

Natural Defender. The titan deals double damage to objects and structures. On each of its turns, it can spend half of its movement to deal 50 points of bludgeoning damage to an object or structure within 5 feet of it.

ACTIONS

Multiattack. The titan makes three attacks, or one attack and one other action.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 52 (8d10 + 8) bludgeoning damage.

Subsume (1/Day). One living creature that isn't a plant that the titan can see within 5 feet of it must succeed on a DC 24 Constitution saving throw or have its body merge with the titan's; the titan then disappears, and the target is incapacitated and loses control of its body. The titan now controls the body (acting on its turn) but doesn't deprive the target of awareness. The titan can't be targeted by any attack, spell, or other effect. It retains its alignment, Intelligence, Wisdom, and Charisma, and it cannot be charmed or frightened. It otherwise uses the merged target's statistics, but doesn't gain access to the target's knowledge, features, or proficiencies. At the start of each of its turns, the creature the titan is merged with has its maximum hit points reduced by 50.

The merge lasts until the body drops to 0 hit points, the titan ends it as a bonus action, or the target receives 100 or more hit points of magical healing from an Epic effect. When the merge ends, the titan appears in an unoccupied space within 5 feet of the target.

Vine. *Melee Weapon Attack:* +15 to hit, reach 25 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage and the target is grappled and restrained.

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* This subclass can be found in the official 5E supplement, *XGE*.

† This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

structures in the area crumble and fade, plants regrow, pollution is purified, and local fauna returns. At the end of the rest, you awake to find the area restored to its purest natural state. If your rest is interrupted, any progress this feature made is magically undone, forcing you to start over. This is a Deific effect. Additionally, while you occupy an area restored by this feature it is considered your lair, granting you the following benefits.

Lair Actions. On initiative count 20 (losing initiative ties), you can take a lair action to cause one of the following effects. You cannot use the same effect two rounds in a row.

- You cast a non-Epic druid spell of 5th level or lower with a range of 5 feet or greater. This spell has its range increased to encompass the entire area of your lair.
- You take the Search action, making a Wisdom (Perception) check or an Intelligence (Investigation) check.
- You use your Wild Shape feature as though you had taken an action or bonus action to do so.

Symbiosis

At 30th level, you achieve a perfect bond with nature which allows you to act quickly and decisively to even the most cataclysmic threats. By spending 10 minutes in deep meditation in a natural environment, you enter a trance-like state. While in this state, you merge your essence with the natural world and may remain so for as long as you choose, granting you the following features.

- **Manifestation.** By spending 1 minute concentrating—during which time you cannot spend movement and can take no other actions—you can create a vessel out of natural material and infuse it with your soul. You can manifest this vessel in any unoccupied space on the plane you currently occupy, as long as that location has enough material available to create the form of a creature of your size.

  You have direct and perfect control over the vessel (no action required) and perceive anything that it can perceive for as long as you remain in focused meditation, taking no actions nor moving from your space. The vessel is identical to your real form in every way except for those detailed here.

  The vessel has your class features, hit points, traits, and spell slots as though it were you (though it has none of your equipment). When the vessel would expend one of its spell slots to cast a non-Epic or Epic spell, it instead expends one of your spell slots. If you do not have available spell slots to expend, the spell fails. The vessel is destroyed immediately if your meditation is interrupted and your soul returns to your real body upon its destruction. However, if the vessel is slain by an effect that would destroy or capture a soul, your soul suffers that effect and does not return to your body. You may only control a single vessel at a time using this feature.

- **Natural Attunement.** You can detect the activity of powerful forces that would disrupt the world. When a beast, elemental, fey, or plant on the plane you currently occupy takes damage, you sense that it took damage and can use your reaction to perceive what that creature perceives with its senses. You can maintain this connection for as long as the creature remains on the same plane as you, or until you use this feature again. Additionally, while you maintain this connection you can determine the creature's exact location, statistics, and traits.

PRIMORDIAL EVOLUTIONS

As a primordial, you have the unique ability to evolve three different aspects of your druidic power: your Wild Shape, druidic spellcasting, or communion with nature. By evolving one of these aspects you can gain the benefits of a primordial evolution as detailed below. Each evolution can only be gained once, and once you have acquired a primordial evolution its effects are permanent and irreversible. Each evolution is part of an evolutionary tree that grants additional benefits as you advance in that tree. In order to advance in a tree, you must have all prior evolutions in that tree, with the first evolution of each tree having no prerequisites. For example, Ionia the half-elf druid has just reached 26th level and gained her third evolution. She currently has the first evolution of Evolved Spellcasting and the first evolution of Evolved Communion. Ionia could choose to evolve her Wild Shape, granting her the first evolution of Evolved Wild Shape. Alternatively, she could choose to advance her spellcasting or communion, gaining the benefits of either's second evolution.

Evolved Communion

You can sense the network of life energy that connects all living things. With precise control, you can enhance this bond to share life force and magic between you and your allies.

First Evolution

As a bonus action, you can create a mystical bond between yourself and a single ally you can see within 120 feet of you. This bond persists until you dismiss it, bond yourself to a different ally, exceed the bond's range, or become unconscious.

When you cast a spell that affects only you, you may choose to affect your bonded ally as well. If you are under the effects of a spell you cast with a duration, you may choose to apply the effects of that spell to your bonded ally as well for as long as you remain affected by that spell and bonded to that ally.

Second Evolution

When an ally within 120 feet of you that you can see is attacked or targeted by a hostile spell or magical effect, you may take a reaction to bond to that ally.

Additionally, when your bonded ally takes damage, you may expend a druid spell slot (no action required) to reduce the damage taken by 10 per level of the spell slot expended.

Finally, when your bonded ally deals damage with an attack, you may expend a druid spell slot (no action required) to increase the damage dealt by that attack by 10 per level of the spell slot expended.

Third Evolution

When you take a bonus action to bond to an ally, you may bond yourself to an additional ally within range. The second bonded ally gains all the benefits that you would confer to your first bonded ally, and as a bonus action you may change both bonds on up to two different allies within range.

Evolved Spellcasting

By studying the flow of magic inherent in all living things, you can draw greater magical power from the natural world by evolving your spellcasting. This grants you the necessary wisdom to cast terrifyingly powerful Epic spells from the primordial Epic spell list. Epic spells are prepared and cast much like non-Epic spells and count toward the total number of spells you can have prepared. See the "Epic Magic and Spellcasting" section for rules about Epic magic, and the "Epic Spells" section for the list of Epic spells available to a primordial.

First Evolution

You gain an additional 1st-, 2nd-, and 3rd-level druid spell slot. Additionally, you gain a tier 1 Epic spell slot, which is considered a primordial spell slot for you. You can use this slot to prepare and cast any tier 1 Epic spell from the primordial Epic spell list and the spell counts against the number of total spells you can have prepared. You can find the primordial Epic spell list along with the general rules for Epic spellcasting in chapter 4 of the *Epic Legacy Core Rulebook*. You regain all expended Epic spell slots when you finish a long rest.

Finally, your primordial level stacks with your druid level for the purposes of determining how many spells you can have prepared.

Second Evolution

You gain an additional 4th-, 5th-, and 6th-level druid spell slot. You gain a second tier 1 Epic primordial spell slot, and a single tier 2 Epic primordial spell slot.

Additionally, when you cast a druid spell as a ritual, you may treat that spell as though it were cast using a 9th-level spell slot.

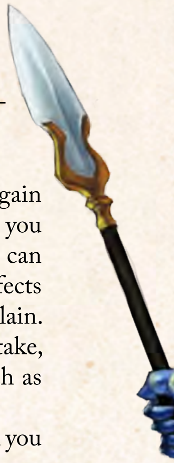
Third Evolution

You gain an additional 7th-, 8th-, and 9th-level druid spell slot. You gain a third tier 1 Epic primordial spell slot, a second tier 2 Epic primordial spell slot, and a single tier 3 Epic primordial spell slot. Additionally, you add the spell *wish* to the list of druid spells you can prepare and cast.

Evolved Wild Shape

Your Wild Shape abilities allow you to alter your form to best exemplify the power of beasts through changes called wild affixes. These augmentations grant you unparalleled ferocity, speed, and durability on the battlefield as you embody the animalistic aspects of the natural world.

> *The poachers strode toward their wounded prey. The stag lay bleeding upon the ground from a dozen arrow wounds, its breathing shallow. As the leader drew a wicked knife, the beast's form instantly twisted into an alligator of gargantuan proportions. Its growl shook the earth as the terrified poachers sprinted in all directions, their pants a distinctive shade of brown. The forest would never be troubled by their like again.*
>
> *– Legendary encounter with Kalforen the primordial.*



First Evolution

As an action, you can use your Wild Shape druid feature to gain a single wild affix from the Wild Affix table, which provides you with its listed benefits for as long as you retain that affix. You can only benefit from a single wild affix at a time and an affix's effects persist until you elect to change to a different affix or are slain. The effects of a wild affix apply to any form you willingly take, including those taken through your Wild Shape or spells such as *polymorph* or *shapechange*.

Additionally, if you assume the form of a non-Epic creature, you are considered an Epic creature while in that form.

Second Evolution

When you use your action to gain or change your wild affix, you can gain or change a second wild affix from the Wild Affix table, allowing you to benefit from up to two different affixes at the same time.

Additionally, if the maximum challenge rating of a creature you can turn into with your Wild Shape scales based on your druid level, it now scales based on your character level instead. If the maximum challenge rating of a creature you can turn into with your Wild Shape feature is less than 5, it is instead 5.

Third Evolution

When you use your action to gain or change your wild affixes, you can gain or change up to three different wild affixes from the Wild Affix table, allowing you to benefit from up to three different affixes at the same time.

Additionally, when you assume a new form using your Wild Shape, you may change or gain wild affixes as though you had used your action to do so.

Wild Affix Table

Wild Affix	Benefit
Adaptive	You are resistant to all damage except psychic damage.
Armored	You have a +8 bonus to your Armor Class.
Brutal	Once per turn, when you deal damage to a creature smaller than you, you may force it to succeed on a Constitution saving throw versus your spell save DC or be crushed by your size and strength. A creature crushed in this manner takes an additional 10d10 bludgeoning damage from the attack.
Cunning	You have Epic advantage on your attacks if you have an ally within 5 feet of your target and that ally is not incapacitated.
Evasive	When you succeed on a Strength, Dexterity, or Constitution saving throw and would take damage on a success, you instead take no damage.
Hulk	You have 100 temporary hit points. When you finish a short or long rest, you gain 100 temporary hit points.
Intuitive	You have Epic advantage on Strength, Dexterity, and Constitution ability checks.
Vicious	Your attacks score a critical hit on an attack roll of 18–20.

DREADNOUGHT

Epic Fighter

The two women traded sword blows for eight hours straight. What few arena spectators remained had given up trying to bet on the outcome, instead watching in awe as the warriors fought on. Shattered blades and scraps of armor lay strewn across the blood-soaked sand. Each champion suffered dozens of wounds that would have felled a giant five times over. There would be no quarter and no surrender. Honor demanded it.

For as long as there have been weapons, there have been warriors who master them. Some may look at the rigidity of metal or the flexibility of a bow and see limitations. Others see endless potential. These fighters train their bodies and minds with an iron will, pushing themselves well beyond any limit. If successful these inspired warriors become dreadnoughts, and their skill with the weapons of war is unrivalled. A perfect combination of warrior and weapon, a dreadnought can accomplish feats of martial skill that appear almost magical.

PREREQUISITES

Dreadnoughts are masterful artists, and battle is their paint. While these warriors specialize in specific styles of martial combat, weaponry, and techniques, they are unified in their unparalleled skill and dedication to their craft. In the hands of these legendary fighters, a blade becomes more than a weapon, it's a tool of mass destruction. Becoming a dreadnought is a commitment to ceaseless bloodshed to improve your martial skills beyond any reasonable degree, establishing yourself as one of the greatest fighters of the age.

To advance as a dreadnought, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Fighter Level 20 –** A fighter is the only class that advances one's martial skill to the level required to become a dreadnought, and only the best among fighters has the capacity to learn a dreadnought's techniques.

The Dreadnought

Level	Prestige Class Features	Proficiency Bonus	Combat Stances Known
21st	Ability Score Improvement, Epic Feat, Epic Fighting Style	+6	0
22nd	Combat Stances, Supplemental Training (1)	+6	2
23rd	Ability Score Improvement	+7	2
24th	Supplemental Training (2), Tireless Warrior	+7	3
25th	Ability Score Improvement, Epic Feat	+7	3
26th	Epic Martial Archetype, Supplemental Training (3)	+7	4
27th	Ability Score Improvement	+8	4
28th	Peerless Veteran, Supplemental Training (4)	+8	5
29th	Ability Score Improvement, Epic Feat	+8	5
30th	Legendary Champion, Supplemental Training (5)	+8	6

- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Ceaseless Battle –** Dreadnoughts live and breathe combat. They are most comfortable on the battlefield, only satisfied when their enemies are slain, and are overjoyed by the sounds of war. To achieve this dedication and affinity for battle, you must live a life of brutal violence that pushes you to your absolute limit. Such an act typically involves spending a year and a day engaging in constant battle in some great conflict. Each day you arise to draw blood from your enemies and do not rest until victory is achieved. You must find a suitable conflict to participate in to complete this trial, such as scoring endless victories as a gladiator in a vicious fighting pit or joining the hosts of heaven in their crusades against the forces of evil. Regardless of what conflict you participate in, you must fight in a way that puts your skills to the test.

CLASS FEATURES

As a dreadnought, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Epic Fighting Style

Beginning at 21st level, you improve upon the fighting styles you have mastered during your career as a warrior. You lose any Fighting Styles you gained while advancing as a fighter, which are replaced with their corresponding Epic versions.

Archery

You gain a +3 bonus to attack rolls you make with ranged weapons. Additionally, hostile creatures within 5 feet of you no longer impose disadvantage on your ranged attack rolls.

Defense

While you are wearing armor, you gain a +3 bonus to AC and have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +4 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 3 or lower on a damage die for an attack you make with a melee weapon with the two-handed or versatile properties, you instead roll a 4.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose Epic disadvantage on the attack roll. You must be wielding a shield, and if the attack misses its target, you regain the use of your reaction at the end of that turn.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your Strength or Dexterity ability modifier to the damage of your attacks made with your off-hand weapon. Additionally, when you use your bonus action to make an attack with your off-hand weapon, you may attack twice instead of once.

Combat Stances

At 22nd level, you master extraordinary techniques that afford tremendous advantages in battle called combat stances. You learn two combat stances of your choice, which are detailed under the "Combat Stances" section. You learn additional combat stances as you advance as a dreadnought according to the dreadnought class progression table.

Once per round if you are in combat, as a bonus action you may enter a combat stance that you know, gaining the benefits detailed in that combat stance's description. You cannot benefit from more than a single combat stance at a time. Entering a new combat stance causes you to end any combat stances you currently benefit from. A combat stance lasts until you are no longer in combat or become incapacitated.

Each combat stance has a unique feature called an Epic strike which can only be used as an action while in that combat stance. When you make an Epic strike, you either make a single weapon attack against a creature within range or cast a spell of 1st level or higher with a casting time of an action. Some Epic strikes put further restrictions on how they can be used, as detailed in their descriptions.

When you deal damage using an Epic strike, you multiply all damage dealt by the attack or spell according to the damage multiplier detailed in the description.

Supplemental Training

When you reach 22nd level, and again at 24th, 26th, 28th, and 30th level, you can continue training other elements of your body and mind in the background while you advance your other Epic abilities. You can increase one ability score of your choice by 2, or two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. If you are using the 5th Edition feats variant, you can instead select a non-Epic feat.

Tireless Warrior

At 24th level, you can use your Action Surge fighter class feature three times before a rest, but only once per turn.

Additionally, when you roll initiative and have no uses of your Action Surge fighter class feature available, you regain one use.

Epic Martial Archetype

At 26th level, the powerful new techniques you've developed as a dreadnought allow you to improve upon your martial archetype. You gain the following features according to the martial archetype you selected when you were advancing as a fighter.

Arcane Archer[*]

Your expertise in the fields of magic and archery allow you to perfectly blend your mystic weaponry with martial skill. When you hit a creature with an Epic strike and apply one of your Arcane Shot options to the attack, you do not expend a use of your Arcane Shot to do so. You must have at least a single use of your Arcane Shot available to use this feature.

Battle Master

You can unleash a dizzying number of maneuvers by pushing yourself to your limit. As a bonus action, you can expend a use of your Action Surge feature to regain all of your expended superiority dice.

Cavalier[†]

You and your mount fight as one, a perfect synergy that devastates your enemies. Your mount cannot be frightened or charmed unless you are also frightened or charmed, and your mount's speed cannot be reduced below half its maximum.

Additionally, once per turn when you deal damage with a weapon attack and have at least half of your movement remaining, you can expend all of your remaining movement to increase the damage of the attack by 20. If you are mounted and your mount has at least half of its movement remaining, you may instead expend your mount's movement for the same benefit.

Champion

You don't bother with fancy tricks or overcomplicated techniques—instead you simply focus on causing death with every blow. Your weapon attacks score a critical hit on a roll of 16–20.

Eldritch Knight

You can combine your magic with your mightiest attacks, creating a frighteningly powerful combination of magic and steel. When you cast a spell by expending an eldritch knight spell slot as a part of making an Epic strike, you may treat that spell as if you had cast it using a 4th-level spell slot, regardless of the actual spell slot level used to cast the spell.

Additionally, you regain all expended eldritch knight spell slots when you finish a short or long rest.

Gladiator[‡]

You can use a creature you are grappling as an improvised weapon. When you deal damage to a target using a creature as an improvised weapon, the creature being used as the weapon takes bludgeoning damage equal to the damage dealt by the attack.

Additionally, your autograph is worth 200 gp in a society that values blood sports.

Purple Dragon Knight[§]

You are a nearly endless source of strength and courage for your allies. While you aren't incapacitated, allies within 60 feet of you that can see or hear you are proficient in any saving throws you are also proficient in.

Additionally, when you would use your Indomitable feature to reroll a failed saving throw, you instead automatically succeed on that saving throw.

Samurai[¶]

You can draw your weapons and attack in an elegant display of deadly skill and speed. Immediately before initiative is rolled, you may expend a use of your Action Surge to act with lightning speed. This allows you to take a special turn before combat begins. During this turn, you may only take a single action and spend your movement, and enemies cannot take reactions in response to what you do that turn.

Peerless Veteran

At 28th level, your vast combat experience allows you to change your techniques with remarkable efficiency. When you enter or change a combat stance, you may do so at no action cost instead of as a bonus action. You may still only change or enter a stance once per round on each of your turns.

Legendary Champion

At 30th level, you have no equal on the field of battle, unleashing mighty attacks or unrelenting power. When you take the Attack action you may make a single Epic strike as a part of that action. When you use your action to make only an Epic strike, you may make two Epic strikes instead of one as a part of that action.

COMBAT STANCES

Combat stances are deadly fighting techniques that only a dreadnought has the skills to perform.

Aegis Stance

You masterfully defend yourself against incoming attacks, using your armor to its full advantage. While you are in this stance, wearing armor, and wielding a shield, you gain a +5 bonus to your Armor Class and creatures cannot have advantage or Epic advantage on attacks against you.

Epic Strike: Shining Lance

You lash out with a single blow of unparalleled precision, making a single weapon attack or casting a spell that makes a spell attack. Attacks made using this Epic strike automatically hit and deal radiant damage instead of their normal damage type (if any).

Damage Multiplier: Damage dealt by this Epic strike is doubled.

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[*] This subclass can be found in the official 5E supplement, *XGE*.

[†] This subclass can be found in the official 5E supplement, *XGE*.

[‡] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

[§] This subclass can be found in the official 5E supplement, *SCAG*.

[¶] This subclass can be found in the official 5E supplement, *XGE*.

Brawling Stance

Your skills in grappling are legendary. While you are in this stance, you may attempt a grapple as a bonus action and have Epic advantage on ability checks to grapple a creature or maintain a grapple on a creature.

Additionally, your speed is no longer reduced when moving a grappled creature.

Epic Strike: Crushing Grip

You tighten your grip upon a creature you are grappling, crushing it to death with your strength. Instead of making a weapon attack as a part of this Epic strike, you instead attempt a Strength (Athletics) ability check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) ability check (the target chooses which ability to use). On a success, you automatically hit the target with an unarmed strike attack and until the grapple ends, the target is restrained.

Damage Multiplier: Damage dealt by this Epic strike is quadrupled.

Defensive Stance

You are the shield that guards your allies from harm, able to withstand devastating blows with ease. While you are in this stance and wearing armor, you are resistant to all damage except psychic damage.

Epic Strike: Counterstrike

You ready a blow of catastrophic power to intercept your enemy's attacks, readying a single weapon attack or a spell that deals damage. When a creature you can see makes a successful attack, you may use your readied Epic strike to move up to twice your speed toward that creature. If you end this movement and the attacking creature is within range of your weapon attack or spell, you may make your readied attack or cast your readied spell against that creature. The damage of the creature's attack is reduced by the damage it takes from your attack or spell.

Damage Multiplier: Damage dealt by this Epic strike is tripled.

Juggernaut Stance

You know how to best maximize your own durability in combat. While you are in this stance, you may add your Constitution modifier to your weapon attack and damage rolls instead of Strength or Dexterity modifiers and you cast spells without the need for somatic or material components.

Additionally, if you have no uses of your Second Wind feature at the end of your turn, you regain one use.

Epic Strike: Unstoppable Blow

You let loose a mighty war cry and make a single weapon attack or cast a spell. If a non-Epic spell or effect would prevent you from taking this action, the spell or effect ends, and you must immediately make the Epic strike. If an Epic spell or effect with a save DC would prevent you from making an Epic strike, you may attempt a Constitution saving throw against the spell or effect's DC to become immune to the spell or effect until the end of your turn. If the effect is suppressed because you succeeded on this saving throw, you may immediately make the Epic strike.

Damage Multiplier: Damage dealt by this Epic strike is doubled.

Razorwind Stance

You can wield two weapons at the same time effortlessly, butchering your foes with vicious flurries of attacks. While you are in this stance and engage in two-weapon fighting, attacks made with your off-hand weapon are made at Epic advantage.

Epic Strike: Hail of Steel

You unleash a withering series of blows that dice your foes to ribbons, making a single weapon attack with your main-hand and off-hand weapons. If both attacks hit the same target and you are not incapacitated, you may immediately make this Epic strike again against the same target (no action required). You cannot make this Epic strike more than five times in a single turn.

Damage Multiplier: Damage dealt by this Epic strike is not multiplied.

Sentinel Stance

With perfect poise and patience, you strike foes when they least expect it. While you are in this stance and use your reaction to make an attack of opportunity, you may instead take the Attack action or make an Epic strike.

Epic Strike: Incision of a Thousand Diamonds

You strike in a way to open a perfect window for your allies, allowing them to join you in the assault. You make a single weapon attack or cast a spell that affects one or more enemy creatures. Each of your allies within 5 feet of the attacked or affected targets may use their reaction to make a single weapon attack against those targets.

Damage Multiplier: Damage dealt by this Epic strike is doubled.

Skirmishing Stance

You can move about the battlefield with extreme ease, avoiding your foes to find the perfect position to attack. While you are in this stance, your movement speed is doubled, you are unaffected by difficult terrain, and non-Epic spells and magical effects cannot reduce your speed.

Epic Strike: One Step Ahead

You strike your foe while preparing for its next move, preventing its escape. You make a single weapon attack or cast a spell that affects a single enemy creature. If the target of that attack or spell ends its turn in a space different than the one it occupied when you made this Epic strike, you may use your reaction to move up to your speed toward the target and make this epic strike again.

Damage Multiplier: Damage dealt by this Epic strike is doubled.

Sniper Stance

Aiming with godlike precision, you can deliver lethal attacks at extreme ranges. While you are in this stance, if you do not leave your space on your turn and take no actions other than your action, your successful ranged weapon and spell attacks taken that turn deal damage as though they had scored a critical hit.

Epic Strike: Find the Center

You fire a ranged attack that deals extreme damage to those it hits. You make a single ranged weapon attack or cast a spell that makes a ranged spell attack. The range for attacks or spells made with this Epic strike is quadrupled. After making this attack, you cannot willingly move from your space or take actions until the start of your next turn.

Damage Multiplier: Damage dealt by this Epic strike is quadrupled.

Steelbreaker Stance

Your attacks and spells sunder enemy armor, crushing their defenses with relentless power. While you are in this stance, if a creature has resistance to damage dealt by you, it instead does not have resistance. If a creature would be immune to damage dealt by you from your attacks or spells, it instead takes half damage from your attacks and spells.

Epic Strike: Overwhelming Assault

You open a hole in your enemy's defenses, making it vulnerable to you and your allies. You make a single melee weapon attack or cast a spell that makes a melee spell attack.

Damage Multiplier: Damage dealt by this Epic strike is doubled. If the attack exceeds the target's AC by 5 or more, the damage multiplication increases by a factor of one for every interval of 5 it exceeds the target's AC (tripled becomes quadrupled, quadrupled becomes quintupled, etc.).

Surging Stance

You can transfer the power of your movement into your attacks, darting about the battlefield to deliver punishing hits. While you are in this stance, if you move at least 10 feet in a straight line and immediately make a melee weapon or spell attack at the end of that movement, you have a +5 bonus to that attack roll.

Epic Strike: Meteoric Blow

You strike a target with such force as to knock it flying into obstacles and terrain. You make a single weapon attack roll or cast a spell that makes a melee spell attack. On a successful hit, the target must attempt a Strength (Athletics) ability check contested by your Strength (Athletics) ability check. If the target fails, it is pushed up to 100 feet in a straight line away from you and knocked prone. On a critical hit, the target is pushed an additional 100 feet.

Damage Multiplier: Damage dealt by this Epic strike is doubled.

Warmage Stance

Your magic charges your weapon with arcane energy which can cleave through even the heartiest foes. While you are in this stance you may add either your Strength or Dexterity modifier to your spell save DC and spell attack rolls, in addition to its normal modifiers.

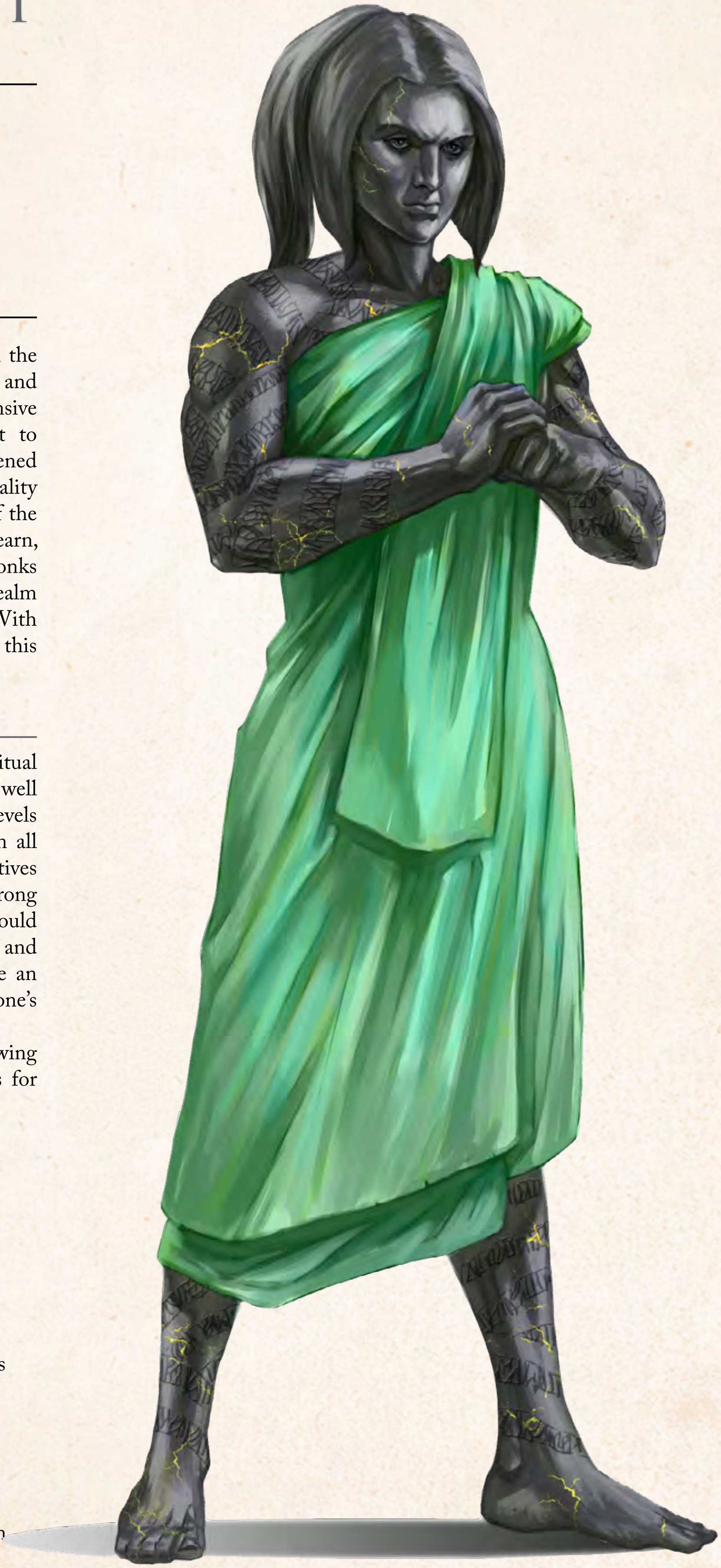
Epic Strike: Arcane Evisceration

Your martial abilities empower your magic well beyond its normal limits. Make a single weapon attack or cast a spell that makes a spell attack. On a successful hit, the next non-cantrip spell you cast before the end of your next turn is treated as though you had expended an 8th-level spell slot to cast it, regardless of what level spell slot you used to cast the spell.

ENLIGHTENED FIST

Epic Monk

> *The ray of force streaked toward the sorcerer's target, empowered by dangerous Metamagic. The barefooted being was like a statue, a simple green robe covering stone-grey skin. An instant before the spell found its mark, the figure moved with impossible speed. A single kick reflected the spell toward its source, disintegrating the spellcaster in an instant. The monk bowed in mocking respect.*



"What is perfection?" Paladins speak of glorious crusades in the name of righteousness. Rogues whisper of cunning heists and endless fortune. Wizards espouse the virtues of a comprehensive library full of knowledge. Monks, however, simply point to an enlightened fist. They could not be more right. Enlightened fists are monks who have ascended past the limits of physicality through unrivaled mastery of ki. They are timeless shapers of the world who bestow great wisdom upon those who wish to learn, and inconceivable destruction on those who oppose them. Monks who become enlightened fists understand that the physical realm is but a shell of the true force that binds the world together. With ceaseless dedication and wisdom, one can attain mastery of this force and, by extension, oneself.

PREREQUISITES

Enlightened fists are the perfect blend of material and spiritual power. Anything one of these warriors sets out to do, they do well and all enlightened fists are unified by their astonishing levels of insight into the world around them. This does not mean all enlightened fists share the same values however. Their motives and beliefs are extremely complex or obtuse, founded upon strong philosophical principles about the nature of existence. One could be found serving as a counselor to virtuous dragons one day and on the front lines in a hellish conflict the next. To become an enlightened fist is to understand— oneself, one's goals, and one's place in the universe.

To advance as an enlightened fist, you must meet the following prerequisites (in addition to the multiclassing requirements for you existing class):

- **Monk Level 20 –** Only monks of the highest order possess the level of discipline and physical mastery to even attempt the techniques enlightened fists must master.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Enlightened Soul –** A monk wishing to become an enlightened fist must complete a grueling test of body and spirit. You must seek out a place of meditation

that is in harmony with your alignment, background, and other aspects of your character. Such a place may be an ancient temple of an evil god, a field of frozen flowers upon an icy mountaintop, or a lake of fire on an elemental plane. Once there, you can begin to contemplate the complex nature of your ki and your purpose in wielding it. Will it be a weapon to shatter evil, or a tool to subjugate the world around you? As you contemplate your existence, you begin to master your ki on every physical level. Each breath you take flows with mystical energy and your heartbeats resound with power. After a year and a day of this process, you emerge with a clarity of purpose others are incapable of understanding as an enlightened fist.

CLASS FEATURES

As an enlightened fist, you gain the following class features.

Hit Points

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

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Battle Meditation

Beginning at 21st level, you can tap into the infinite ki of the universe and draw it into your body. If you take no other actions and do not spend any movement on your turn, you may take an action to regain ki points up to your maximum. Once you use this feature, you can't use it again until you finish a long rest. You can use this feature twice between long rests starting at 25th level and three times between long rests starting at 29th level.

Epic Monastic Training

At 21st level, you continue your training in the techniques of the monk. The number of ki points you have continues to increase as you advance as an enlightened fist. Your enlightened fist level determines how many ki points you have, as shown in the Ki Points column of the enlightened fist class progression table.

Additionally, you can roll 1d12 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain levels as an enlightened fist, as shown in the Martial Arts column of the enlightened fist class progression table.

Flowing Power

At 22nd level, your ki can flow through your body effortlessly using a technique called "flow." When you take a bonus action, you may immediately spend 2 ki points to regain the use of your bonus action until the end of that turn. You may use this feature once per turn. As you advance as an enlightened fist, you gain additional uses of this feature per turn, as shown in the Flowing Power column of the enlightened fist class progression table.

Additionally, when you would spend ki points as a part of taking your action or casting a spell with a casting time of an action, you may do so as a bonus action instead. If you would cast a spell as a bonus action using ki points instead of spell slots, you are not prevented from casting additional spells that turn, as long as any additional spells cast in this manner are cast using ki points instead of spell slots.

The Enlightened Fist

Level	Prestige Class Features	Proficiency Bonus	Martial Arts	Ki Points	Flowing Power
21st	Ability Score Improvement, Epic Feat, Battle Meditation (1), Epic Monastic Training	+6	1d12	21	0
22nd	Flowing Power, First Lesson of the Enlightened Fist	+6	1d12	22	1
23rd	Ability Score Improvement	+7	1d12	23	1
24th	Second Lesson of the Enlightened Fist	+7	2d6	24	1
25th	Ability Score Improvement, Epic Feat, Battle Meditation (2)	+7	2d6	25	2
26th	Epic Monastic Tradition	+7	2d6	26	2
27th	Ability Score Improvement	+8	2d8	27	2
28th	Third Lesson of the Enlightened Fist	+8	2d8	28	3
29th	Ability Score Improvement, Epic Feat, Battle Meditation (3)	+8	2d8	29	3
30th	The Final Lesson	+8	2d10	30	3

First Lesson of the Enlightened Fist

When you reach 22nd level, you can learn mysterious techniques of the enlightened fist, developed by ancient enlightened fists who mastered the secrets of ki. You gain one of the following features of your choice:

- **Karmic Reversal.** When you use your reaction via your Deflect Missiles feature to reduce the damage you take from a ranged weapon attack, you may spend 1 or more ki points. You reduce the damage of the attack by 10 additional points for each ki point spent. If you reduce the damage of the attack to 0 with this feature, you regain the use of your reaction at the end of that turn.
- **Seven-Sided Strike.** As an action you may spend 4 ki points to make a single melee weapon attack and record the final result of the attack and damage rolls. Each creature of your choice within 120 feet of you that you are aware of with an AC lower than the result of that attack roll takes the damage equal to the amount dealt by the attack.

Second Lesson of the Enlightened Fist

At 24th level, as your mastery of ki grows you unlock more techniques of the enlightened fist. You gain one of the following features of your choice:

- **Mystic Strikes.** As a bonus action, you can expend up to 3 ki points to grant your unarmed strikes and spell attacks a bonus to attack and damage rolls. The bonus equals the number of ki points you spent and lasts for 1 minute or until you use this feature again.
- **Raging Ki Death Blow.** As an action, you make a single weapon attack. If the attack hits, you must spend all of your ki points. The attack deals an additional 15 damage per ki point spent in this manner.

Epic Monastic Tradition

When you attain 26th level, you are an undisputed master of your monastic tradition, a pinnacle of your craft to which all monks who follow your tradition aspire. Other members of your tradition are considered friendly toward you unless they are an enemy.
You gain the following features according to the monastic tradition you selected when you were advancing as a monk.

Way of the Drunken Master[*]

You can use your ki to induce an intoxicated rage in yourself to fight as a true drunken master should. On your turn as a bonus action, you can spend 5 ki points to mystically intoxicate yourself and enter a drunken rage, gaining the following benefits for 1 minute.

- When you make your first attack on your turn, you can decide to attack drunkenly. Doing so gives you Epic advantage on melee weapon attacks for that turn, but at the end of the turn you fall prone.
- You add your Wisdom modifier to damage rolls made with your weapon attacks.
- You are immune to the stunned and unconscious conditions.

Way of the Four Elements

You can masterfully control the elements with ki, combining them with martial techniques into an extraordinary fighting force. You learn all elemental disciplines available from your Disciple of the Elements subclass feature. In addition, you learn four Epic elemental disciplines, as follows.

Maelstrom of Wandering Spirits. As a bonus action, you can spend 8 ki points to create swirling vortices of water that permit travel between two points. Choose two unoccupied spaces that you can see, one space within 10 feet of you and one space within 500 feet of you. A swirling portal of water that occupies a 10-foot cube appears at each point and remains suspended if in the air.

Each portal is only accessible from one side of the cube which you select when the cube is created, which appears like the mouth of a whirlpool. Other sides of the cube appear as swirling masses of water and prevent entry into the cube. You must designate one of the portals to be the entrance and the other the exit which you select when the cubes are created. A creature cannot enter the exit portal by any means.

Any Large or smaller creature adjacent to the entrance portal's side of the cube when it is created must succeed on a Strength saving throw or be pulled through the vortex. A creature can choose to fail this saving throw and be pulled through the vortex voluntarily. When a creature enters the portal, you can choose to deal 10d6 points of bludgeoning damage to it from the maelstrom of swirling water. A creature that passes through the entrance portal appears in the nearest unoccupied space at the exit portal, or an occupied space if it is unable to appear in an unoccupied space. The portals last until the end of your turn, and a creature cannot pass through the entrance portal more than once per turn.

Radiant Inferno Blast. As an action, you can spend 8 ki points to unleash a blast of radiant flame in a 30-foot radius centered on you. Each creature of your choice in the area must succeed on a Dexterity saving throw or take 12d6 fire and 12d6 radiant damage, or half as much on a success. Allied creatures of your choice in the effect's area regain 24d6 hit points.

Rising Force Thunder Strike. When you make a successful weapon attack against a creature up to two size categories larger than you, you may spend 8 ki points to deal an additional 10d8 thunder damage and you and your target are knocked up to 100 feet straight into the air. Both you and your target remain in the air until the end of that turn, and any additional attacks you make against the target that turn are made with Epic advantage. You take no falling damage if you fall at the end of a turn in which you used this feature.

Tectonic Embrace. As an action, you may spend 8 ki points to force a single creature within 30 feet to succeed on a Constitution saving throw or be petrified for 1 minute. At the end of each of its turns, a petrified creature can attempt a Constitution saving throw, ending the effect on a success

Way of the Kensei †

Your kensei weapons are exceptionally deadly, dealing critical damage to your foes. Damage from your kensei weapons cannot be reduced or prevented by any means and you cannot be disarmed of your kensei weapons unless you are incapacitated.

Additionally, as a bonus action you can spend 2 ki points to charge a single kensei weapon you are holding with destructive ki.

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[*] This subclass can be found in the official 5E supplement, *XGE*.

† This subclass can be found in the official 5E supplement, *XGE*.

The next hit you score with that weapon on that turn automatically scores a critical hit. A single weapon cannot benefit from this feature more than once per turn.

Way of the Long Death *

You learn a terrifying technique that allows you to tear the very soul from your victims. As an action, you can spend 6 ki points to force a creature within 60 feet of you to attempt a Constitution saving throw. On a failed saving throw, a fragment of the creature's soul is drawn from its body and appears in a space adjacent to you for 1 minute. The soul floats in the air, occupies a 5-foot space, and is an object with an AC of 15 and 300 hit points. The soul cannot take damage from any source other than your weapon attacks, cannot regain hit points, and cannot be moved from its space by any means. When the soul takes damage, the creature it was pulled from takes an equal amount of damage of the same type regardless of the distance between the creature and its soul fragment. A soul fragment with 1 or more hit points at the end of the duration returns to the creature it was pulled from immediately. If its soul fragment is reduced to 0 hit points, the creature must succeed on a Constitution saving throw or die instantly. A successful saving throw prevents the creature's death, and the creature takes 300 necrotic damage instead.

Way of the Open Hand

You can strike a creature's vital points and nerve centers, rendering their extremities useless. Whenever you hit a living creature with your unarmed strikes, you may spend 3 ki points and force the target to attempt a Constitution saving throw. On a failed saving throw, a limb of your choice the creature possesses falls limp and becomes useless for 1 hour. Any creatures, weapons, or objects held by that limb fall to the ground, and the creature cannot make attacks or cast spells that require the use of that limb for the duration. Typically, a limb constitutes a body part of a creature used to attack, cast spells, hold objects, or move. However, at your DM's discretion, a creature may possess unnatural or bizarre anatomy that makes it immune to this effect. If an affected creature is an Epic creature, it can attempt a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Way of Shadow

You can transform your body into deadly shadows that can pierce a creature's body. At the start of each of your turns, you may spend 8 ki points to turn your body into a mass of ki-infused shadows. Until the end of your turn, you can move through other creatures and objects as though they were difficult terrain and have Epic advantage on Dexterity (Stealth) ability checks. If you deal damage to a creature while inside its space while using this feature, record that damage. At the end of your turn, each creature you damaged while inside its space takes additional necrotic damage equal to the damage you recorded that turn. If you end your turn inside an object, you are moved to the nearest unoccupied space and take 1d10 force damage for every 5 feet moved.

Way of the Sun Soul †

You can unleash your ki in a single blast of escalating intensity. When you make a spell attack using your Radiant Sun Bolt subclass feature and score a hit, you can choose to channel the attack for as long as you can see the target, you have a free hand, and the target remains within range. While channeling in this manner, each time you would make an attack you can choose to instead attack the target of your channel using your Radiant Sun Bolt subclass feature, automatically scoring a hit. Each time you score a hit in this manner, the damage of the attack increases by an amount equal to your Martial Arts damage dice. This effect is cumulative to a maximum of twenty additional damage dice, and extra damage gained in this manner is lost when the channel ends.

Additionally, the range of your Radiant Sun Bolt class feature increases to 300 feet.

Way of the Thirsting Reaper ‡

You can convert your traditional uses of ki into raw killing power. When you use your Battle Meditation feature to regain ki points, you may choose to instead instantly consume the energy and regain no ki points. If you do so, until the end of your next turn all damage you deal is doubled.

Third Lesson of the Enlightened Fist

At 28th level, you learn some of the last lessons the enlightened fist has left to teach you. You gain one of the following features of your choice.

Radiant Spirit Spell Shield. When you are targeted by a spell, you may use your reaction to spend ki points equal to half the spell's level (rounded down) to attempt to deflect the spell back at its caster. If the spell is an Epic spell, you must spend 5 ki points to attempt to deflect a tier 1 Epic spell, 7 ki points to attempt to deflect a tier 2 Epic spell, and 10 ki points to attempt to deflect a tier 3 Epic spell. After you spend the necessary ki points, you must make a melee weapon attack as a part of that action to strike the magic. If the final result of the attack roll is greater than the caster's spell save DC, the spell is reflected back at the caster and the caster becomes the target instead of you. On a failure, you are affected by the spell normally.

Roaring Dragon Style. When you take the Dodge action, you may spend 3 ki points to gain the following benefits until the start of your next turn.

- When you use your reaction to make a successful weapon attack, you regain the use of your reaction at the end of that turn.
- Your AC equals 10 + your Dexterity modifier + your Wisdom modifier + your proficiency bonus.

The Final Lesson

At 30th level, you learn one final technique as an enlightened fist, granting you nearly limitless ki, granting you the following benefits.

Ki Enlightenment. At the start of each of your turns you gain 12 ki points, up to your maximum.

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* This subclass can be found in the official 5E supplement, *SCAG*.

† This subclass can be found in the official 5E supplement, *XGE*.

‡ This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

CRUSADER

Epic Paladin

> *The blade sang with holy power, burying itself in the demon's skull. The balor howled with pain for an instant as the sword cleaved through its body. The explosion from its death throes wreathed the crusader in a blazing inferno. The smoke cleared and her silver hair shone as brightly as a star. Pointing her golden blade at the remaining demons she shouted to her companions, "For the cause!"*

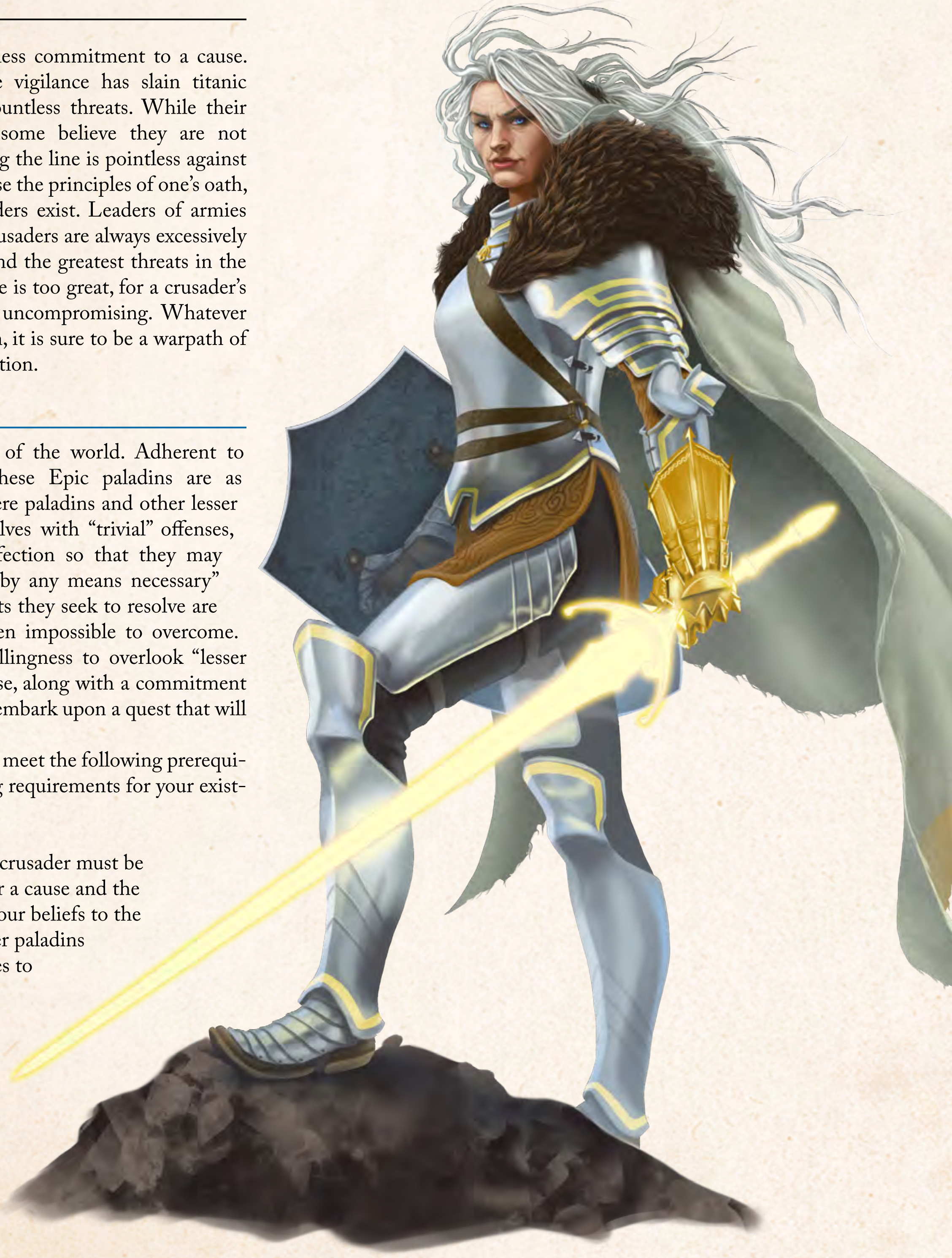
Paladins are famous for their ceaseless commitment to a cause. Their devoted service and extreme vigilance has slain titanic evils and protected worlds from countless threats. While their achievements are mighty indeed, some believe they are not enough. Putting out fires and holding the line is pointless against the endless tide of those would oppose the principles of one's oath, and it is for this reason that crusaders exist. Leaders of armies and exalted champions to a cause, crusaders are always excessively proactive adventurers who seek to end the greatest threats in the universe once and for all. No sacrifice is too great, for a crusader's faith in a cause is immutable and uncompromising. Whatever direction crusaders set themselves on, it is sure to be a warpath of unrivaled glory, sacrifice, and destruction.

PREREQUISITES

Crusaders are movers and shakers of the world. Adherent to stringent principles and beliefs, these Epic paladins are as dedicated as they are powerful. Where paladins and other lesser forces in the world trouble themselves with "trivial" offenses, crusaders seek the roots of the infection so that they may tear it out. Crusaders take a very "by any means necessary" approach to problems, as the conflicts they seek to resolve are often astronomically difficult or even impossible to overcome. Becoming a crusader involves a willingness to overlook "lesser evils" in the name of a higher purpose, along with a commitment to never live a life of comfort as you embark upon a quest that will shake the universe to its core.

To advance as a crusader, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Paladin Level 20 –** Your life as a crusader must be built upon experience fighting for a cause and the dedication to take the tenets of your beliefs to the next level. Other classes and lesser paladins lack the holy power and principles to become a crusader.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: For the Cause –** You've had enough of the relentless forces that oppose your ideals. Every demon you strike down inevitably returns, every tree you plant is inevitably cut down. Becoming a crusader means making a change in the fundamental ways of the world and you must begin planning for this herculean act immediately. Setting out to change the universe is not something one does



lightly. Your crusade must be one of virtue, efficacy, and power. A worthy crusader may seek to free the multiverse from the tyranny of government, safeguard all of nature against industrialized technology, or slay an archdevil on its home plane. Readying yourself for this new lifestyle takes time as you expand your divine power, acquire powerful magic, and recruit allies, in a process that takes at least a year and a day.

CLASS FEATURES

As a crusader, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Zealous Magic

Beginning at 21st level, you can draw on even greater levels of divine magic as you embark on your crusades. You gain new spell slots and can prepare higher level spells as you advance as a crusader. The crusader class progression table shows how many spell slots you have available to cast your spells between both your paladin and crusader levels. These new spell slots count as both paladin and crusader spell slots and you can cast your paladin spells using these new, higher-level spell slots or use them to prepare new spells from the crusader spell list. Crusader spells function identically to your paladin spells, using the same spell casting ability and restrictions for their casting and preparation.

Additionally, you add your crusader level to the number of paladin or crusader spells you can have prepared.

Crusader Spells. As a crusader, you can prepare the following spells and cast them if you have the necessary spell slots available to do so.

Spell Level	Spells
6th	*blade barrier, harm, heroes' feast, sunbeam, true seeing*
7th	*divine word, plane shift, resurrection*
8th	*holy aura, sunburst*
9th	*foresight, gate*

Sanctification

At 22nd level, you can imbue your every act with the divine authority of your cause. On each of your turns, when you take certain actions or use certain features, you can choose to sanctify them with magical power for extraordinary benefits. Sanctified actions or features have the same action costs (if any) as their unsanctified counterparts, but gain the benefits detailed below according to what action or feature was sanctified in addition to their normal effects. You can use this feature once per turn starting at 22nd level, twice per turn at 25th level, and three times per turn at 28th level. As you advance as a crusader, you unlock additional uses of your sanctifications for other actions and features. At 22nd level, you gain the ability to sanctify your Attack action, a use of your Channel Divinity feature, or a use of your Lay on Hands feature.

Sanctified Attack Action. When you sanctify your Attack action, you can attack three times instead of twice. If you choose to use your Divine Smite feature when you hit a creature with an attack made with a sanctified Attack action, the maximum number of extra radiant damage dice you can roll when you sacrifice a paladin or crusader spell slot increases from 5d8 to 10d8.

The Crusader

Level	Prestige Class Features	Proficiency Bonus	Sanctifications Per Turn	Spell Slots Per Spell Level							
				1st	2nd	3rd	4th	5th	6th	8th	9th
21st	Ability Score Improvement, Epic Feat, Zealous Magic	+6	0	4	3	3	3	2	1	–	–
22nd	Sanctification	+6	1	4	3	3	3	2	1	–	–
23rd	Ability Score Improvement	+7	1	4	3	3	3	2	1	–	–
24th	Sanctified Spells	+7	1	4	3	3	3	2	1	–	–
25th	Ability Score Improvement, Epic Feat	+7	2	4	3	3	3	2	1	1	–
26th	Epic Sacred Oath	+7	2	4	3	3	3	2	1	1	–
27th	Ability Score Improvement	+8	2	4	3	3	3	2	1	1	1
28th	Sanctified Auras	+8	3	4	3	3	3	2	1	1	1
29th	Ability Score Improvement, Epic Feat	+8	3	4	3	3	3	2	2	1	1
30th	Will of the Crusader	+8	3	4	3	3	3	2	2	1	1

Sanctified Channel Divinity. When you sanctify a use of your Channel Divinity feature, it is considered a Deific effect for its duration. Additionally, when you use your Channel Divinity you generate a number of special temporary spell slots equal to half your crusader level (rounded down, minimum of 1). These spell slots are 5th-level paladin spell slots and can be used in any manner you would use your ordinary spell slots. Existing temporary spell slots gained from this ability are lost if this ability is used again before the spell slots are expended. Unspent temporary spell slots are lost when you finish a short or long rest.

Sanctified Lay on Hands. When you sanctify a use of your Lay on Hands feature and restore a creature's hit points using that feature, you instead restore quadruple that amount of hit points. Additionally, you increase the range at which you can affect a creature to 120 feet instead of touch. Effects that reduce or prevent healing cannot prevent or reduce healing from this feature. If you restore a creature to its hit point maximum, you may take an additional action that turn.

Sanctified Spells

At 24th level, you can sanctify your magic with divine power, empowering your spells to better serve your cause. When you cast a paladin or crusader spell with a casting time of an action or bonus action, you can sanctify that spell using one of your sanctifications that turn as a part of its casting time, granting it the following benefits in addition to its normal effects.

Sanctified Spell.

- If the sanctified spell would target only one allied creature and doesn't have a range of self, you can target an additional allied creature within range.
- If the sanctified spell deals damage, it deals additional radiant or necrotic damage (your choice) depending on the level of spell slot used to cast the spell. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.
- Creatures attempt saving throws against the sanctified spell at Epic disadvantage.
- As a reaction when a sanctified spell with a duration longer than instantaneous and a target of self ends, you may immediately cast that spell again, provided you have the necessary spell slots to do so. Spells cast in this manner are not sanctified spells.

Epic Sacred Oath

While your crusades carry you across worlds through countless conflicts, your sacred oath continues to guide your hand. At 26th level, you gain the following features according to the sacred oath you took when you were advancing as a paladin.

Additionally, when you use your Cleansing Touch feature, you can choose to sanctify it, granting it the following benefits in addition to its normal effects.

Sanctified Cleansing Touch. As a part of this action, you may cast a paladin or crusader spell with a casting time of an action or bonus action that targets only the target of your Cleansing Touch.

Oath of the Ancients

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*conjure fey, wall of thorns*
7th	*etherealness, regenerate*
8th	*animal shapes*
9th	*true resurrection*

Healing Hands. When you would make a melee weapon attack, you can forgo making that attack to instead mystically heal yourself or a creature within reach by expending a single paladin or crusader spell slot. The target regains 2d8 hit points for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. If you forgo an attack made with a sanctified Attack action when using this feature, roll an additional 1d8 for each spell level higher than 1st.

Improved Aura of Warding. Whenever you or an ally within 30 feet of you succeeds on a saving throw against non-Epic spell or magical effect and would suffer an effect on a success, you instead suffer no effect.

*Oathbreaker**

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*circle of death, create undead*
7th	*finger of death, teleport*
8th	*feeblemind*
9th	*power word kill*

General of Undeath. As a reaction when you kill a humanoid creature that still has a body, you may raise that creature as a zombie or skeleton under your command. You can command undead created with this feature verbally and are able to issue specific orders (no action required).

Unholy Smite. When you hit a creature with a melee weapon attack and expend a paladin spell slot using your Divine Smite paladin class feature to deal radiant damage to the target, you can choose to turn that attack into an Unholy Smite. When you do so, the damage dice granted by your Divine Smite feature become d12s and the attack deals necrotic damage instead of radiant damage.

Oath of Conquest†

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*disintegrate, soul cage*
7th	*firestorm, power word pain*
8th	*maddening darkness*
9th	*psychic scream*

Aura of Dread. If a creature within 30 feet of you is immune to the frightened condition, it is instead not immune to that condition and has Epic advantage on saving throws against effects that cause the frightened condition.

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* This subclass can be found in the official 5E core rulebook, *DMG*.

† This subclass can be found in the official 5E supplement, *XGE*.

Executioner's Strikes. When you score a critical hit on an enemy creature, each enemy creature of your choice that can see you must succeed on a Wisdom saving throw versus your spell save DC or become frightened. If the creature ends its turn in a space where you are not within its line of sight, the effect ends.

Oath of the Crown*

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*globe of invulnerability, guards and wards*
7th	*magnificent mansion, symbol*
8th	*power word stun*
9th	*mass heal*

Aura of Allegiance. As a reaction when a creature within 30 feet of you takes damage, you can magically substitute your own health for that of the affected creature, causing that creature to take no damage. You take damage equal to the amount of damage the affected creature would have taken. Damage from this feature cannot be reduced or prevented in any way, and the feature doesn't transfer any other effects that might accompany the damage, such as conditions or magical effects.

Shielding Magic. When you cast a spell that affects any number of allied creatures, the creatures become wreathed in magical energy until the end of their turns. While so wreathed, if the creature's AC is lower than your AC, it instead has your AC.

Oath of Devotion

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*forbiddance, planar ally*
7th	*conjure celestial, sequester*
8th	*earthquake*
9th	*imprisonment*

Holy Rituals. You can cast your paladin and crusader spells with a casting time of an action or bonus action as special holy rituals. When you cast a spell as a holy ritual, the spell's casting time increases to 10 minutes but use of the spell does not expend a spell slot. A holy ritual cannot be cast at a higher level, but if you cast a spell as a holy ritual that is 4th level or lower, you instead cast it as though it were a 5th-level spell. You must have the spell prepared to cast it as a holy ritual.

Wings of Justice. You grow a pair of magnificent feathered wings from your back, granting you a fly speed of 90 feet. If your wings are removed, they naturally grow back when you finish a long rest.

> *The paladin was the perfect combination of grace and strength, her movements majestic and effortless. The feathers of her wings were a luminescent silver, her garb a tunic of fine silks. The assembled crowd was flabbergasted—they had thought her a simple folk hero who had arrived to conduct charity work. A holy champion who could defeat an entire demon cult single-handedly was an unexpected, but not unwelcome, surprise.*
>
> *– Legendary encounter with Lauraliane the crusader.*

Oath of Redemption†

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*mental prison, primordial ward*
7th	*forcecage, project image*
8th	*antimagic field*
9th	*wish*

Armor of Serenity. While you are not wearing armor, using a shield, or carrying weapons on your person, your armor class becomes 10 + your Dexterity modifier + your Charisma modifier + half your crusader level (rounded down).

Vow of Peace. When you would deal damage to a non-mythic creature, you can choose to instead deal no damage and impose a special effect that makes the creature more peaceful. The creature gains special points called tranquility points equal to the damage you would have dealt, and attacks and hostile abilities you use to grant a creature tranquility points are not considered attacks or hostile abilities. Tranquility points lasts until the creature finishes a short or long rest and are considered an Epic magical effect from an allied creature, even if you are not allied with the affected creature. If a creature's current hit points become less than its tranquility point total, the creature is immediately overcome with feelings of peace and harmony for 24 hours, becoming friendly toward you and all other creatures it encounters. If in combat, the creature immediately ceases hostile activities toward other creatures. If the creature is attacked or affected with a hostile ability taken after it became peaceful, it defends itself but makes every effort to end combat and avoid harming the offending creature. An affected creature regrets its actions during combat and does its best to make amends for any actions it took that caused harm to others.

Oath of Shackles‡

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*find the path, flesh to stone*
7th	*symbol, teleport*
8th	*mind blank*
9th	*gate*

Dark Martyr. Once per turn, when you deal damage to a creature with a melee weapon attack, you may choose to deal extra fire, necrotic, or psychic damage equal to your maximum hit points. A creature slain by this damage cannot be returned to life by any means except those detailed in this feature's description. At the end of a turn in which you used this feature, you die a martyr's death. If you are restored to life after having died from this feature, a single creature of the DM's choice you have slain using this feature is no longer prevented from returning to life.

Pact of Darkness. When you take a long rest, you can choose to not gain any benefit from that rest and instead let your entity deeper into your mind. Until you finish another long rest, you have advantage on all attack rolls, ability checks, and saving throws, and attack rolls against you have disadvantage.

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* This subclass can be found in the official 5E supplement, *SCAG*.

† This subclass can be found in the official 5E supplement, *XGE*.

‡ This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

Oath of Vengeance

Expanded Oath Spells. You gain additional oath spells that can be cast using your crusader spell slots.

Spell Level	Spells
6th	*find the path, harm*
7th	*forcecage, teleport*
8th	*mind blank*
9th	*storm of vengeance*

Hateful Pursuit. Once per turn when you move, you may expend a paladin or crusader spell slot as a part of that movement to increase the distance you move by 10 feet per level of the spell slot expended.

Relentless Smites. When you hit a creature and expend a paladin spell or crusader slot via your Divine Smite paladin class feature to deal radiant damage, you may expend any number of spell slots to increase the damage of the Divine Smite feature by 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 10d8. If the hit was made with an attack from a sanctified Attack action, the maximum additional damage becomes 20d8 instead.

Sanctified Auras

At 28th level, you use your sanctifications to empower your auras granted by your paladin, crusader, and subclass features (such as Aura of Protection or Aura of Courage). This feature has no effect on spells that generate auras, such as *aura of vitality* or *holy aura*. When you sanctify your auras, you can get one of the following benefits and may spend an additional sanctification to gain both benefits.

Sanctification of the Bastion. Until the start of your next turn, friendly creatures within your auras reduce any damage taken an amount equal to your character level.

Sanctification of the Legion. Until the start of your next turn, the range of your auras increases to 1 mile. Additionally, when you speak, you can choose to allow creatures in your auras to hear you as clearly as though you were standing adjacent to them.

Will of the Crusader

At 30th level, your holy cause can wait no longer as divine power spurs you forward to victory. On each of your turns, you may expend a use of your Sanctification feature to gain a special action that turn, called a crusading action. You can take any number of crusading actions in a turn, as long as you are able to expend an equivalent amount of sanctification uses. A crusading action can be taken to cause one of the following effects.

- Make a single weapon attack.
- Cast a spell with a casting time of 1 action or 1 bonus action.
- Use your Lay on Hands feature on a creature within range.
- Use your Cleansing Touch feature on a creature within range.

SLAYER

Epic Ranger

> *The dragonborn climbed. Each handhold scorched his palms with searing heat. Volcanic meteors rained down, shaking lose landslides of burning rock and ash. The weapons upon his back clattered with each rumble of the mountain. At its flaming peak rampaged his prey—an elemental titan of vicious power, rending the world with its fury.*

Even the most seasoned adventurers respect the power of nature. Whether its facing the beasts of the wild, the fury of a hurricane, or the crushing blackness of the deep, few are willing to stride fearlessly into the dark corners of the world. The greatest among these adventurers are the mighty slayers, rangers of peerless skill and instinct who seek out the most dangerous environments in the multiverse to test their mettle. Slayers do not merely survive adversity, they thrive in it, pushing themselves to their limits in pursuit of their favorite quarry.

PREREQUISITES

Those who call themselves slayers are extraordinarily proficient killers who live for the thrill of a challenging hunt. While slayers come in all shades of alignment and morality, they are unified in their desire to test themselves against worthy prey. The zeal these masterful hunters display has caused more than a few observers to question their sanity, as slayers dive headlong into battle with smiles upon their faces. Slayers thrive on discomfort. Becoming one means committing yourself to a life of transience, violence, and adversity without end—until you learn to love it.

To advance as a slayer, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Ranger Level 20 –** Other classes may afford abilities to handle the situations a slayer seeks out, but only the most powerful rangers have lived the lifestyle necessary to truly thrive in such conditions.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: The Great Hunt –** Many a powerful ranger knows that not every enemy can be defeated. Some creatures are just too powerful, some are too hard to find, or the cost of facing them is too great. You scoff at this notion. Where others lack the drive and commitment to face such foes, you rise up and embark upon a great hunt. This trial is a legendary act for the sake of self-improvement. There may be no city to save, treasure to find, or glory to be won. All that matters to you is the challenge. On the course of this hunt, you must find your passion that will propel you

to fight like never before. You may discover a race of beings that redefines your presumptions of power, able to show you your true potential. Perhaps your hunt leads you the lair of a titanic dragon that will someday awaken, inspiring you to train like never before so that you can face it when that day comes. Whatever you find on your great hunt, the process is a grueling odyssey as you journey across worlds in search of the next great adventure. For most rangers, this takes at least a year and a day to accomplish. Upon its completion, you emerge as a slayer prepared to face almost any foe.

CLASS FEATURES

As a slayer, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Nemesis

Beginning at 21st level, you can adapt to face any enemy, allowing you to gain considerable advantages against those who oppose you. At the start of each of your turns, you may designate a single creature you can see to be your nemesis. You may treat your nemesis as though it were one of your favored enemies for as long as it is alive or until you go one continuous month without tracking or seeing your nemesis. You can only have a single nemesis at a time and may only designate a new nemesis at the start of each of your turns.

Additionally, when you hit a favored enemy with a weapon attack, you double the amount of weapon damage dice rolled.

Ultimate Predator

At 22nd level, you gain the ability to generate special dice from hunting your prey, called slayer dice, which are d12s. Slayer dice represent your escalating expertise in fighting certain enemies over time as you steadily gain the advantage in battle. You can have a maximum number of slayer dice according to the Slayer Dice Maximum column of the slayer class progression table. Slayer dice are gained in a variety of methods, detailed here. When you finish a long rest, any unspent slayer dice are lost.

The Slayer

Level	Prestige Class Features	Proficiency Bonus	Slayer Dice Generation	Slayer Dice Maximum
21st	Ability Score Improvement, Epic Feat, Nemesis	+6	–	–
22nd	Ultimate Predator	+6	2	10d12
23rd	Ability Score Improvement	+7	3	12d12
24th	Legendary Survivalist, Slayer's Expertise	+7	4	12d12
25th	Ability Score Improvement, Epic Feat	+7	5	14d12
26th	Epic Ranger Archetype	+7	6	14d12
27th	Ability Score Improvement	+8	7	16d12
28th	Huntmaster	+8	8	16d12
29th	Ability Score Improvement, Epic Feat	+8	9	18d12
30th	Dread Slayer	+8	10	20d12

At the end of each of your turns in which you are in combat with a favored enemy, you may generate a number of slayer dice according to the Slayer Dice Generation column of the slayer class progression table.

Slayer dice can be spent in the following ways:

- **Slayer's Defense.** When you take damage from a favored enemy, you may roll any number of your slayer dice and reduce the damage by the amount rolled. You must declare how many slayer dice you intend to roll before doing so.
- **Slayer's Magic.** When a favored enemy you can see attempts a saving throw against one of your spells, you may use your reaction to roll a single slayer die and increase the DC of that saving throw by the amount rolled.
- **Slayer's Strike.** When you deal damage to one or more favored enemies with a successful weapon attack or spell, you may roll any number of your slayer dice to deal additional damage equal to the amount rolled to all affected favored enemies.

Legendary Survivalist

At 24th level, you can adapt to and live comfortably in even the most extreme environments, including those of other worlds. If you spend 1 hour traveling or interacting with an environment and the environment is not artificial, you become immune to the average weather and environmental effects of that environment. This allows you to find adequate sustenance, breathe, and thrive as though you were a native of that environment. For example, a slayer adventuring in the hells may use this feature to become immune to the sulfurous toxic fumes of a vile swamp or the supernaturally frigid cold of a desolate glacier.

However, this effect does not protect you from magical effects in the environment or other intentionally harmful environmental manipulations (such as those generated by a creature's lair actions).

Slayer's Expertise

At 24th level, your skills as a slayer allow you to fight with increased combat efficiency. When you roll a 1 on a slayer die, you can reroll the die and must use the new roll.

Additionally, when you cast a ranger spell that requires concentration, you no longer need to concentrate on the spell to maintain its effects for the duration.

Epic Ranger Archetype

At 26th level, while you can hunt down and slay almost any foe with ease, your specialization allows you to do so in unique and terrifying ways. You gain the following features according to the ranger archetype you selected when you were advancing as a ranger.

Beast Master

Your beast companion becomes bonded to your very soul. While you are alive, when your beast companion would be reduced to 0 hit points, it instead is reduced to 1 hit point.

Additionally, when your beast companion hits a creature that is one of your favored enemies with a weapon attack, until the end of your next turn the next successful weapon attack you make against that creature scores a critical hit.

*Gloom Stalker**

You are so adept at concealing yourself that you find it hard to stop. Unless you choose to reveal yourself, you have a passive Dexterity (Stealth) score equal to 10 + your Dexterity modifier + your proficiency bonus + any special modifiers.

You are always considered hidden for as long as you meet the necessary requirements to be so (such as cover, lack of line of sight, etc.). Effects that would cause you to no longer be hidden (such as attacking or casting a spell) suppress this effect until the start of your next turn. You may still take the Hide action to attempt to roll a Dexterity (Stealth) ability check higher than your passive Dexterity (Stealth).

Additionally, you can use your Hide in Plain Sight ranger feature as an action instead of taking 1 minute, and you may move a quarter of your speed while hidden in that manner without losing its benefits.

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* This subclass can be found in the official 5E supplement, *XGE*.

Behind the Curtain: Epic Legacy and the Ranger Class

Rangers and 5th Edition. If you are an experienced 5th Edition player, you are likely aware of the many shortcomings of the ranger class relative to the other core classes. In a game of Epic Legacy, players may be understandably concerned that the slayer will continue its trend of underperforming in games. However, the content presented here is designed to "correct" many of the ranger's shortcomings while still providing a unique and thematic playstyle. That said, the slayer is compatible with other officially presented versions of the ranger class but is not balanced around those versions. If you are using a revised version of the ranger class be aware that you will be progressing as a slayer with more power than intended, and you should make your DM aware of this fact.

The Beast Master Subclass. The Beast Master ranger archetype presents a unique challenge for Epic Legacy, as typically subclass features only improve at 26th level. Because of the nature of a beast master's animal companion and the importance of its power scaling as its master advances, it's recommend that the animal companion of any ranger of the Beast Master subclass advancing as a slayer gain the following special benefit:

> ***Epic Companion.*** The hit point maximum of the animal companion increases by 20 for every level in slayer the character has, and the animal companion is considered an Epic creature.

Horizon Walker[*]
You can strike at your enemies across great distances and planar boundaries. At the start of each of your turns, you can open a single portal in an unoccupied space you can see within 10 feet of a favored enemy. You can make weapon attacks against that favored enemy as though you were in the space the portal occupies as your blows strike through the portal's aperture. The portal lasts for 1 minute and is an Epic magical effect that you must concentrate on to maintain its effect for the duration. The portal can appear across any distance or planar boundary as long as you are able to see your target and immediately ends if you become unable to see the space the portal occupies.

Hunter
You gain two of the following features of your choice, one from each category:

Sentinel
- **Extra Attack.** When you take the Attack action, you can make an additional attack as a part of that action.
- **Shatterpoint.** Favored enemies cannot be resistant or immune to damage dealt by you.

Legendary Defense
- **Cunning Tactics.** You gain a bonus to your Armor Class equal to your Wisdom modifier.
- **Healing Surge.** As a bonus action, you can spend your Hit Dice to regain hit points as though you had instantly taken a short rest.

Monster Slayer[†]
Your blows can fell horrors of any size and strength, potentially killing them instantly. As a bonus action, you can prepare your next weapon attack against a single favored enemy you see. When you make this weapon attack against that creature and score a hit, the target must attempt a Constitution saving throw versus your spell save DC. On a failure, a creature with 200 hit points or fewer dies instantly. For every increment of 5 the creature fails this saving throw, the hit point threshold to be slain instantly increases by 100 (for example, a dragon with 400 hit points that rolled a total of 9 on its saving throw against a DC of 20 would be slain instantly). If a creature has too many hit points to be slain instantly even if it rolls a 1 on its saving throw, it automatically succeeds instead. On a successful saving throw, the creature takes an additional 20d10 damage as a part of the attack. If the attack misses, the effect is wasted. If you do not make a weapon attack against the target creature within 1 minute of using this feature, the benefit is lost. Once you have used this feature, you must finish a long rest before you can use it again.

Trophy Collector[‡]
You keep your favorite trophies as monuments to your prowess, extending the length of their benefits. The benefits of a trophy gained from your Harvest Trophy feature are retained for 1 year or until you replace it with another trophy. Additionally, when you use your Harvest Trophy feature on a mythic creature, the trophy you create grants the following benefits in addition to the normal benefits conferred by your Harvest Trophy feature.

- You replace your proficiency bonus with the proficiency bonus of the mythic creature.
- You increase one of your ability scores by 4, up to a maximum of 30. The ability score must be the same as the highest ability score of the mythic creature. If two or more of the creature's highest ability scores are tied, you may select which one of the scores to increase from among the tied scores.

Huntmaster
At 28th level you are able to relentlessly track even the most dogged foes. The time required for you to finish a long rest is halved.

Additionally, when you finish a long rest, instead of losing all of your current slayer dice, you instead lose half your current slayer dice (rounded up). You cannot finish a long rest and maintain more slayer dice than half your maximum slayer dice using this feature.

Dread Slayer
At 30th level, those who have earned your wrath have no hope of survival. You have Epic advantage on attack rolls, saving throws, and ability checks against your favored enemies.

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[*] This subclass can be found in the official 5E supplement, *XGE*.

[†] This subclass can be found in the official 5E supplement, *XGE*.

[‡] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

GRIFTER

Epic Rogue

Falling through the air, the grifter mused at her predicament. The chains were solid adamantine, and it was at least half a mile to the ground. Knowing she had only seconds, she swiftly picked lock after lock, the ground approaching at frightening speed. If the druids believed they had killed her, it was going to make stealing their precious runestones all the easier.

Even the best rogues get caught eventually throughout their lives as scoundrels. For master rogues, this can mean running afoul of the wrong end of a mighty dragon, impaled upon the sword of a balor, or imprisoned by the magic of an archmage. Many find peace in the acceptance of this inevitable fate, seeing it as the price one must pay for a life lived pushing boundaries. However, where some see fate, others see potential. With the right application of skill and cunning, one can push the limits of what is possible and ignore the "rules" by which all others are bound. With these newfound skills, a grifter can accomplish unmatched feats of skullduggery.

PREREQUISITES

Grifters are consummate cheats at life. They don't believe that the rules apply to them in the same way they apply to anyone else and they have the skills to prove it. To tell a grifter something is impossible is a challenge, not a fact. With extraordinary abilities, you can overcome every obstacle in your path and fulfill your wildest dreams. It will not be easy. Cunning, skill, and intelligence of the highest caliber are required to succeed as a grifter. With each success you will demonstrate a mastery of the roguish arts that leave others flabbergasted and struggling for a rational explanation to what they just witnessed.

To advance as a grifter, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Rogue Level 20 –** Only the most cunning of rogues are able to comprehend the techniques a grifter employs. To all others it appears as magic, defying the realms of possibility.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: The Great Game –** To become a grifter, you must be able to escape from any catastrophic disaster, outwit any foe, and pierce any defense. To do so with pure martial skill is the way of unsophisticated brutes. You will find another way. All the world is a game, with a given set of rules about what is and is not possible. Some of these laws can be bent. Others can be broken. You must face down the impossible with nothing but your wits and emerge victorious. This trial always takes the form of a seemingly impossible challenge; escaping from an *imprisonment* spell without the aid of magic, stealing a god's bed pillow, or convincing a demon to live a life of generosity and peace are all examples of the absurd difficulty of such a task. If you wish to survive long enough in the realms of Epic power on your roguish talents, you must seek out such a challenge that forces you to bend the rules of what rational minds believe is possible. Finding and completing such a challenge is no small effort. It takes at least a year and a day to master the techniques necessary to bend the rules of the situation toward the realm of possibility, and many rogues take far longer. Others may doubt, disbelieve, or scoff at your achievement, but at the end of the day you are living testament to what can be accomplished with unrivaled cunning as a deadly and devious grifter.

CLASS FEATURES

As a grifter, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

The Grifter

Level	Prestige Class Features	Proficiency Bonus	Sneak Attack
21st	Ability Score Improvement, Epic Feat, Cheap Shot	+6	11d6
22nd	Epic Rogue, Extraordinary Talents, Reality Grifting	+6	12d6
23rd	Ability Score Improvement	+7	13d6
24th	Cut Deep, Epic Skills (2)	+7	14d6
25th	Ability Score Improvement, Epic Feat	+7	15d6
26th	Epic Roguish Archetype, Epic Skills (3)	+7	16d6
27th	Ability Score Improvement	+8	17d6
28th	Perfect Blade, Epic Skills (4)	+8	18d6
29th	Ability Score Improvement, Epic Feat	+8	19d6
30th	Ultimate Evasion, Epic Skills (5)	+8	20d6

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Cheap Shot

Beginning at 21st level, you are able to strike with unrivaled cunning. Once per turn, when you make a weapon attack against a creature you may add either your Intelligence, Wisdom, or Charisma modifier to the attack and damage rolls.

Epic Rogue

At 22nd level, your roguish abilities continue to improve, granting you the following benefits.

Epic Skills. At 22nd level, you may gain proficiency in a single skill of your choice or double your proficiency bonus for any ability check you make for a skill in which you are proficient. You gain the benefits of the feature again at 24th, 26th, 28th, and 30th level.

Epic Sneak Attack. When you use your Sneak Attack rogue feature, the amount of extra damage increases as you gain levels in this Epic prestige class, as shown in the Sneak Attack column of the grifter class progression table. This amount of extra damage includes extra damage gained from your Sneak Attack feature from when you were advancing as a rogue.

Extraordinary Talents

At 22nd level, when you finish a long rest you may select a single skill in which you are proficient, gaining the following benefits until you finish a long rest.

When you would roll a 14 or lower when making an ability check using that skill, you instead roll a 15. Additionally, once per turn if you are not incapacitated, you may attempt a single ability check using that skill (no action required).

Reality Grifting

At 22nd level, you begin mastering extraordinary roguish talents that test the limits of what is physically possible. This talent is called grifting and is tied to your proficiency in certain skills. When you would deal damage to a creature on an attack that benefits from your Sneak Attack rogue class feature, you can choose to turn that attack into a combo by applying your proficiency in a skill to the attack. Doing so augments the Sneak Attack with the benefits afforded by the combo. You cannot use a combo with an associated skill in which you are not proficient and the effects of a combo are detailed later in the "Grifting Combos" section.

Cut Deep

At 24th level, when you score a hit against a creature and the attack roll exceeds your target's AC by 10 or more, it deals double damage. If the attack already would deal double damage, it instead deals quadruple damage.

Epic Roguish Archetype

At 26th level, the techniques you mastered as a mere rogue are expanded to Epic levels, making you an uncontested master of subterfuge and intrigue.

You gain the following features according the roguish archetype you selected when you were advancing as a rogue.

Arcane Trickster

Your Spellcasting subclass feature improves, and you gain additional spell slots and spells known for that feature according to the Arcane Trickster Spellcasting table.

Additionally, you can use your Cunning Action to cast a non-Epic spell of 1st level or higher with a casting time of 1 action.

Spell Slots per Spell Level

Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
26	4	3	3	3	3	2	2	1	1

Assassin

Your killing skills are honed to their finest. A creature slain by your weapon attacks cannot be returned to life, except by Deific means.

Additionally, when you take the Hide action on your turn and no other actions, your next attack against a creature from which you are hidden treats the target as though it were surprised for the purposes of benefiting from your Assassin subclass features.

Fatestealer[*]

You can play the odds like no one else can. Your lucky dice become d20s.

Additionally, when you roll a lucky die, you can make a wager with the universe as to the outcome before the result of the total roll is determined. You can choose to bet that the rolled lucky dice will cause the affected roll to succeed or fail. If you guessed the result successfully and your use of your Stroke of Luck rogue feature is expended, you regain the use of that feature.

Inquisitive[†]

When you roll initiative, you can immediately analyze a number of creatures you can see equal to your Wisdom modifier. You learn each of those creatures' AC, ability scores, and saving throw proficiencies.

Mastermind[‡]

As a reaction, when an ally that can hear or see you and is benefiting from a Help action provided by you hits a creature with an attack, you may add your Sneak Attack damage to that attack's damage.

Scout[§]

At the start of each of your turns, you may halve your speed for that turn to engage in a hit-and-run style of combat known as skirmishing until the end of that turn. While skirmishing, the damage dice of your Sneak Attack rogue and grifter feature become d8s instead of d6s.

Swashbuckler[¶]

As a reaction when you are attacked by a creature you can see, you may attempt to parry the attack by making a single melee weapon attack. If the result of your attack roll is greater than the result of the incoming attack roll, the triggering attack misses and you may make a single melee weapon attack against the source of the attack (if within range) at Epic advantage.

> *Ladies, (hic) please! I'll deal with thish vagabond after I finish my drink. Actually, make that the next…threefourfive, nine! Yesh, nine drinks. It won't be a challenge otherwise. Now, where's me sword? No, not that sword—the pointy one fer killin' thosh who lack proper manners.*
>
> – *"Captain" Cozzi, part-time swashbuckling grifter, full-time paramour*

Thief

Your skills at thievery are so extraordinary that you can steal a little of time itself. Once per turn, at the start of each of your turns, you may gain one level of exhaustion to take an additional action that turn.

Perfect Blade

At 28th level you can perform only excellently with weapons you wield. You cannot have disadvantage or Epic disadvantage on attack rolls made with weapons with which you are proficient.

Ultimate Evasion

At 30th level you are nearly impossible to injure as you avoid hostile effects with ease. When you succeed on a saving throw and would suffer an effect on a success, you instead suffer no effect.

GRIFTING COMBOS

Through combos you can deliver strategically precise and devastating attacks. Each combo enhances an attack benefiting from your Sneak Attack rogue class feature. You can only use a single combo a time, and only once per turn. You know all combos for skills in which you are proficient, and each combo's associated skill is detailed in its name.

Strength Combos

Strength combos draw upon your ability to apply the right amount of force in exactly the right way for maximum effect.

Athletics Combo: Momentous Strikes

When you use this combo on a creature, you may spend 60 feet or more of movement to make an additional weapon attack for every 60 feet of movement spent.

Dexterity Combos

Dexterity combos allow your extraordinary speed and precision to make fools of enemies with every strike.

Acrobatics Combo: Bestride

When you use this combo on a creature at least two size categories larger than you, you may attempt to immediately leap onto the creature by spending all of your movement to move toward the creature. If you are able to enter the creature's space as a part of that movement, you can leap atop the creature. While bestride the creature you can move around its body as long as you remain completely within its space, which is considered difficult terrain. Additionally, you have Epic advantage on attacks against the creature, and the creature has Epic disadvantage on attacks against you. When the creature moves, you move with the creature. The creature can attempt to shake you off by taking an action to attempt a Strength (Athletics) ability check contested by your Dexterity (Acrobatics) ability, throwing you off on a success.

Sleight of Hand Combo: Filch

When you use this combo on a creature, you may attempt to steal something from the creature as a part of the attack. If the creature is holding a weapon or object or carrying an object that you are aware of, you may attempt to disarm or steal a single weapon or object. You attempt a Dexterity (Sleight of Hand) ability check contested by the creature's Strength (Athletics) check if you are attempting to disarm it or contested by its Wisdom (Perception) check if you are attempting to steal from it. If successful and you are able to carry the stolen item (requiring the necessary carrying capacity and a free hand), it enters your possession. Otherwise, it falls to the ground.

Stealth Combo: Shadow in the Night

When you use this combo on a creature and were hidden when you made the attack, you may immediately attempt a Dexterity (Stealth) ability check contested by a Wisdom (Perception) ability check from the target. If you succeed, you remain hidden from that creature, though it may still be able to determine from what direction the attack came at the DM's discretion.

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[*] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.
[†] This subclass can be found in the official 5E supplement, *XGE*.
[‡] This subclass can be found in the official 5E supplement, *XGE*.
[§] This subclass can be found in the official 5E supplement, *XGE*.
[¶] This subclass can be found in the official 5E supplement, *XGE*.

Intelligence Combos

Intelligence combos allow your quick wits and devious mind to exploit your foes' weaknesses and foil their actions.

Arcana Combo: Spellbreaker

When you use this combo on a creature that is concentrating on one or more spells or magical effects, it immediately loses concentration on any non-Epic spells or magical effects it is currently concentrating on and has Epic disadvantage on saving throws to maintain concentration until the start of its next turn.

History Combo: Hidden Wounds

When you use this combo on a creature, you can instead deal no damage and leave the creature with a hidden wound. Record the amount of damage you would have dealt with the attack and designate a period of time up to 24 hours from the time when you damaged the creature with the attack. At that time, the creature takes the damage from the attack that you recorded as the effects of the wound finally manifest, along with any additional effects that would accompany the attack (such as poison or magical effects). Creatures without anatomy (such as oozes) are immune to the effects of this combo. To an affected creature, it appears as though the attack miraculously did no damage on a hit. A hidden wound can be detected by a successful Wisdom (Medicine) ability check against a DC equal to your character level.

Investigation Combo: Exploit Vulnerability

When you use this combo on a creature, the creature's AC is 10 for the next attack made against it before the start of your next turn.

Nature Combo: Savage Rending

When you use this combo on a creature, the creature suffers a grievous wound. A creature with a grievous wound loses 2d12 hit points at the start of each of its turns, and each time you use this combo and deal damage to a creature with a grievous wound, the damage increases by 2d12. A creature that regains 20 or more hit points reduces the damage dice of the grievous wound by 1d12 for every 20 points it regains. If a grievous wound's damage dice are reduced to zero, the effect ends.

Religion Combo: Profane Strike

When you use this combo on a celestial, fey, or fiend, the creature must succeed on a Wisdom saving throw with a DC equal to your character level or be stunned until the start of its next turn.

Wisdom Combos

Wisdom combos rely upon your instincts to making cunning attacks that cripple your enemies.

Animal Handling Combo: Pack Tactics

When you use this combo on a creature, the creature provokes an opportunity attack from each ally within reach. Allies have Epic advantage on opportunity attacks made in this manner.

Insight Combo: Deadly Instincts

When you use this combo on a creature, until the end of its next turn the next time the creature attempts a Strength, Dexterity, or Constitution saving throw, it automatically fails that saving throw.

Medicine Combo: Surgical Precision

When you use this combo on a creature, you may instead deal half damage and the creature becomes either blinded or deafened. The creature can take an action to attempt a Wisdom (Medicine) check with a DC equal to your character level, ending the effect on a success. This effect ends if a creature regains 50 or more hit points.

Perception Combo: Deadly Accuracy

When you use this combo on a creature, the creature cannot be resistant or immune to damage from the attack.

Survival Combo: Gouging Blow

When you use this combo on a creature, its maximum hit points are reduced by an equivalent amount. This effect lasts until a creature is subjected to magical healing from an Epic spell or magical effect, or finishes a long rest.

Charisma Combos

Charisma combos allow your force of personality to make your attacks an overwhelming and debilitating experience.

Deception Combo: Deceptive Wager

When you use this combo on a creature, you may attempt a Charisma (Deception) ability check contested by the creature's Wisdom (Insight) ability check. If you succeed, you gain an additional bonus action that turn. This bonus action can only be used to take a Cunning Action.

Intimidation Combo: Traumatic Injury

When you use this combo on a creature, you may attempt a Charisma (Intimidation) ability check contested by the creature's Wisdom (Insight) ability check. If you succeed, until the end of its next turn when the creature would target you with an attack, spell, or feature it must instead target another enemy creature within range. If there are no other enemy creatures within range, it may target you normally.

Performance Combo: Whirling Dervish

When you use this combo on a creature, you may immediately spend movement to increase your Armor Class as you dance evasively. Until the start of your next turn, you gain a +1 bonus to your AC for every 20 feet of movement spent.

Persuasion Combo: Lethal Threat

When you use this combo on a creature, you may instead deal no damage and attempt a Charisma (Persuasion) ability check contested by the creature's Wisdom (Insight) ability check. If you succeed, the creature becomes frightened of you and will not willingly be hostile toward you and your allies for as long as it remains frightened of you. If you or your allies damage the creature or affect it with a hostile ability, it is no longer frightened of you and is immune to the effects of this combo for 24 hours. Creatures with legendary actions and mythic creatures are immune to this effect.

ARCHON

Epic Sorcerer

The halfling finished casting the mighty spell. Magic coursed through her body and erupted in a great column of fire, consuming herself and the trolls in a staggering inferno. The next day, as the villagers were building a monument to her sacrifice, they were shocked to see the sorceress appear in a blinding flash of light. Dusting some ash from her shoulders, the halfling calmly collected her reward, thanked them for the memorial, and went on her way.

Even in a world of dragons, magic, and demons, the greatest of adventures can sometimes be found within one's own soul. Few understand the value of tapping into one's own potential better than sorcerers, for their magic suffuses their bodies and flows through their blood. It is a talent both dangerous and powerful, with the greatest of their number earning the chance to become archons.

PREREQUISITES

Archons are the living embodiment of the terrifying and wondrous properties of Epic magic. No mortal form can contain such power flowing through its veins without consequence, which is the reality with which an archon must contend. As archons grow more powerful, their bodies change as the magic within them threatens to erupt at any moment. The greatest of archons can properly handle this evolution, becoming beings of almost pure magical energy. Overcoming this challenge affords an unrivaled capacity for powerful magic. For archons, casting a spell is a simple natural act, like flexing a muscle or taking a breath. This relationship with magic allows them to cast the most powerful spells ever conceived, augmented even further by the energy that flows within them.

To advance as an archon, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Sorcerer Level 20 –** The powers of an archon require a massive repository of arcane energy, a feat only the mightiest of sorcerers can accomplish.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Metamorphosis –** Becoming an archon requires a change on a physical level to accommodate the extreme amounts of magic contained with your body. To achieve this state, you must magically evolve a special organ called an arcane appendix, which helps you process the power safely. Developing this organ is extremely difficult, requiring you to commit all your power toward its creation for a period of a year and a day. How this process is accomplished varies from sorcerer to sorcerer. Some may immerse themselves in powerfully magical locations whose latent power can augment their bodies. Others may subject themselves to powerful transmutation effects over an extended period of time. Whatever the process, the result is a being with the discipline and anatomy to advance as an archon.

CLASS FEATURES

As an archon, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Arcane Lifeblood

At 21st level, your Flexible Casting sorcerer class feature expands to accommodate your power, allowing you to create spell slots for some of your most powerful spells according to the following table.

Creating Spell Slots

Spell Slot Level	Sorcery Point Cost
6th	9
7th	11
8th	13

Epic Spellcasting

At 22nd level, you can draw forth the most powerful magic in the world from within your very body, which you manifest into the fearsome shapes of Epic spells. See the "Epic Spellcasting" section in chapter 4 of the *Epic Legacy Core Rulebook* for details and the general rules of Epic magic, and refer to the archon Epic spell list. You cannot apply non-Epic Metamagic options you know to Epic spells you cast, but you may apply Epic Metamagic options you know.

The archon class progression table shows how many Epic spell slots you have available to cast your Epic spells of tier 1 or higher. To cast one of these Epic spells, you must expend a slot of the spell's tier or higher. You regain all expended Epic spell slots when you finish a long rest.

Epic Spells Known

You know two archon Epic spells of your choice from the archon Epic spell list. The Epic Spells Known column of the archon class progression table shows when you learn more archon spells of your choice. Each of these spells must be of a tier for which you have spell slots.

Additionally, when you gain a level in this Epic prestige class, you can choose one of the archon spells you know and replace it with another spell from the archon Epic spell list, which also must be of a tier for which you have spell slots.

Sorcerous Supremacy

Beginning at 22nd level, you can effortlessly expand arcane power and begin to discover newfound levels of mastery over Epic magic. You choose two options from the following list. You can choose two options from the list again at 24th, 26th, 28th, and 30th level. You cannot choose the same option twice per level but can choose an option you have selected at lower levels.

Epic Metamagic. You gain one Epic Metamagic option of your choice.

Expanded Sorcery Points. Your sorcery points maximum increases by 5.

The Archon

Level	Prestige Class Features	Proficiency Bonus	Epic Spells Known	Epic Spell Slots per Spell Tier		
				Tier 1	Tier 2	Tier 3
21st	Ability Score Improvement, Epic Feat, Arcane Lifeblood	+6	–	–	–	–
22nd	Epic Spellcasting, Sorcerous Supremacy (1)	+6	2	2	–	–
23rd	Ability Score Improvement	+7	3	3	–	–
24th	Spell Cycling, Sorcerous Supremacy (2)	+7	4	3	1	–
25th	Ability Score Improvement, Epic Feat	+7	5	3	2	–
26th	Epic Sorcerous Origin, Sorcerous Supremacy (3)	+7	6	3	2	1
27th	Ability Score Improvement	+8	7	3	2	1
28th	Magic Reactor, Sorcerous Supremacy (4)	+8	8	3	2	1
29th	Ability Score Improvement, Epic Feat	+8	9	3	2	1
30th	Power Overwhelming, Sorcerous Supremacy (5)	+8	10	3	2	1

Sorcerous Power. You gain two Metamagic options of your choice from the options presented in the Metamagic sorcerer class feature.

Spell Knowledge. You learn three non-Epic spells from the sorcerer spell list. Each of these spells must be of a level for which you have spell slots.

Epic Metamagic

Epic Metamagic represents your ability to manipulate spells you cast, improving their effects in an Epic capacity. You can use only one Epic Metamagic option on a non-Epic spell or Epic spell when you cast it, though you may use both an Epic Metamagic option and sorcerer Metamagic option simultaneously on a non-Epic spell.

As you wield Epic Metamagic, your body struggles to handle the huge volume of magical power that flows through it. When you successfully cast a spell with an Epic Metamagic option, you generate levels of a special condition called overload. This condition is measured in six levels. An Epic Metamagic option can give you one or more levels of overload, as specified in the Epic Metamagic option's description. You cannot use an Epic Metamagic option if doing so would increase your levels of overload above 6.

Level	Effect
1	Creatures have Epic disadvantage on ability checks to counter or dispel your spells.
2	If a cantrip you can cast increases its damage according to your character level, it gains an additional damage increase if you are 22nd level, and again at 29th level.
3	You halve the sorcery point costs (to a minimum of 1) of your Metamagic options.
4	You are immune to the effects of your spells unless you wish to be affected.
5	When you cast a spell of 4th level or lower, you may instead treat that spell as if it were cast at 5th level.
6	When you gain this level, your body instantly erupts in a massive blast of arcane energy. Each creature in a 60-foot radius centered on you must succeed on a Dexterity saving throw with a DC equal to your spell save DC or take 1d8 arcane damage for each character level you possess. You automatically fail this saving throw and take damage from this feature. If you are reduced to 0 hit points from this damage, your body is disintegrated. If you are slain by the feature, you cannot be returned to life by non-Deific means for 24 hours. This effect occurs once each time you gain your 6th level of overload, and levels of overload cannot be increased beyond 6.

You can remove levels of overload only in the following ways:

- When you finish a long rest, you reduce your levels of overload to 0 and any corresponding conditions end.
- You can spend 10 minutes in focused meditation to reduce your levels of overload by 3. Once you have done so, you must finish a long rest before you can do so again.

If you change your form into that of another creature, you retain any levels of overload you had in your original form. If you die and are returned to life, you have the same levels of overload you had when you died.

ANNIHILATING SPELL

When you cast a spell that deals damage, you may gain 3 levels of overload if the spell was an Epic spell, or 2 levels of overload if the spell was a non-Epic spell, to deal maximum damage with that spell on all of its damage dice.

CHAIN SPELL

When you cast a spell that targets only one creature and doesn't have a range of touch, you can gain 2 levels of overload if the spell was a non-Epic spell, or 3 levels of overload if the spell was an Epic spell. When you do so, you can target up to three additional creatures within range with the same spell. You can use this Epic Metamagic option multiple times in a single spell cast, allowing you to target additional creatures with the spell.

ETERNAL SPELL

When you cast a spell with a duration of 1 minute or longer, you can gain 2 levels of overload if the spell was a non-Epic spell, or 3 levels of overload if the spell was an Epic spell. When you do so, you increase the spell's duration to permanent and no longer need to concentrate on the spell to maintain its effects for the duration (when applicable). While the spell is in effect, your levels of overload cannot be reduced below 2 if the spell was a non-Epic spell, or 3 if the spell was an Epic spell. A spell affected by this Epic Metamagic option immediately ends if you use this Epic Metamagic option again on a different spell.

INSTANT SPELL

When you cast a spell with a casting time of 1 action or bonus action, you may gain 2 levels of overload to cast the spell instantly without expending either action.

PRECISE SPELL

When you cast a spell that affects other creatures that you can see, you can gain 1 level of overload to make any number of affected creatures of your choice immune to the effects of that spell.

SECRET SPELL

When you cast a spell, you can gain 1 level of overload to remove the need for somatic or verbal components to cast that spell. If you were hidden or invisible when you cast the spell, you are neither revealed nor rendered visible by casting the spell. A creature may still determine your presence and space you occupy based on the effects of the spell.

SEQUESTERED SPELL

When you cast a spell, you may gain 1 level of overload to magically perceive all creatures and objects in a 120-foot radius centered on you, including hidden ones. You may then cast the spell from any space within the area as though you were in that space.

UNYIELDING SPELL

When you cast a spell that forces one or more creatures to attempt a saving throw, you may gain 2 levels of overload to force all affected creatures to fail their first saving throw made against that spell.

Spell Cycling

Beginning at 24th level, you can absorb Epic magic into yourself, granting you a tremendous amount of energy. As a bonus action, you can expend one Epic spell slot and gain a number of special temporary sorcery points. These temporary sorcery points can be used in the same manner as your normal sorcery points, but do not count toward the maximum number of sorcery points you can have. You can never have a number of temporary sorcery points greater than your character level. You gain 12 temporary sorcery points from a tier 1 Epic spell slot, 15 from a tier 2 Epic spell slot, and 19 from a tier 3 Epic spell slot. When you finish a long rest, temporary sorcery points gained from this feature are lost.

Epic Sorcerous Origin

At 26th level, your bloodline allows you to master secrets of Epic power from your ancestry. These secrets take the form of special benefits and an Epic Metamagic unique to your ancestry. You gain the following features according to the sorcerous origin you selected as a sorcerer.

Bloodcaller[*]

You add the Epic spell *bloodbane* to your Epic spells known, which does not count against your number of Epic spells known.

Additionally, you gain a special type of vision called bloodsight out to 60 feet. Bloodsight allows you to perceive flesh-and-blood creatures within range, automatically detecting such creatures even if they would ordinarily be invisible or imperceptible to you.

Finally, you learn the Detonating Spell Epic Metamagic.

DETONATING SPELL

When you cast a spell that kills a flesh-and-blood creature on the turn on which you cast it, you may gain 2 levels of overload to cause the creature's body to explode in a shower of giblets and chunks. Each creature within 30 feet of the target must succeed on a Constitution saving throw versus your spell save DC or lose hit points equal to the maximum hit points of the target, or half as much on a success.

Divine Soul[†]

When your Epic Spellcasting feature lets you learn or replace an archon Epic spell, you can choose the new spell from the ascendant Epic spell list. You must otherwise obey all the restrictions for selecting the Epic spell, and it becomes an archon spell for you.

Additionally, the affinity you chose for your Divine Magic sorcerer feature determines a special Epic spell for you, as shown in the following table. You may cast this Epic spell as a tier 2 Epic spell without expending an Epic spell slot, and it does not count against your number of Epic spells known. Once you have used this feature, you can't use it again until you finish a long rest.

Affinity	Epic Spell
Good	*genesis*
Evil	*catastrophe*
Law	*determinism*
Chaos	*prismatic deluge*
Neutrality	*congruous spellward*

Finally, you learn the Holistic Spell Epic Metamagic.

HOLISTIC SPELL

When you cast a spell that deals damage, you may gain 2 levels of overload to cause a number of creatures equal to your Charisma modifier affected by the spell to instead take no damage, and regain a number of hit points equal to the damage they would have taken.

Draconic Bloodline

As an action, you can spend 16 sorcery points to transform yourself into a mighty dragon that is the same type as your draconic ancestry. The statistics of your new form (see the aspect stat block) replace your current statistics when applicable, and you gain 400 temporary hit points. These temporary hit points can't be replaced by temporary hit points from another source and you revert to your original form when you have no more temporary hit points or when you die. While you are in this form, the maximum number of sorcery points you can have is reduced by 16. You are limited in the actions you can perform by the nature of your new form, but retain any benefits and features from your classes, race, or other source inherent to you, provided that your new form is physically capable of doing so. Your new form is not physically capable of casting spells requiring material or somatic components in its natural state.

Additionally, you learn the Monstrous Spell Epic Metamagic.

MONSTROUS SPELL

When you cast a spell that requires components that your current form is unable to supply (such as lacking the necessary anatomy to speak verbal components or hands to hold material components), you may gain 1 level of overload to cast the spell without the need for any components. Additionally, if your form has a Multiattack action, when you take that action you may cast a spell benefiting from this Epic Metamagic as a part of that action.

Shadow Magic[‡]

Creatures completely within an area of darkness have Epic disadvantage on saving throws against your spells and features.

Additionally, you gain the Umbral Spell Epic Metamagic.

UMBRAL SPELL

When you cast a spell that affects an area (such as a cone, cube, cylinder, line, or square), you can gain 1 level of overload to cause the area of the spell to be enveloped in complete darkness for 1 minute. Creatures other than you can't see through this darkness even with darkvision, and non-Epic magical light cannot illuminate or dispel it.

Storm Sorcery

Airborne creatures are vulnerable to lightning and thunder damage dealt by you.

Additionally, you learn the Stunning Spell Epic Metamagic.

STUNNING SPELL

When you cast a spell that affects an area (such as a cone, cube, cylinder, line, or square), you can gain 2 levels of overload to force each creature in the spell's area to attempt a Constitution saving throw versus your spell save DC. On a failed saving throw, the creature is stunned until the end of your next turn.

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[*] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

[†] This subclass can be found in the official 5E supplement, *XGE*.

[‡] This subclass can be found in the official 5E supplement, *XGE*.

Wild Magic

When you gain your 6th level of overload, instead of its normal effect you may cause a special effect called a pandemonium to occur and immediately reduce your levels of overload to 0. You then roll a d20 and your result determines what effect occurs based on the effects detailed in the Pandemonium Effect table. A pandemonium effect is considered a Deific effect that cannot be prevented by any means. Once you have used this feature, you cannot use it again until you finish a long rest.

Additionally, you learn the Mayhem Spell Epic Metamagic.

MAYHEM SPELL

When you cast a spell, you may gain 1 level of overload to roll on the Wild Magic Surge table as detailed in your sorcerer class features.

> *Don't call my magic chaos. An accidental fireball at dinner is chaos. I unleash pandemonium, magical mayhem that comes at you sideways and is as unpredictable as the wind. I would tell you to ask my drow relatives for proof, but they are all cats now…and you know how cats are.*
>
> *– Baldwyn Dra'ziil, wild magic archon*

Magic Reactor

At 28th level, your body can efficiently process and reformat your magic. When you use your bonus action via your Flexible Casting sorcerer class feature to create a spell slot with your sorcery points, you may create any number of spell slots as a part of using that feature, as long as you have the necessary sorcery points to do so.

When you use your bonus action via your Flexible Casting sorcerer class feature to convert a spell slot to sorcery points, you may convert any number of your spell slots to sorcery points as a part of that action.

Power Overwhelming

At 30th level, you overflow with tremendous raw power, allowing you to call up powerful Epic effects with ease. As a bonus action, you can spend 5 sorcery points to reduce your levels of overload by 1.

ASPECT OF THE DRAGON

Gargantuan dragon, (your alignment)

Armor Class 25
Hit Points: N/A (see feature's description)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	Your Int	Your Wis	Your Cha

Saving Throws (in addition to your saving throw proficiencies, you gain proficiency in Dexterity and Constitution saving throws)
Skills (your skills)
Damage Immunities (the damage type associated with your draconic ancestry)
Senses blindsight 60 ft., darkvision 120 ft., passive Perception (your passive Perception)
Languages (your languages)

TRAITS

Draconic Power. Creatures, objects, and structures cannot be resistant to damage you deal of the type associated with your draconic ancestry. Additionally, if a creature, object, or structure would be immune to that damage type dealt by you, it instead takes half damage.

ACTIONS

Multiattack. You can use your Frightful Presence. You then make three attacks: one with your Bite or Tail and two with your Claw.

Bite. *Melee Weapon Attack:* (10 + your proficiency bonus) to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Breath Weapon (Recharge 5–6). You exhale a 90-foot cone or a 120-foot long, 10-foot wide line of elemental energy. Each creature in that area must succeed on a Dexterity saving throw versus your spell save DC, taking 110 (20d10) damage according the type associated with your draconic ancestry. A successful saving throw halves the damage.

Claw. *Melee Weapon Attack:* (10 + your proficiency bonus) to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) piercing damage.

Frightful Presence. Each creature of your choice that you are aware of within 120 feet of you must succeed on a Wisdom saving throw versus your spell save DC or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

Tail. *Melee Weapon Attack:* (10 + your proficiency bonus) to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage.

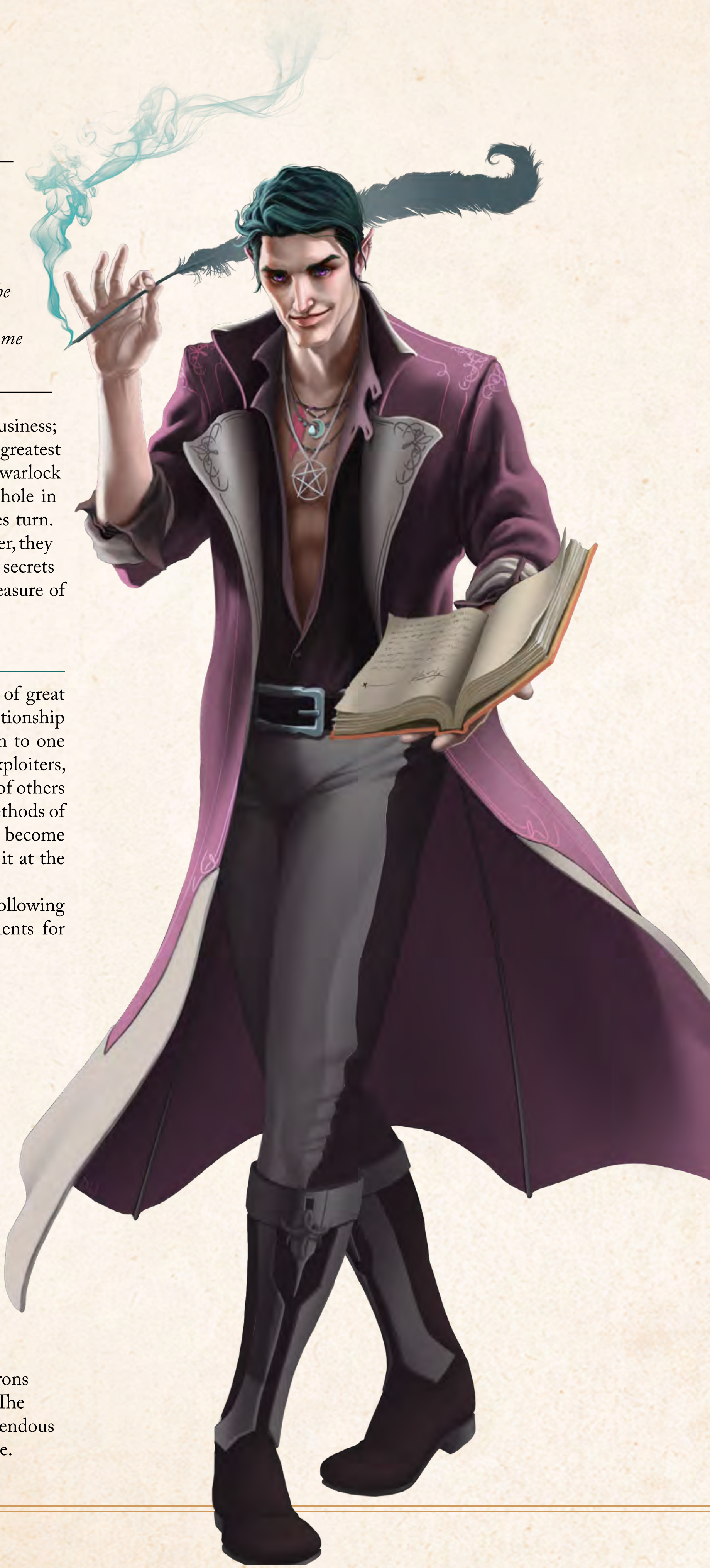
Pandemonium Effect

d20	Pandemonium Effect
1	Nothing happens…yet. Roll on this table again in 1d20 hours. You cannot tell other players the result of the new roll.
2	The next spell you cast benefits from up to three Epic Metamagic effects of your choice (even if you do not know them), and you do not gain levels of overload from using the selected Epic Metamagic effects. This benefit is lost if you do not cast a spell within the next minute.
3	You are magically teleported to a space within 300 feet that you can see. You regain all hit points, are cured of any harmful conditions, and have your sorcery points restored to their maximum.
4	A powerful Epic creature of the DM's choice appears and swears to aid you in all of your endeavors for the next 24 hours.
5	The next spell you cast does not consume any resources (such as spell slots and sorcery points) or increase your levels of overload, regardless of the costs that would have been incurred ordinarily. This benefit is lost if you do not cast a spell within the next minute.
6	The next time you die, confetti and fireworks magically manifest for 1 minute in a 100-foot radius centered on the point of your death, celebrating your demise.
7	For 1 week, everything you eat or drink intoxicates you as though it were alcoholic.
8	When you involuntarily sneeze, you randomly cast a non-Epic spell you know and have the necessary resources to cast, as a part of that sneeze. Affected areas and targets of the spell are chosen by the DM. This effect lasts until you finish a long rest.
9	The next non-Epic humanoid that sees you becomes convinced you are a genie in disguise and follows you everywhere, trying to get wishes.
10	For 24 hours, if you eat any food other than bananas you suffer an extreme allergic reaction and die instantly.
11	You shake and vibrate uncontrollably. When you would roll a 2 or higher on an ability check, you instead roll a 1. This effect lasts until you finish a long rest.
12	For 1 minute, when you deal damage to another creature you take an equal amount of damage of the same damage type. This damage cannot be prevented by any means.
13	You immediately expend all sorcery points and cannot gain sorcery points for 1 hour.
14	You are launched 10,000 feet straight up into the air. If an object or structure would prevent you from moving, you take 1d6 bludgeoning damage for every 10 feet of movement prevented.
15	You cannot be resistant or immune to damage and are vulnerable to all damage for 1 hour.
16	You increase in size for 1 minute. Your speed is 0 and at the start of each of your turns, your dimensions increase by 5 feet and you must attempt a Constitution saving throw versus your spell save DC or lose a number of hit points equal to half your hit point maximum. If you reach 0 hit points by losing hit points to this feature or would lose hit points while you have 0 hit points, you explode.
17	A blow of crushing force is delivered to an extremely vulnerable area. For 1 minute your speed is 5 feet and on each of your turns you can take no actions as you clutch yourself in pain.
18	You are queried with an impossible riddle of astonishing complexity. You cannot cast spells or make Intelligence, Wisdom, or Charisma ability checks until the riddle is solved. On each of your turns, you may take an action to attempt a DC 30 Intelligence ability check, solving the riddle on a success. If you cannot solve the riddle in 1 hour, the effect ends as you go mad and suffer the effects of a *confusion* spell for 24 hours.
19	A gargantuan meteor magically appears and strikes your location. Each creature, object, and structure within 1 mile of that space must succeed on a Constitution saving throw versus your spell save DC or take 100d6 fire damage and 100d6 bludgeoning damage, or half as much on a success.
20	You briefly understand the meaning of life, the universe, and everything. This knowledge is so shocking that it kills you instantly before you can tell anyone. If you return to life or have a memory of your existence after death, you cannot remember the meaning of life, the universe, and everything.

OVERLORD

Epic Warlock

The half-elf scribbled furiously on the parchment, crossing out lines and adding sentences with a manic excitement. The contract was taking so long even the dragon was getting bored. With a smile and a flourish, the fashionably dressed humanoid offered the red wyrm the finished document. "Sign here, oh flammable one," mused the half-elf, "and I will make the kingdom yours by this time tomorrow."



Making pacts with otherworldly powers is always risky business; as strong as mortals can become, they will never rival the greatest outsiders that lord over the multiverse. Unless, of course, a warlock is clever, dedicated, and powerful enough to find a loophole in the contract made with such a being. Suddenly, the tables turn. Where once such warlocks had to beg and entreat for power, they can now command their patrons to share their darkest secrets and bequeath their mightiest magics. Or suffer the displeasure of an overlord.

PREREQUISITES

To be an overlord is to tie oneself inexorably to a being of great power in the multiverse. However, the nature of this relationship has changed from one of subservience and subordination to one of manipulation and mastery. Overlords are master exploiters, manipulators, and negotiators, able to draw on the power of others to advance their own goals with ruthless efficiency. The methods of an overlord may not be evil, but they are often extreme. To become an overlord is to seize power for your own ends and use it at the expense of those who would oppose you.

To advance as an overlord, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Warlock Level 20 –** A deep and complex relationship with an otherworldly patron is required to advance as an overlord. Only warlocks have this level of connection, and only the strongest among them have achieved the level of intimacy with their patron necessary to become an overlord.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Renegotiate –** Most "typical" warlock patrons will not let their servants become overlords willingly. The strain of providing a warlock with Epic power is tremendous and potentially damaging to the patron's very existence.

In order to gain this level of favor from a patron, most warlocks must renegotiate their relationships to instead force their patrons to surrender the power and magic the warlocks crave. To successfully renegotiate with your patron, you must pour over legal texts, magical rituals, and other documents on pacts and bonds with otherworldly beings, searching desperately for a loophole or exploit through which you can gain advantage. Once this tactic has been found, you can begin manipulating your patron in favor of this new arrangement, eventually achieving a relationship through which you can draw fourth Epic levels of power. The difficulty of this task may depend on the nature of your relationship with your patron when you begin this process, but the precision required and general difficulty of the task demands that this process take at least a year and a day to achieve a foolproof renegotiation of your contract.

CLASS FEATURES

As an overlord, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Epic Pact Boon

At 21st level, your pact boon provides far greater benefits from your new contract. You gain the following benefits according to which pact boon warlock class feature you selected when you were advancing as a warlock.

Pact of the Blade

Your pact grants a +3 bonus to attack and damage rolls made with your pact weapon. This effect stacks with any existing bonuses the weapon has to attack and damage rolls from other features or magical properties.

Additionally, when you deal damage with a weapon attack made with your pact weapon, you regain hit points equal to half the damage dealt.

Pact of the Chain

When you cast the *find familiar* spell, you can choose one of the normal or special forms for your familiar, or choose a powerful Epic form (see the epic familiar stat block). If your familiar has a special Epic form and is slain, you cannot cast *find familiar* again until you finish a long rest.

When you roll initiative, you can choose to have your familiar not roll initiative and instead act on your turn.

Additionally, if your familiar is alive, as an action you can sacrifice a use of your Mystic Arcanum or a warlock spell slot to magically restore your familiar's hit points to its maximum.

The Overlord

Level	Prestige Class Features	Proficiency Bonus	Epic Invocations Known
21st	Ability Score Improvement, Epic Feat, Epic Pact Boon	+6	0
22nd	Coercion	+6	1
23rd	Ability Score Improvement	+7	1
24th	Obligatory Patronage	+7	2
25th	Ability Score Improvement, Epic Feat	+7	2
26th	Epic Otherworldly Patron	+7	3
27th	Ability Score Improvement	+8	3
28th	Oppressive Authority	+8	4
29th	Ability Score Improvement, Epic Feat	+8	4
30th	Hostile Takeover	+8	5

Pact of the Tome

You gain additional warlock spell slots and the level of your warlock spell slots increases as you advance as an overlord. You have a number of warlock spell slots and all of your slots are the same level, according to the following table.

Additionally, you may cast a Mystic Arcanum spell you know by expending a warlock spell slot instead of the use of that spell's arcanum, as long as the warlock spell slot is the same level or higher than the arcanum spell.

Overlord Level	Spell Slots	Slot Level
21st	5	6th
22nd	5	6th
23rd	5	6th
24th	5	6th
25th	6	7th
26th	6	7th
27th	6	7th
28th	6	8th
29th	7	8th
30th	7	8th

Coercion

At 22nd level, you can pull significant power from your patron to learn profane secrets of extraordinary strength called Epic invocations. You gain one Epic invocation of your choice and your invocation options are detailed at the end of the overlord class section. When you gain certain overlord levels, you gain additional Epic invocations of your choice, as shown in the Epic Invocations Known column of the overlord class progression table.

Additionally, when you gain a level in this Epic prestige class, you can choose one of the Epic invocations you know and replace it with another Epic invocation that you could learn at that level.

Obligatory Patronage

At 24th level, you can draw some of your most powerful magic from your patron more frequently. You regain your uses of your Mystic Arcanum when you finish a short or long rest.

Epic Otherworldly Patron

At 26th level, your exploitation of your patron allows you to absorb some of its essence, becoming more like the being itself as you achieve a profane symbiosis. You gain the following features according to the otherworldly patron you selected when you were advancing as a warlock

Additionally, you gain an expanded list of spells you learn in association with your patron. These spells do not count against the number of warlock spells you can know and can be cast as warlock spells if you have the necessary level spell slots to do so. When you expend a use of your Mystic Arcanum to cast an arcanum spell, you can instead cast one of these new spells of the same level as an arcanum spell.

The Archfey

Once per round when you fail a saving throw, you can choose to succeed instead. You can use this feature three times per long rest.

Archfey Expanded Spells

Spell Level	Spells
6th	*irresistible dance, programmed illusion*
7th	*prismatic spray, symbol*
8th	*maze*
9th	*prismatic wall*

EPIC FAMILIAR

Tiny (celestial, fey, or fiend—your choice), (celestial = good, fey = neutral, fiend = evil)

Armor Class 10 + your spellcasting ability modifier + 4
Hit Points 6 per your character level
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	18 (+4)	10 (+0)	Your Int	Your Wis	Your Cha

Saving Throws (the familiar adds your spellcasting ability modifier to any saving throw it attempts)
Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages (your languages)

TRAITS

Magic Resistance. Both you and your familiar have Epic advantage on saving throws against non-Epic spells and magical effects. When the familiar is affected by a spell or magical effect produced by you, it can choose to be immune to that effect.

Paragon. The familiar is an Epic creature.

Spellcasting. The familiar is a 20th-level spellcaster. The familiar's spellcasting ability is Charisma (spell save DC is the same as yours, + your spell attack bonus to hit with spell attacks). The familiar can cast warlock spells you know. When the familiar casts a spell, it expends one of your warlock spell slots, unless the spell is a cantrip. The familiar cannot cast a non-cantrip warlock spell if you do not have a spell slot available. If you know invocations and Epic invocations that improve or alter the effects of the *eldritch blast* spell, when the familiar casts *eldritch blast*, the spell gains the benefits of those invocations and Epic invocations.

Ultimate Evasion. When the familiar succeeds on a saving throw and would suffer an effect on a success, it instead suffers no effect.

ACTIONS

Multiattack. The familiar makes 2 melee attacks.

Cast a Spell. The familiar casts a spell according to the properties of its Spellcasting feature.

Claw. *Melee Weapon Attack:* (your spell attack bonus to hit), reach 5 ft., one target. *Hit:* (1d8 + 4 + your spellcasting ability modifier).

Invisibility. The familiar becomes invisible until it attacks or casts a spell.

The Celestial[*]

Your pool of dice from your Healing Light feature are d12s instead of d6s and you gain a number of additional dice equal to twice your overlord level.

Additionally, you can cast the Epic spells *bioclasm* and *genesis*. You can cast each spell once as a tier 2 Epic spell and cannot cast them again until you finish a long rest.

If you have Epic spell slots, instead of the previous feature you may add *bioclasm* and *genesis* to the list of Epic spells you know.

Celestial Expanded Spells

Spell Level	Spells
6th	*heal, sunbeam*
7th	*conjure celestial, regenerate*
8th	*holy aura*
9th	*mass heal*

The Fiend

Your body gives off tremendous heat, burning those around you. At the start of each of your turns, each creature within 15 feet of you takes 10d6 fire damage and flammable objects in the area that aren't being worn or carried ignite. Creatures that touch you or hit you with a melee attack while within 15 feet of you take 5d6 fire damage. As an action, you can suppress the effects of this feature by concentrating on it as though it were a spell. The effects of this feature are suppressed if you are incapacitated.

Additionally, you learn the following spells which can be cast as warlock spells if you have the necessary level spell slots to do so. When you expend a use of your Mystic Arcanum to cast an arcanum spell, you can instead cast one of these new spells of the same level as an arcanum spell.

Fiend Expanded Spells

Spell Level	Spells
6th	*disintegrate, planar ally*
7th	*delayed blast fireball, firestorm*
8th	*incendiary cloud*
9th	*gate*

The Great Old One

As an action, you can draw forth the near-limitless power of the Great Old Ones and unleash it to devastating effect. As an action, you can call upon your otherworldly patron, describing the assistance you seek. The DM chooses the nature of the intervention, which typically takes the form of an effect of any tier 3 Epic spell. Regardless of what form the intervention takes, your Patron always appears for the briefest of instants to conduct its intervention, exposing all present to the cosmic horror of its being. This feature and its effects are considered Deific, and once your patron has intervened you cannot use this feature again for 7 days.

Great Old One Expanded Spells

Spell Level	Spells
6th	*globe of invulnerability, magic jar*
7th	*reverse gravity, simulacrum*
8th	*antimagic field*
9th	*time stop*

The Hexblade[†]

When you roll initiative, you may expend your use of your Hexblade's Curse feature to immediately curse each creature of your choice that you can see within 300 feet of you.

Hexblade Expanded Spells

Spell Level	Spells
6th	*contingency, terrifying transformation*
7th	*magical sword, teleport*
8th	*mind blank*
9th	*invulnerability*

The Imprisoned[‡]

Once per turn when you cast a spell with a range greater than touch and your Dark Sun subclass feature is in effect, you may move your dark sun to a space you can see within that spell's range.

Additionally, if you have no uses of your Dark Sun subclass feature remaining, you may take an action to expend one of your warlock spell slots and regain the use of your Dark Sun feature.

Imprisoned Expanded Spells

Spell Level	Spells
6th	*sunbeam, word of recall*
7th	*divine word, prismatic spray*
8th	*sunburst*
9th	*wish*

The Undying[§]

When you finish a long rest, you can choose to gain a number of temporary hit points equal to your maximum hit points. These temporary hit points cannot be replaced by temporary hit points from a source other than this feature unless you will it. While you have at least 1 temporary hit point from this feature, you cannot be killed by non-Deific effects.

Undying Expanded Spells

Spell Level	Spells
6th	*freezing sphere, harm*
7th	*resurrection, sequester*
8th	*clone*
9th	*true resurrection*

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[*] This subclass can be found in the official 5E supplement, *XGE*.

[†] This subclass can be found in the official 5E supplement, *XGE*.

[‡] This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

[§] This subclass can be found in the official 5E supplement, *SCAG*.

Oppressive Authority

At 28th level your patron must accommodate your desires and needs as best it can, no matter how fickle. By spending 1 minute demanding assistance from your patron, you either learn two non-Epic invocations of your choice or one Epic invocation of your choice. You must still meet the prerequisites for these invocations, which you know until you finish a long rest. Once you have used this feature, you must finish a long rest before you can use it again.

Hostile Takeover

At 30th level, you have the power to subjugate your patron entirely and completely exploit its power as you see fit, giving you total mastery over the power it has granted you. If a feature would require that you spend an amount of time greater than an action to gain assistance from your patron (such as from your Eldritch Master warlock class feature), you may instead gain the benefits from that feature as an action.

Additionally, when you finish a long rest you may choose any number non-Epic or Epic invocations you know and replace them with an equal number of non-Epic or Epic invocations for which you meet the prerequisites. You cannot replace a non-Epic invocation with an Epic invocation using this feature.

EPIC INVOCATIONS

Each Epic invocation has a prerequisite which you must meet in order to learn it; you can learn the Epic invocation at the same time that you meet its prerequisites.

Blood of the Outsider

Prerequisite: 22nd level

Your hit point maximum increases by an amount equal to thrice your character level when you gain this Epic invocation. Whenever you gain a level thereafter, your hit point maximum increases by an additional 3 hit points.

Codex of Nightmares

Prerequisite: 22nd level, Pact of the Tome feature

You gain a single tier 1 Epic spell slot and can learn two Epic spells from the overlord Epic spell list which can be found in chapter 4 along with the general rules for casting Epic spells. You regain expended overlord Epic spell slots when you finish a long rest.

Nether Surge

Prerequisite: 22nd level, Pact of the Blade feature

Once per turn, you can expend a use of your Mystic Arcanum to take an additional action in addition to your regular action that turn. This action can only be used to take the Attack action or cast a spell with a casting time of an action.

Profane Offering

Prerequisite: 22nd level, Pact of the Chain feature

As a bonus action, you sacrifice your familiar to gain personal power, killing it instantly. Upon its death, you gain profane power for 1 minute, granting you the following benefits.

- You gain temporary hit points equal to the number of hit points your familiar had when it died. These hit points last until you finish a long rest.
- You automatically succeed on Constitution saving throws to maintain concentration on your spells and effects.

Once you have used this feature, you cannot cast *find familiar* again until you finish a long rest.

Utterdark Blast

Prerequisite: 22nd level, *eldritch blast* cantrip

When you cast *eldritch blast*, you can choose to alter the spell into a mighty utterdark blast. Doing so merges the beams created by the spell into a single powerful strike. You make a single ranged spell attack instead of the number of spell attacks you would have made normally when you cast *eldritch blast*. On a successful hit, this attack deals damage as though all of the cantrip's spell attacks had hit the target when cast normally and you automatically roll the maximum possible value on all of the spell's damage dice.

Bulwark of Steel Shadows

Prerequisite: 24th level

Your AC becomes 10 + your proficiency bonus + your Charisma modifier.

Greater Codex of Nightmares

Prerequisite: 24th level, Codex of Nightmares Epic invocation, Pact of the Tome feature

You gain a single tier 1 Epic spell slot, a single tier 2 Epic spell slot, and can learn three Epic spells from the overlord Epic spell list. You may also exchange any number of Epic overlord spells you know when you select this invocation with different Epic overlord spells from the overlord Epic spell list.

Hellfire Mantle

Prerequisite: 24th level

You may cast the spell *hellish rebuke* without expending a spell slot. The spell is cast at the level of your warlock spell slots.

Lifebane Weapon

Prerequisite: 24th level, Pact of the Blade feature

When you deal damage with a weapon attack made with your pact weapon, you can lose a number of hit points up to your character level. This loss of hit points cannot be reduced or prevented by any means. The attack deals additional necrotic damage equal to the amount of hit points you lose. You can use this feature a number of times per turn equal to half your overlord level (rounded down).

Underlord

Prerequisite: 24th level, Pact of the Chain feature

Creatures within 5 feet of your familiar have Epic disadvantage on saving throws against you and you have Epic advantage on attacks against those creatures.

Additionally, when your familiar takes damage it may immediately use its reaction to teleport to an unoccupied space adjacent to you. This effect fails if the familiar is on a different plane of existence than you.

Agent of Chaos

Prerequisite: 26th level

When a creature you can see within 120 feet of you targets a creature with a spell or attack, you may use your reaction to force that creature to select a different target of your choice (other than itself) for that spell or attack. If the attacking creature is Epic, it can attempt a Wisdom saving throw against your spell save DC, preventing the effect on a success. If a creature has no other eligible targets, this effect fails.

Bathed in Blood

Prerequisite: 26th level

When you take 25 or more damage in a single instance from an enemy creature, you can choose to manifest a single magical orb of your own blood. This blood orb moves with you and follows wherever you go. As a bonus action, you can expend one or more of these orbs to gain the benefits of a single effect according to the number of orbs expended. You can have up to three blood orbs at a time, and any unexpended blood orbs fade into nothingness when you begin a short or long rest. Using one or more blood orbs grants the following benefits.

1 Orb. You regain 3d8 hit points.

2 Orbs. You recover an expended warlock spell slot.

3 Orbs. The next time your roll damage dice this turn, you roll six additional damage dice of the attack's damage type.

Example: When Johan K'lay strikes an orc with an *eldritch blast* and deals 1d10 force damage, if he expends his three blood orbs before damaging the orc, the force damage from the cantrip would increase to 7d10 on a successful hit.

Dark Tutelage

Prerequisite: 26th level, Pact of the Chain feature

Your familiar teaches you powerful eldritch techniques that enhance your abilities. You gain a single Epic feat of your choice from the Epic feat list detailed in chapter 3.

You may forgo taking this Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Spell Reaper

Prerequisite: 26th level, Pact of the Blade feature

At the end of your turn, you may use your reaction to draw forth arcane energy from each enemy creature within 120 feet of you that you hit with your pact weapon on that turn. Affected creatures must succeed on a Wisdom saving throw against your spell save DC to prevent the effect. For each creature that fails, you regain one expended warlock spell slot, up to your maximum.

Ultimate Codex of Nightmares

Prerequisite: 26th level, Greater Codex of Nightmares Epic invocation, Pact of the Tome feature

You gain a single tier 1 Epic spell slot, a single tier 2 Epic spell slot, a single tier 3 Epic spell slot, and can learn four Epic spells from the overlord Epic spell list. You may also exchange any number of Epic overlord spells you know when you select this invocation with different Epic overlord spells from the overlord Epic spell list.

Arcane Extinction

Prerequisite: 28th level

You cast the Epic spell *antimagic ray* as a tier 3 Epic spell. Once you have used this feature, you cannot use it again until you finish a long rest.

Dark Prophecies

Prerequisite: 28th level

You can cast the spell *foresight* at will.

Eldritch Supremacy

Prerequisite: 28th level, *eldritch blast* cantrip

When you cast *eldritch blast* and target only a single creature, it cannot be resistant or immune to the effects or damage of the spell.

When you cast *eldritch blast* and target two or more creatures, you may fire a single additional beam at each creature of your choice within range.

Otherworldly Flight

Prerequisite: 28th level

Vast wings visually themed after your otherworldly patron sprout from your back, granting you a fly speed of 90 feet. If your wings are removed, they naturally grow back when you finish a long rest.

Beguiling Aura

Prerequisite: 30th level

When a creature sees you in person for the first time in a day, it is immediately charmed by you. Epic and mythic creatures can attempt a Wisdom saving throw versus your spell save DC to avoid becoming charmed.

Hellfire and Brimstone

Prerequisite: 30th level

When you deal damage that isn't bludgeoning, piercing, slashing, or psychic damage, you may instead deal fire damage. Additionally, once per turn when you deal fire damage to a creature, object, or structure you may ignite it with magical hellfire. A creature, object, or structure so ignited takes 4d12 fire damage at the start of each of its turns. Each time you use this feature on an ignited creature, object, or structure, the damage dealt by the flames increases by 4d12. The fire cannot be extinguished by non-Epic effects.

Untouchable

Prerequisite: 30th level

When you take damage, you may use your reaction to instead take no damage and magically transport yourself to an unoccupied space within 30 feet of your current location.

ARCHMAGE

Epic Wizard

The tiefling grimaced as he cradled the spell in his hands. Its heat caused those nearby to shudder with discomfort. A sinister smile then appeared on the archmage's face, and all assembled knew the spell was ready. The column of molten lava erupted, laying waste to everything in its path. The mage-killers dove for cover, but it made no difference.

Archmages are the undisputed masters of magic. There is little they do not understand about the arcane arts, and what little they don't know could only be understood by an archmage anyway. Archmages manipulate cosmic forces of extraordinary power with the precision of a surgeon. Every word, every inscription, every strand of magic follows the command of an archmage perfectly. To these spellcasters, knowledge isn't just power—it's the only thing that truly matters.

PREREQUISITES

The career of wizards is marked by breakthroughs. Yet as their understanding of magic grows, their arcane power inevitably reaches its limits. Most never even get that far, whether from a lack of talent, a lack of effort, or an untimely demise. But for some, the hunger for knowledge never ceases as they explore every option, technique, and piece of magical lore they can get their hands on. To call it an obsession is an understatement—it is a way of life. To follow the path of an archmage is to apply genius-level intellect to uncovering the secrets of magic. Woe to any who stand in their way, for an archmage's power unleashed is a precisely calculated solution to any problem.

To advance as an archmage, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Wizard Level 20 –** Only a wizard of great intellect and knowledge has the skills necessary to master the ways of magic. Those attempting the techniques of an archmage without this background meet with catastrophic failure.
- **Slay an Epic Foe –** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Arcane Sanctum –** The pursuit of arcane supremacy begins with an ideal location to conduct your research and magical experiments. You must establish such a place and fortify it against intrusion. Known as an arcane sanctum, this structure can be located on any world, as long as you find a way to maintain isolation and focus on your work. Once you have created your sanctuary, you must then commit yourself to a year and a day of uninterrupted research, exploring every aspect of the arcane arts. Such an endeavor requires copious amounts of resources: books of hidden techniques, lore on ancient magic, spell scrolls, and powerful magical items. After a year and a day, you discover the techniques required to pull on the threads of Epic magic, weaving them together to form spells of incredible power.

CLASS FEATURES

As an archmage, you gain the following class features.

Hit Points

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

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Arcane Fusion

Beginning at 21st level, when you take an action to cast a non-Epic spell and expend a spell slot of 5th level or lower as part of that action you may simultaneously cast a 1st-level spell with a casting time of one action or bonus action. You determine in what order each of the spells are cast. As you advance as an archmage, you can cast more powerful spells using this feature according to the Arcane Fusion column of the archmage class progression table. The maximum level of the higher castable spell using this feature is indicated on the left side of the column, while the maximum level of the lower castable spell using this feature is indicated on the right side of the column. You cannot use this feature to cast cantrips in either case.

Epic Spellbook

At 22nd level, your spellbook is a tome of wondrous knowledge and arcane secrets. You add three archmage Epic spells of your choice to your spellbook, and two additional archmage Epic spells each time you gain a level in the archmage Epic prestige class. Each of these spells must be of a tier for which you have Epic spell slots.

Additionally, your spellbook becomes extraordinarily magical. It is considered an artifact-quality magical item and while you live it cannot be read by non-Deific creatures other than you. If your spellbook leaves your possession against your will, it mysteriously reappears in your possession the next time you finish a short or long rest. Only magic of Deific strength can prevent this effect.

Finally, if you find a piece of knowledge (such as a spell scroll) of an archmage Epic spell, you can add it to your spellbook if it is of a tier for which you have Epic spell slots and if you have the time to decipher and copy it. Copying an Epic spell into your spellbook works similarly to copying a non-Epic spell, but takes 24 hours and 5,000 gp per tier of the Epic spell.

Epic Spellcasting

At 22nd level, your study of the arcane arts has unlocked the mightiest spells ever conceived: Epic spells. See the "Epic Magic and Spellcasting" section in chapter 4 for rules about Epic magic and spellcasting and for the list of Epic spells available to the archmage.

The Archmage

Level	Prestige Class Features	Arcane Mysteries	Proficiency Bonus	Arcane Fusion	Epic Spell Slots per Spell Tier		
					Tier 1	Tier 2	Tier 3
21st	Ability Score Improvement, Epic Feat, Arcane Fusion	–	+6	5th / 1st	–	–	–
22nd	Epic Spellbook, Epic Spellcasting, Master of the Arcane	2	+6	5th / 1st	2	–	–
23rd	Ability Score Improvement	2	+7	6th / 2nd	3	–	–
24th	Spell Division	3	+7	6th / 2nd	3	1	–
25th	Ability Score Improvement, Epic Feat	3	+7	7th / 3rd	3	2	–
26th	Epic Arcane Tradition	4	+7	7th / 3rd	3	2	1
27th	Ability Score Improvement	4	+8	8th / 4th	3	2	1
28th	Arcane Brilliance	5	+8	8th / 4th	3	2	1
29th	Ability Score Improvement, Epic Feat	5	+8	9th / 5th	3	2	1
30th	Supreme Magic	6	+8	9th / 5th	3	2	1

The archmage class progression table shows how many Epic spell slots you have available to cast your Epic spells. To cast an Epic spell, you must expend an Epic spell slot of the spell's tier or higher. You regain all expended Epic spell slots when you finish a long rest.

You prepare the list of archmage Epic spells that are available for you to cast. To do so, choose a number of archmage Epic spells from your spellbook equal to your Intelligence modifier + your archmage level (minimum of one). The Epic spells must be of a level for which you have spell slots.

You can change your list of prepared Epic spells when you finish a long rest. Preparing a new list of archmage Epic spells requires time spent studying your spellbook and memorizing the complex arcane techniques required to cast them safely: at least 10 minutes for each Epic spell on your list.

Master of the Arcane

At 22nd level, your hunger for knowledge drives you to tackle some of the greatest challenges of magic, called arcane mysteries. Each of the eight schools of magic have their own mysteries which you unravel as you advance as an archmage.

Each mystery has three levels—a fundamental, principle, and pinnacle—which must be learned to completely unravel the secrets of that school of magic. To learn the principle in a given school, you must have learned the school's fundamental, and to learn the pinnacle of a school, you must have learned both the school's fundamental and principle.

You learn two fundamentals from two different schools of magic as detailed in the "Arcane Mysteries" section. As you advance as an archmage, you may improve your understanding of one of these schools by learning an additional level of its mystery, as shown in the Arcane Mysteries column of the archmage class progression table.

Spell Division

At 24th level, you can convert Epic magic into tremendous amounts of non-Epic magic. When you finish a long rest, you can choose to immediately expend one of more of your Epic spell slots and instead generate temporary non-Epic spell slots. The number and level of the temporary non-Epic spell slots generated by this feature depends on the tier of the Epic spell slot expended, which is detailed in the Spell Division table. These temporary spell slots last until you finish a long rest and cannot be regained once expended.

Spell Division Table

Epic Spell Slot Tier	Non-Epic Spell Slot Conversion
Tier 1	You generate a number of non-Epic spell slots of your choice whose combined level can be no greater than 11.
Tier 2	You generate a number of non-Epic spell slots of your choice whose combined level can be no greater than 15.
Tier 3	You generate a number of non-Epic spell slots of your choice whose combined level can be no greater than 21.

Epic Arcane Tradition

At 26th level, your arcane tradition has reached its zenith as you master its unique and complex techniques. This expertise takes the form of a great project of incredible artistry and design that serves as a magical tool to exemplify your tradition. You gain the following features according to the Arcane Tradition you selected when you were advancing as a wizard.

*Bladesinging**

When you activate your Bladesong subclass feature, you may expend one of your Epic spell slots to empower a weapon you are wielding with the might of Epic magic, transforming it into a magical weapon called a *spellblade* for the duration of the Bladesong. When you make an attack with that weapon, you may choose one of the following areas: a 120-foot-long, 5-foot-wide line; a 60-foot cone; or a 30-foot radius centered on you. Creatures of your choice within the area with an AC equal to or lower than the result of the attack roll are hit by the attack and suffer any additional effects and modifiers to the attack as though they were a target.

Eldritch Cabal†

After you successfully cast an eldritch spell, you can delay the effects of an eldritch madness by 1 minute instead of gaining it immediately.

Additionally, you can prepare up to three additional eldritch spells, up to a maximum of seven.

Finally, when you prepare an Epic spell, you can choose to apply unbelievably profane knowledge and heinous magic to the spell, creating an eldritch version of it. In addition to the normal properties of an eldritch spell, an Epic eldritch spell cannot be countered or dispelled by any means. When you successfully cast an Epic eldritch spell, you suffer a supreme eldritch madness effect.

School of Abjuration

When you cast an abjuration Epic spell and would generate a magical ward via your Arcane Ward subclass feature, you may transform that magical ward into a unique machine of magical energy called a spell engine, which orbits your head and moves with you. A spell engine functions similarly to an Arcane Ward and may be affected by features that would affect your Arcane Ward (such as your Projected Ward subclass feature). The benefits of the ward are replaced with the following benefits of the spell engine and last until you finish a long rest.

- The spell engine has 100 hit points per tier of the Epic spell slot used to create it. When a creature within 60 feet of the spell engine takes damage, you may choose to have the spell engine take the damage instead. If this damage reduces the engine to 0 hit points, any affected creatures take the remaining damage and the engine is destroyed.
- Invisible creatures within 60 feet of you are made visible and you are aware of any spell effects within 60 feet of you. You see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

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* This subclass can be found in the official 5E supplement, *SCAG*.
† This subclass can be found in the 2CGaming supplement, *Tyrants & Hellions*.

- When you would be affected by an Epic spell, as a reaction you can destroy the spell engine to become immune to the effects of the Epic spell.

School of Conjuration

Over the course of a long rest, you can choose to create a mysterious construct called an arcane entity. The entity is an object with 200 hit points and an AC of 20, which appears as a fist-sized star of magical energy. The entity orbits your head and moves with you. You may have only a single arcane entity at a time.

When you cast a spell from the Conjuration school that requires concentration you may have the arcane entity maintain concentration on that spell instead. The entity does not need to make Constitution saving throws to maintain concentration in response to taking damage and its concentration cannot be broken by any means unless it is destroyed. You can command the entity to cease concentrating on a spell at any time (no action required).

When you cast a spell from the Conjuration school that conjures or summons a creature, you may sacrifice the arcane entity as a part of that spell's casting time to grant a single summoned creature 200 temporary hit points and a bonus to its attack rolls, saving throws, and ability checks equal to your proficiency bonus. This effect lasts until the creature is slain, the spell ends, or you create a new arcane entity.

School of Divination

You can imbue one of your eyes with powerful temporal divination magic. When you finish a long rest, you can choose to expend a tier 2 or 3 Epic spell slot to gain the ability to peer into the future for 8 hours.

While so imbued, after you take an action you may immediately take a reaction to manipulate time and undo all of the recent effects of that action, such as inflicting damage, moving creatures, applying conditions, and other effects, as though you had never taken the action in the first place. You regain any spell slots, uses of a feature, or items you expended with that action and may immediately take a new additional action in its place. Once you have used this feature, you must finish a short or long rest before you can use it again.

School of Enchantment

As a reaction when you charm a creature, you implant that creature with a malevolent arcane parasite known as a mind spider. As an action, you can begin or end concentration on the mind spider effect (as though you were concentrating on a spell), which grants you the following benefits across any distance or planar boundary for as long as you maintain concentration:

- You perceive everything the creature perceives and are aware of the creature's exact location for as long as you maintain concentration.
- You can establish one-way or two-way telepathic communication between you and the creature for as long as you maintain concentration.
- You can target the creature with spells you cast from the Enchantment school as though it were within range of that spell.

A creature is not aware of this connection or the presence of the mind spider unless you will it, but a creature may attempt a Wisdom saving throw versus your spell save DC each time you take this action, becoming aware of the connection on a success.

You can implant a number of mind spiders equal to your Intelligence modifier and a creature cannot be implanted with more than a single mind spider at a time. As an action, you can touch a creature afflicted with a mind spider to end the effect. A mind spider can be forcibly removed by powerful healing magic such as a *heal* or *greater restoration* spell, but any attempts to remove a mind spider without Epic magic requires a Wisdom (Medicine) ability check by the creature making the attempt as a part of the spell's casting. The DC of the ability check is equal to your spell save DC and the mind spider is removed on a success.

School of Evocation

When you cast a non-Epic wizard spell of any level that deals damage, you can use your Overchannel subclass feature to deal maximum damage with that spell. Additionally, you roll d6s instead of d12s when determining the damage you take from your Overchannel subclass feature.

School of Illusion

When you cast a spell from the Illusion school, you can choose to make allied creatures immune to the effects of the spell for its duration. Such creatures can act and perceive their surroundings as though the illusion(s) did not exist.

School of Necromancy

Your research into the arts of necromancy have yielded astonishing fruit, allowing you to turn yourself into a mighty undead creature. By spending 1 week in continuous uninterrupted isolation, you can channel your Epic magic into a dark ritual that transforms you into an archlich. When the ritual is complete, you die and permanently become an undead creature. If you are under the effects of a spell or magical effect that changes your form, this ritual automatically fails. This new form grants you the following benefits.

- Your creature type changes to undead.
- You have resistance to cold, lightning, and necrotic damage. You are immune to poison damage and bludgeoning, piercing, and slashing damage from nonmagic attacks.
- You are immune to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions.
- You no longer need to eat, drink, breath, or sleep, though you must still rest to recover spell slots and abilities. Your soul is drawn into your phylactery, where it remains until your phylactery is destroyed.
- When your body is destroyed, it can only reform from your phylactery which returns you to "life" with all of your hit points and features as though you had finished a long rest. This process occurs over the course of 24 hours after your "death." Effects that would remove or damage your soul have no effect on you unless they would target your phylactery.

Additionally, as a part of the ritual you must create a phylactery to house your soul. This phylactery is superior to that of a normal lich and functions perfectly, avoiding the traditional requirement of soul sacrifices to maintain your mind and body. The phylactery must be created from an extremely rare gem of extraordinary quality, typically no less than 100,000 gp in value. At your DM's discretion, you may use similarly valuable items or paraphernalia as your phylactery. A phylactery is an object with 300 hit points and an AC of 25. Your phylactery is immune to damage from non-Epic sources and is immune to non-Epic spells and effects.

School of Transmutation

You perfect your tools of transmutation, allowing you to create the legendary philosopher's stone. When you would create a transmuter's stone, you may instead create a philosopher's stone by spending 20,000 gp of rare alchemical materials in the process. A philosopher's stone has all the properties of a transmuter's stone, plus these added benefits:

- The stone has 3 charges and recovers 1 charge at the start of each day. As an action, you can expend a charge to cause one of the effects as detailed on your Master Transmuter subclass feature without destroying the philosopher's stone.
- While you hold your philosopher's stone, you no longer require material components to cast your spells.
- When you cast a non-Epic spell from the Transmutation school with a duration greater than instantaneous, you can destroy your philosopher's stone as a part of that casting to make the duration of that spell permanent.

War Magic[*]

Your archmage level is added to your wizard level for the purposes of determining the effects of your War Magic subclass features. Additionally, when you cast a spell that affects an area (such as a cube, cone, cylinder, line, radius, or square), you can choose to double all dimensions of the spell's area for the duration of its effect.

Arcane Brilliance

At 28th level your mind can study and analyze magic almost instantly. As a reaction when a creature you can see casts a spell that you could learn as a wizard or archmage, you may attempt an Intelligence (Arcana) ability check against a DC of 20 + the spell's level. On a success, you can retain enough knowledge of the spell to copy it into a spellbook. You retain this knowledge for 1 week before forgetting the details necessary to copy the spell.

Supreme Magic

At 30th level, you have achieved the highest understanding of magic. You can learn non-Epic and Epic spells from any class spell list.

Additionally, you may cast any number of Epic spells in a single turn as long as you have the required actions to do so.

ARCANE MYSTERIES

Each arcane mystery represents a triad of knowledge and understanding that allows one to completely master a school of magic. The rewards of a mystery are great—when you learn a level of a mystery, you permanently gain its benefits in addition to the benefits from other levels of the mystery you have gained or will gain along your path as an archmage.

Mysteries of Abjuration

The mysteries of abjuration afford an archmage mastery over antimagic. If a spell is cast in the presence of an archmage who has unearthed these mysteries, it is only because the archmage permits it. Those who unearth all of the secrets of the Abjuration school gain the ability to shut other spellcasters off from their source magic completely.

Fundamental

When you cast a non-cantrip spell from the Abjuration school of 4th level or lower, you may treat the effects of that spell as though you had cast it at 5th level.

Principle

You are immune to spells of your archmage level or lower unless you wish to be affected.

Pinnacle

You learn a secret Epic abjuration spell, *blackout*, which counts as an archmage Epic spell for you. The details of the spell are provided in the "Archmage Secret Spells" section. You can cast this spell without expending an Epic spell slot. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

Mysteries of Conjuration

To know the mysteries of conjuration is to control space itself. An archmage with knowledge of these mysteries can never want for allies or resources, able to conjure assistance with a thought. Those who master these mysteries can summon creatures of extraordinary power to aid in any task.

Fundamental

When you cast a non-cantrip spell from the Conjuration school of 4th level or lower, you may treat the effects of that spell as though you had cast it at 5th level.

Principle

When you cast a non-Epic spell from the Conjuration school with a duration greater than instantaneous that requires you to concentrate to maintain its effect for the duration, you may increase the length of that spell's duration to permanent.

Pinnacle

You learn a secret Epic conjuration spell, *grand summons*, which counts as an archmage Epic spell for you. The details of the spell are provided in the "Archmage Secret Spells" section. You can cast this spell without expending an Epic spell slot. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

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[*] This subclass can be found in the official 5E supplement, *XGE*.

Mysteries of Divination

Understanding the mysteries of the Divination school of magic goes beyond acquiring knowledge—it is the mastery of knowledge itself. With such expertise comes a nearly unlimited capacity to learn, divine, and understand the world. Archmages who unearth all the mysteries of Divination can manipulate the knowledge of other creatures, imparting great wisdom and power.

Fundamental

Non-Epic creatures are unable to detect the effect or presence of spells (such as through spells like *detect magic*) you cast from the Divination school under any circumstances, and effects produced by spells you cast from the Divination school are invisible unless you choose otherwise. Epic creatures attempting to detect the effects or presence of your spells from the Divination school must succeed on a Wisdom saving throw versus your spell save DC or fail to detect them.

Additionally, choose five non-Epic spells from the Divination school from any class spell list and add them to your spellbook. These spells are now wizard spells for you.

Principle

When you cast a spell from the Divination school with a duration greater than instantaneous, you may increase the duration of that spell to 24 hours.

Pinnacle

You learn a secret Epic abjuration spell, *knowledge cascade*, which counts as an archmage Epic spell for you. The details of the spell are provided in the "Archmage Secret Spells" section. You can cast this spell without expending an Epic spell slot. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

Mysteries of Enchantment

The mysteries of the Enchantment school teach that the mind is inexorably tied to the nature of magic, and thus is vulnerable to exploitation. With this knowledge, an archmage can even subjugate those ordinarily immune to such manipulation with ease. Those who master this school's mysteries can imprison creatures within their own minds, forced to live a fictional reality of the archmage's design.

Fundamental

When you cast a non-cantrip spell from the Enchantment school of 4th level or lower, you may treat the effects of that spell as though you had cast it at 5th level.

Principle

When you cast a spell from the Enchantment school that attempts to charm a creature which is immune to the charmed condition, it is instead not immune and has Epic advantage on saving throws against that effect for its duration.

Pinnacle

You learn a secret Epic abjuration spell, *microcosm*, which counts as an archmage Epic spell for you. The details of the spell are provided in the "Archmage Secret Spells" section. You can cast this spell without expending an Epic spell slot. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

Mysteries of Evocation

Simpler minds perceive the school of Evocation to be the manipulation of energy. Those who understand its mysteries know better, for Evocation deals directly with the unformed essence of magic itself. Knowing these mysteries, an archmage can unleash raw magical energy from which all spells are formed. Mastery of these mysteries imparts the knowledge to overcome any defense and inflict complete destruction upon one's enemies.

Fundamental

When you cast a non-cantrip spell from the Evocation school of 4th level or lower, you may treat the effects of that spell as though you had cast it at 5th level.

Principle

When you cast a spell from the Evocation school that would deal acid, cold, fire, lightning, necrotic, radiant, or thunder damage, you may instead deal arcane damage. (See chapter 1 for details on the arcane damage type.)

Pinnacle

You learn a secret Epic abjuration spell, *hellball*, which counts as an archmage Epic spell for you. The details of the spell are provided in the "Archmage Secret Spells" section. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

Mysteries of Illusion

If asked, "What is real?" an archmage with knowledge of the mysteries of Illusion would respond, "Whatever I decide." Having learned the mysteries of this school, an archmage understands that reality is irrelevant when one can create a more convincing fiction. Mastering these mysteries teaches an archmage how to create sanity-shattering images and effects that ravage the minds of others.

Fundamental

Creatures with an Intelligence of 20 or lower have Epic disadvantage on saving throws and ability checks against spells you cast from the Illusion school.

Principle

Creatures with truesight no longer automatically see through your illusions or automatically succeed on saving throws against them, and instead attempt saving throws against your illusions at Epic advantage.

Pinnacle

You learn a secret Epic abjuration spell, *traumatize*, which counts as an archmage Epic spell for you. The details of the spell are provided in the "Archmage Secret Spells" section. You can cast this spell without expending an Epic spell slot. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

Mysteries of Necromancy

Death is a fate that only the uneducated are destined to face; so say the archmages who have mastered the mysteries of Necromancy. Having unearthed this school's secrets, an archmage has little to fear from death and can visit it upon others with impunity.

Mastering this school's mysteries teaches magic that can destroy an archmage's enemies with utter finality.

> *Look, I've been really, really patient. Especially for me. I'm going to ask you one more time. Where is my staff of the magi? Take note that the spell in my hand will extract all of your blood. Yes, I'm serious. No, I don't know if you'll survive. You know what? I'm done. We are doing this.*
>
> *– Corsenn the archmage, searching for her staff.*

Fundamental

When you cast a non-cantrip spell from the Necromancy school of 4th level or lower, you may treat the effects of that spell as though you had cast it at 5th level.

Principle

You can learn the spell *finger of death* if you have not learned it already. You may cast *finger of death* as a 7th-level spell without expending a spell slot.

Pinnacle

You learn a secret Epic abjuration spell, *obsolescence*, which counts as an archmage Epic spell for you. The details of the spell are provided in the "Archmage Secret Spells" section. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

Mysteries of Transmutation

An archmage who knows the mysteries of the Transmutation school understands that magic is the only force reality can respect. How a creature was born is insignificant next to the ability to reshape it with a single spell. Mastery of these mysteries allows an archmage to change an ordinary weapon into a tool of fantastic destruction.

Fundamental

You learn the spell *polymorph* if you have not already and may cast it as a 4th-level spell without expending a spell slot.

Principle

You are immune to any non-Epic or Epic spell or magical effect that would alter your form unless you choose to be affected.

Pinnacle

You learn a secret Epic abjuration spell, *prismatic weapon*, which counts as an archmage Epic spell for you. The details of the spell are provided below. You can cast this spell without expending an Epic spell slot. When you do so, you cannot cast the spell in that manner again until you finish a long rest.

ARCHMAGE SECRET SPELLS

The secret archmage spells are presented in alphabetical order.

BLACKOUT

Tier 3 Epic Abjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S, M (the dust of a disintegrated dragon)
Duration: Concentration, up to 1 minute

You distort the flow of magic around a single creature you can see within range, cutting it off from all magical energy. The target cannot cast non-Epic spells for the effect's duration. A creature attempting to cast an Epic spell must succeed on a Charisma saving throw or have the effect fail and any resources used to cast the spell are wasted. At the end of each of the creature's turns, it may attempt a Wisdom saving throw to end the effect. Once a creature has made three successful Wisdom saving throws over the spell's duration, the effect ends.

GRAND SUMMONS

Tier 3 Epic Abjuration

Casting Time: 10 minutes
Range: 50 ft.
Components: V, S, M (a detailed anatomical sketch of the creature you wish to summon and an adamantine cage large enough to hold the creature)
Duration: 8 hours

You summon a single creature that you have encountered before and bind it to your service. The creature cannot be a legendary or mythic creature and must have a challenge rating no greater than your character level. The creature appears in an unoccupied space within range and is bound within a magical confinement of your design from which it cannot escape by any means while the spell is in effect. A creature bound within this confinement is immune to any damage or hostile effect for as long as it remains within the confinement and is under no compulsion to behave in any particular way.

As an action, you can free the creature from its confinement and teleport it to an unoccupied space within 100 feet of you. If the creature cannot be teleported to a space within this area, the effect fails and the creature remains confined. While free from its confinement, the creature obeys all of your instructions and commands to the best of its ability (no action required by you) and when rolling initiative may instead take its turn either immediately before or after yours. As an action, you may dismiss the creature and teleport it back to its magical confinement. If the creature cannot be teleported back to the confinement, the effect fails and the spell ends. If the creature is slain, the spell ends. If the spell ends before the creature is slain and the creature is in its magical confinement, it vanishes back to its place of origin. If the spell ends and the creature is not in the magical confinement produced by this spell, it is freed and may act according to its own wishes and desires. The creature may be hostile depending on how it was treated when it served you.

This spell immediately ends if you cast it again before its duration ends.

Hellball
Tier 3 Epic Evocation

Casting Time: 1 action
Range: 500 ft.
Components: V, S, M (raw chaotic power contained in a crystal ball 10 inches in diameter)
Duration: Instantaneous

You release a furious sphere of destructive energy at a point you choose within range that decimates your enemies in a tremendous explosion of inescapable chaos. Each creature, object, and structure in a 60-foot-radius sphere centered on that point takes 200 points of arcane damage. For each affected creature that is vulnerable to a type of damage, the magic of the spell senses those creature's weaknesses and instead deals that type of damage to only those creatures instead.

Knowledge Cascade
Tier 2 Epic Divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a perfect stone replica of a humanoid brain)
Duration: Instantaneous

A single creature you touch is flooded with information and experience. The target instantly recovers any class features, spell slots, or other abilities as though it had finished a short rest.

Microcosm
Tier 3 Epic Enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (silver medical tools used to perform a lobotomy)
Duration: 1 minute

You warp the consciousness of a single creature you can see within range, trapping it within a fictional reality of your own design. This spell destroys a creature's higher brain functions, effectively lobotomizing the creature. If the creature you choose has 200 or fewer hit points it is immediately and permanently incapacitated, cannot communicate in any way, willingly causes effects to occur, and cannot spend movement. A creature afflicted by this spell makes no effort to preserve itself and unless it receives medical care it will simply die from exposure, starvation, or other environmental factors.

If a creature is reduced to 200 or fewer hit points over the course of the spell's duration, it is subjected to the spell's effects immediately.

The effects of this spell can only be removed by Deific effects or a second casting of the spell by you on an affected creature.

Obsolescence
Tier 3 Epic Necromancy

Casting Time: 1 action
Range: 300 ft.
Components: V, S, M (the soul of a creature from an extinct race)
Duration: Concentration, up to 1 minute

Your gaze unleashes destructive energies that annihilate a single creature you can see within range. The creature must succeed on a Constitution saving throw or take 100 points of necrotic damage, or half as much on a success. Until the spell ends, on each of your turns you may take an action to channel destructive power into your target, which must attempt a Constitution saving throw. On a failed saving throw, the target takes 100 points of necrotic damage, plus an additional 100 points of necrotic damage for each round it has been affected by the spell, or half as much on a success. The spell ends if you use your action to do anything else or if the target is ever outside the spell's range. Creatures reduced to 0 hit points by this spell are destroyed utterly and can only be restored to life by Deific means.

Prismatic Weapon
Tier 3 Epic Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a rainbow magically confined in a wine bottle)
Duration: 1 minute

You touch a weapon, transforming it into a brilliant tool of luminescent destruction. The weapon is imbued with eight different colors which glisten and sparkle, shedding bright light in a 30-foot radius. When the weapon scores a hit, the wielder may elect to expend a color of its choice to cause the attack to have the additional listed effect. Once a color has been expended it disappears from the weapon and cannot be used again. If the weapon has no colors remaining, the effect ends.

- **Red.** The hit deals an additional 10d6 fire damage.
- **Orange.** The hit deals an additional 10d6 acid damage.
- **Yellow.** The hit deals an additional 10d6 lightning damage.
- **Green.** The hit deals an additional 10d6 poison damage.
- **Blue.** The hit deals an additional 10d6 cold damage.
- **Indigo.** The target must succeed on a Constitution saving throw or be petrified until the end of its next turn.
- **Violet.** The target is blinded until the spell ends.
- **Mysterious.** The hit deals an additional 10d6 arcane damage.

TRAUMATIZE
Tier 3 Epic Illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a relic of a mad god)
Duration: Instantaneous

You make a melee spell attack to afflict a creature within reach with horrifying visions of inconceivable malevolence that shatter its sanity. On a successful hit, the target must attempt a Wisdom saving throw. On a failure, the creature gains 6 levels of the traumatized condition; on a successful saving throw, the creature gains 3 levels of the traumatized condition. This condition is special and cannot be removed by non-Deific effects other than the means presented in this spell. At the end of each of the creature's turns, it can attempt a Wisdom saving throw, reducing its levels of traumatized by 1 on a success.

Traumatized is measured in 6 levels.

Level	Effect
1	Cannot be resistant or immune to psychic damage
2	Cannot be immune to the frightened condition
3	Epic disadvantage on Intelligence, Wisdom, and Charisma saving throws
4	Vulnerable to psychic damage
5	Senses are reduced to 15 feet and frightened of everything beyond that radius
6	Intelligence, Wisdom, and Charisma ability scores are 1 and cannot take actions

If an already traumatized creature suffers another effect that causes traumatized, its current level of traumatized increases by an amount specified in the effect's description.

A creature suffers the effect of its current level of traumatized as well as all lower levels.

If you cast this spell a second time and attack the same creature within 24 hours, the creature is no longer afforded a Wisdom saving throw at the end of each of its turns to reduce levels of the traumatized condition.

CHAPTER THREE: CHARACTER CUSTOMIZATION OPTIONS

A well-made character is an intricate system of interconnecting features, abilities, magic, and equipment that combine to create an impressive whole. Epic characters are more unique and diverse than their non-Epic characters by virtue of their Epic prestige class features. For those who can handle higher levels of complexity, there exist additional options to further develop and specialize Epic characters. The features presented in this chapter are multiclassing, Epic feats, Epic skills, and Epic languages. These options are designed with balance and ease of use in mind, and can be integrated into an Epic character's advancement path at your DM's discretion. Be sure to familiarize yourself with your class's features in chapter 2 before considering whether or not to add these features to its already formidable arsenal.

MULTICLASSING

Multiclassing is a hugely popular optional rule for the 5th Edition core classes, which can create a host of problems when building an Epic character. However, continuing to multiclass at Epic levels is not impossible, and this section provides three different methods for doing so. Before considering any of these variants, you should familiarize yourself with the 5th Edition multiclassing rules. It is at the DM's discretion whether the base multiclassing rules are used in your game and which variant presented here (if any) will be used at Epic levels. Like 5th Edition, Epic Legacy is not balanced around the use of multiclassing, so be aware that its inclusion in any of these three forms will have significant impact on the power of Epic characters.

VARIANT 1: BARTER AND TRADE

The "barter and trade" multiclassing system takes place when multiclass characters are about to advance from 20th to 21st level. Before characters can advance, they must reconcile their characters with the Epic prestige class prerequisites. To do so, combine and convert your character's various classes into one "primary" class (if the levels are an even 10/10 split, pick which class is most significant to your character). Doing so essentially retrains any secondary classes into your primary class, allowing you to have 20 levels in a single core class. However, when conducting this retraining, you must consult with your DM about which features from your secondary classes you would like to keep (such as a fighter's Action Surge, a wizard's Spellcasting, or a druid's Wild Shape). When you retrain to a primary class, you may need to readjust your character's hit points and other features to be consistent with a 20th-level version of the chosen primary class. Then you must select some of the features granted by your primary class and lose them in favor of the features you'd like to keep from any former secondary classes. Throughout this process, the DM determines whether your exchange constitutes a reasonable and fair trade of features. Few would consider it fair to trade a ranger's Land's Stride feature for a fighter's Action Surge feature. Giving up multiple primary class features and traits for a single feature from a secondary class may be necessary to constitute a fair exchange. Under no circumstances can characters trade away a feature that is essential to their progression in the Epic prestige class in which they intend to advance.

Example: Talon Nightbreeze—the 6th-level bladesinger wizard, 14th-level beast master ranger—enjoys adventuring with his fey panther Zidane. Wielding two blades in battle, Talon uses his powerful Bladesong feature from his bladesinger subclass in conjunction with his potent Ranger's Companion feature granted by his beast master subclass to be a fearsome melee foe, dancing among his enemies with his magical blades. However, Talon wishes to advance as a slayer when he is ready to begin his journey into Epic levels, so he must meet his 20th-level ranger prerequisite. After chatting with his DM during session zero, he decides he wants to keep his Bladesong feature but can do without the other options granted by the bladesinger subclass. However, Bladesong is a powerful ability, so his DM wants to make sure the price for keeping such a feature is fair. Talon presents his DM with three options from his ranger class features to exchange: Vanish (14th-level feature), Foe Slayer (20th-level feature), and Hide in Plain Sight (10th-level feature). After careful consideration, the DM checks to see if any of those features are essential to playing a slayer. Finding that they are not, the DM allows Talon to keep his Bladesong feature, but only if he does not gain access to the ranger's Foe Slayer feature. Now Talon is free to advance as a slayer while retaining the unique and powerful techniques he treasured from his non-Epic adventures.

VARIANT 2: EPIC MULTICLASSING

Sometimes players feel that the options presented by an Epic prestige class do not allow them to keep the unique and powerful styles they have developed via multiclassing. In such a case, a DM may wish to use this variant, which allows characters to continue to develop their non-Epic multiclass levels when they would ordinarily gain Epic levels. However, if at any point along their adventuring careers Epic multiclassing characters fulfill the prerequisites to advance in an Epic prestige class, they are free to do so at the first opportunity.

Using this variant is a risky proposition, as an Epic multiclassing character is nowhere near as powerful as a "regular" Epic character with levels in an Epic prestige class. While this may not be obvious immediately, the differences in power become extreme as you reach higher tiers of play. Choose carefully when advancing down this path, as your inability to access some of the incredible powers typically available to Epic characters can be limiting.

Epic multiclassing characters still gain special benefits—which are similar to those granted by Epic prestige classes—to help them function at Epic levels as they advance, in addition to their other multiclassing benefits.

Gaining Levels

While Epic multiclassing characters do not gain levels in an Epic prestige class, they are still bound by some of the same restrictions as other Epic characters when it comes to gaining levels and other features. For details on the advancement of Epic characters and how they gain levels while adventuring, consult the "Epic Encounters" section found in chapter 6.

Epic Power

An Epic multiclassing character is still considered an Epic creature, but otherwise follows the "standard" rules for multiclassing detailed in the 5th Edition core rules.

Proficiency Bonus

Your proficiency bonus continues to advance as though you were advancing in an Epic prestige class; your character's proficiency bonus becomes +7 at 23rd level, and +8 at 27th level.

Ability Score Improvements

When you reach 21st level, and again at 23rd, 25th, 27th, 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. You can't increase an ability score above 30 using this feature.

Epic Feats

When you reach 21st, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed later in this chapter. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Example: Troni Strongbow the Wyrm Slayer is a half-elf who is a 12th-level cleric, 3rd-level fighter, and 5th-level wizard. Troni, with his DM's permission, wishes to use the Epic multiclassing variant as he accompanies his party into the realm of Epic levels. His roles as fighter, cleric, and wizard allow him to best serve his god's interests on the material plane, and he feels it's important to continue serving in this way. For his 21st level, Troni takes a level in wizard, making him a 6th-level wizard in addition to the levels of his other classes. As a part of this advancement, Troni is able to choose a 6th-level wizard's arcane tradition feature—in this case, the School of Abjuration subclass feature Projected Ward. Additionally, Troni can select a single Epic feat from the Epic feat list and chooses the Magical Savant feat to improve the power of his spellcasting. Finally, Troni is able to improve his Wisdom from 20 to 22 using his ability score improvement granted at 21st level. Now Troni is ready to stand shoulder to shoulder with his Epic companions on the battlefield and will continue to advance as a wizard as he gains Epic levels.

VARIANT 3: MULTICLASSING THROUGH FEATS

If you find the alluring power of Epic prestige classes too tempting to pass up but would rather avoid the bartering and trading system, you can use this variant, the simplest multiclassing variant available in Epic Legacy. This variant is easy to use but requires a character to have already met the prerequisites for advancing in an Epic prestige class. When characters gain a level in an Epic prestige class, in lieu of gaining an Epic feat they may choose to gain the special Epic Multiclassing feat, provided they meet the necessary prerequisites.

Epic Feat: Epic Multiclassing

Instead of focusing on your Epic power, you choose to instead develop abilities and skills provided by other classes of lesser ability. Select a single core class from the 5th Edition core classes in which you meet the necessary multiclassing prerequisites. You gain the following benefits according to which class you select.

- You gain all the features of the class you select as though you had gained three levels in that class through multiclassing (including subclass options). You do not gain any additional hit dice or hit points from the class you select with this Epic feat.

This feat can be taken multiple times. Each time you take this feat, you may select a new core class from which to gain features, or you may gain three additional levels of features in a class you have already selected.

Example: Draxalos Lionheart is a mighty aasimar dreadnought who admires the strength and power of barbarians. When he gains an Epic feat at 21st level, he takes the Epic Multiclassing feat and gains the features of a 3rd-level barbarian. Now Draxalos's rage allows him to deliver even more punishing blows with his gigantic maul, and better survive damage with the bear totem from his primal path. When he reaches 25th level, he elects to take the Epic Multiclassing feat again, gaining the features of a 6th-level barbarian, including an additional subclass feature. By the time he takes this Epic feat a third time at 29th level for three more levels of barbarian features, he is a fearsome combination of Epic fighter and barbarian, nigh unkillable and serving as a bastion of defense for his allies.

EPIC FEATS

In 5th Edition, feats are a rules variant for characters that allows for a high degree of customization of various features and abilities. While a game of Epic Legacy can be played without feats, the system is balanced around their inclusion in your ruleset.

This type of customization continues into Epic levels in the form of Epic feats. At certain levels, your Epic prestige class gives you the Epic Feat feature, which allows you to select an Epic feat or improve your ability scores. If you choose to select an Epic feat, you choose a single Epic feat from the list provided.

Epic feats represent extraordinary levels of talent, skill, or raw power that a character acquires at Epic levels. Many of these feats have near-magical or supernatural features which represent the degree to which Epic characters have exceeded "normal" limitations in a fantasy setting. Epic feats have no prerequisite in order to select them, and you can take each Epic feat only once.

Variant: Additional Non-Epic Feats

At certain levels, your Epic prestige class gives you the Ability Score Improvement feature. At your DM's discretion, you can forgo two of the ability points gained through that feature to instead select a single non-Epic feat from a list of non-Epic feats approved by your DM.

ARCANE INSIGHT

You understand the nature of magic on nearly every level, which allows you to manipulate and study it with ease. You gain the following benefits.

- You have Epic advantage on saving throws against non-Epic spells, Epic spells, non-Epic magical effects, and Epic magical effects.
- When you use your reaction to successfully identify a spell, you regain the use of your reaction at the end of that turn.
- When an Epic spell is cast within 1 mile of you or you are within 1 mile of an Epic magical effect, you immediately sense its casting, its presence, and the general direction from which the spell or effect originates. You do not know the nature, power, or the effects of the spell you sense, only that Epic magic is being used within your vicinity.

ARTIFACT AFFINITY

Your proficiency with magical equipment and powerful items is remarkable, granting you exceptional understanding and versatility. You gain the following benefits.

- You can be attuned to four magic items at a time.
- You can attune yourself to up to four magic items over the course of a single short rest, or to a single item by spending 15 minutes handling the item.
- When you touch a magic item of legendary rarity or lower—including artifacts—for the first time, you may immediately cast the spell *identify* (no action required). This casting can be used within areas of antimagic and cannot be countered or prevented by non-Deific means.

BLOODTHIRSTY

Your lust for combat is unrivaled as you revel in bloody battle. You gain the following benefits.

- Once per round, when you slay an enemy creature with a challenge rating of 10 or higher, the next time you take an action before the end of your next turn, you may instead take two actions.
- Creatures reduced to 0 hit points by your attacks are instantly slain.
- You may consume a pint of blood to gain the effects of both eating one pound of food and drinking one gallon of water.

BOUNDLESS CREATIVITY

Your creative mind is unparalleled, allowing you to solve even the most complex problems with ease. You gain the following benefits.

- You can take the Help, Read, Search, or Use an Object action on your turn as a bonus action.
- You have Epic advantage on Intelligence, Wisdom, and Charisma ability checks.
- You are proficient in all languages you have encountered. You may learn a new language by spending 8 hours speaking the language with native speakers or studying a work of literature written in the language.

CAVALRY MASTER

Your skill with mounts is legendary. While you are mounted and aren't incapacitated, you gain the following benefits.

- If your mount moves at least 60 feet in a straight line and you immediately use one of your actions to make a melee weapon attack at the end of that movement, you double the damage of the attack on a successful hit. You cannot benefit from this feature more than once per round.
- Your mount has resistance to damage and you have Epic advantage on saving throws and ability checks against effects that would force you to dismount.
- When you roll for initiative and your mount is intelligent enough to have its own turn, you may choose instead to have your mount act on the same turn as you.

DEATHBRINGER

You are an unrelenting force of destruction as you deal death with every blow. You gain the following benefits.

- When you take the Attack action, you may make an additional weapon attack as a part of that action, in addition to any other attacks you would normally make.
- When you hit a creature with a challenge rating of 5 or lower with a weapon attack, it is instantly slain unless you choose to not slay it.
- You always know exactly how many creatures you have killed.

DEVASTATING CHARGER

Your charges can lay waste to your enemies in battle, driving them back with the ferocity of your blows. You gain the following benefits.

- On each of your turns, when you take the Dash action, you may also take an Attack action. When you take the Attack action granted by this feature, you cannot spend any movement for the remainder of that turn.
- When you shove a creature, you may spend 5 or more feet of movement to increase the distance the creature is pushed away from you by 10 feet for every 5 feet of movement spent.
- When you take the Dash action, every time you spend movement you can shake the ground within 15 feet of you with your footfalls.

DIVINE ASPECT

You harness the power of good and evil, which allows you to smite enemies with raw holy or unholy power. You gain the following benefits.

- When you deal radiant damage, you may instead do righteous damage, and when you deal necrotic damage you may instead do vile damage.
- Your alignment cannot be changed unless you allow it, and you cannot be compelled by non-Deific sources to allow your alignment to be changed.
- You are aware of the presence of any deity that occupies the same plane as you. You know the deities' names, alignment, and divine rank.

ENERGY INFUSION

You develop a particular affinity for types of elemental energy which you can manipulate at will. When you select this feat, choose a damage type from the following: acid, cold, fire, lightning, or thunder. You gain the following benefits.

- Once per turn, when you deal acid, cold, fire, lightning, or thunder damage you may change that damage's type to the damage type you selected when you gained this Epic feat.
- When you are subjected to damage of your chosen type from an enemy creature, you may use your reaction to instead take no damage and gain temporary hit points equal to the damage you would have been dealt.
- Unless you are enemies, elementals you encounter are friendly toward you.

EXTRAORDINARY FOCUS

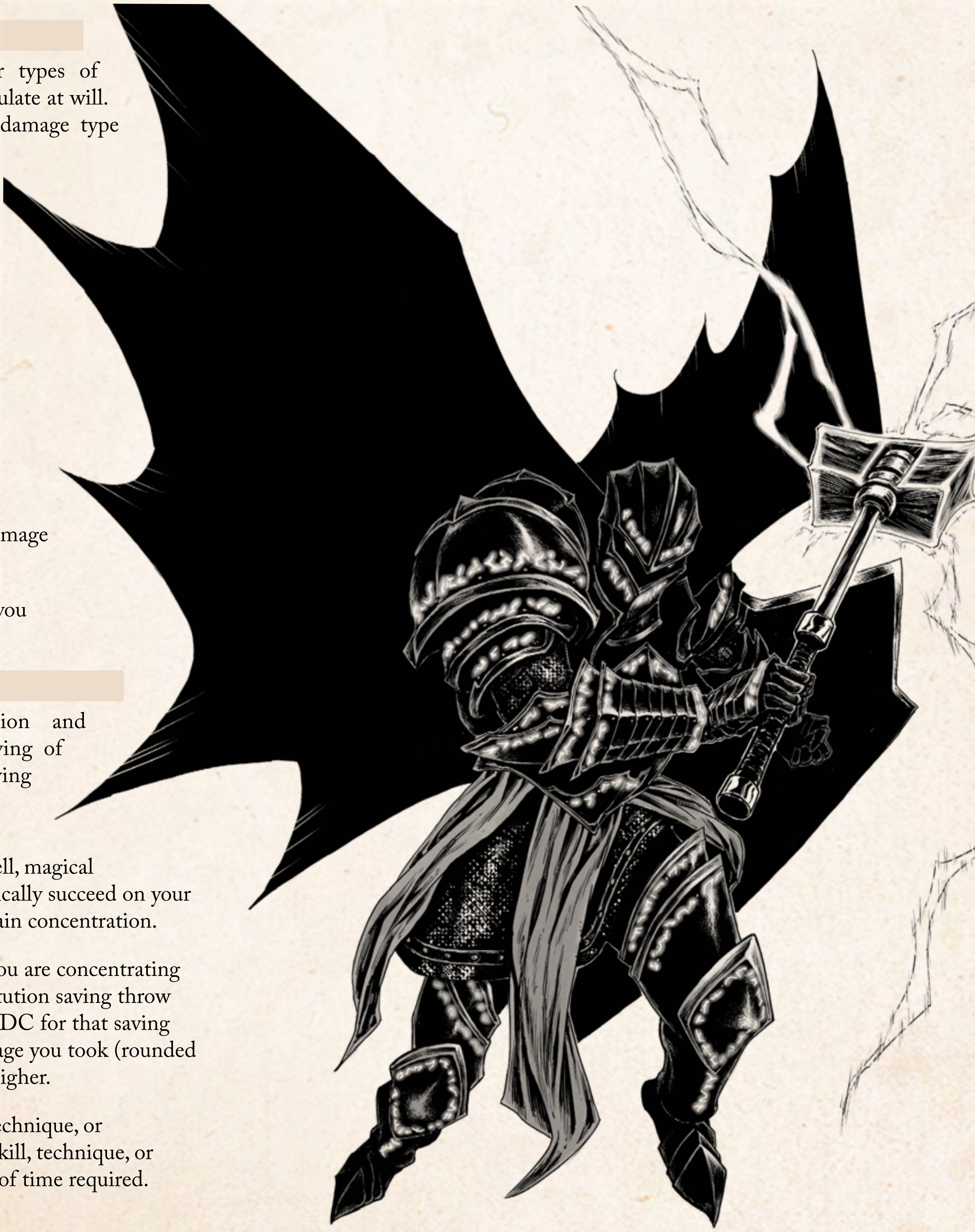
You can concentrate with precision and discipline even through the most trying of circumstances. You gain the following benefits.

- When you take 50 or less damage while you are concentrating on a spell, magical effect, or other feature, you automatically succeed on your Constitution saving throw to maintain concentration.
- Whenever you take damage while you are concentrating on a spell and you attempt a Constitution saving throw to maintain your concentration, the DC for that saving throw equals 25 percent of the damage you took (rounded down) or 10, whichever number is higher.
- If you are able to be taught a skill, technique, or profession, you can fully learn that skill, technique, or profession in half the usual amount of time required.

FISTS OF FURY

Your unarmed strikes land with punishing force, allowing you to destroy both creatures and objects with only your fists. You gain the following benefits.

- When you deal weapon damage with your unarmed strike, you can choose to deal force damage instead of the usual damage type.
- Once per turn when you successfully score a critical hit with an unarmed strike, you may immediately take the Attack action. Attacks made with this action can only be made using your unarmed strike.
- Your unarmed strikes deal double damage to objects and structures.



FLAWLESS INSTINCTS

Your senses are always acute and accurate, granting you the following benefits.

- You have Epic advantage on saving throws against traps, and traps have Epic disadvantage on attack rolls against you.
- You cannot be surprised and when initiative is rolled, you may immediately move up to your speed.
- If a creature is hidden within 120 feet of you, you sense its presence, but not its exact location.

FORCE OF WILL

Your mind possesses remarkable clarity and strength which allows you to resist almost any attempt to manipulate you. You gain the following benefits.

- If you are not unconscious, you are immune to psychic damage, any effect that would sense your emotion or read your thoughts, non-Epic divination spells, and the charmed and frightened conditions.
- When you attempt a Constitution saving throw, you may attempt a Wisdom saving throw instead (the DC remains the same).
- If a creature uses telepathy to speak to you, you may deal 5 points of psychic damage to the creature for every continuous minute it remains in contact with you.

GIVER OF LIFE

You are a master of healing energies, able to restore even the most wounded creature to full strength. You gain the following benefits.

- When you cause a creature to regain hit points with a feature, healer's kit, or spell, you double the amount of hit points regained after all dice (if any) are rolled and modifiers (if any) are applied.
- When you cause a creature to regain hit points, if that creature has missing body parts (eyes, legs, arms, etc.), you can restore one missing body part for every 40 hit points regained.
- Unless you were enemies in life, creatures you restore to life are friendly toward you.

IMMORTALITY

You transcend the limitations of life itself, granting you the following benefits.

- If you are reduced to 0 hit points, you may use your reaction to spend one or more of your Hit Dice to recover hit points as though you had instantly finished a short rest. Once you have used this feature, you cannot use it again until you finish a short or long rest.
- You no longer suffer from the effects of aging and cannot be magically aged by non-Deific means.
- Your soul cannot be destroyed by any means.

LEGENDARY SKILLS

You can master techniques and tools with Epic speed, granting you the following benefits.

- You have 3 legend points. When you finish a long rest, you can spend those legend points to gain proficiency in a single skill or tool of your choice for each legend point spent. If you are already proficient in the skill you choose, you instead double your proficiency bonus for any ability check you attempt that uses the chosen skill. Proficiencies gained through legend points last until you finish a long rest and you regain spent legend points when you finish a long rest.
- When you roll a 20 on an ability check in which you are proficient, you automatically succeed on that ability check. If you use any feature other than rolling the d20 to achieve the result, you do not automatically succeed on the ability check.
- You know the DC of an ability check (if any) when you attempt it.

LIVING ARMOR

You are so comfortable in armor it is like a second skin, granting you the following benefits.

- While you are wearing armor, you no longer have disadvantage on Dexterity (Stealth) ability checks and armor no longer imposes penalties to your speed.
- While you are wearing armor, your Armor Class increases by 2 and you cannot be critically hit.
- As an action, you can don or doff a set of armor.

LORD OF WAR

Your skill with weapons of war cannot be rivaled, allowing you to wield them with peerless ability. When you select this feat, choose three different weapon properties from the following table. You gain the corresponding benefits according to which weapon properties you select.

In addition, you become proficient with any weapon you wield after 10 minutes of practice with that weapon and you cannot be disarmed by non-Epic means.

Weapon Property	Benefits
Finesse	While you wield a melee weapon, it has the Finesse property.
Heavy	When you score a critical hit on a weapon attack made with a heavy weapon, you can roll one additional weapon damage die when determining the extra damage for a critical hit.
Light	Once per turn, when you miss on a weapon attack made with a light weapon, you can instead hit and deal the minimum possible damage on that attack's damage dice.
Reach	When you make a successful attack with a weapon with the Reach property, you may pull the target 5 feet closer to you or push it 5 feet away from you.
Thrown	When you make a weapon attack with a weapon with the Thrown property, if you are within 30 feet of your target you may choose to have that weapon return to your hand immediately after the attack.
Two-Handed	You ignore the two-handed requirement of weapons you wield.

MAGICAL SAVANT

You have mastered many of the subtleties of spellcasting, increasing the power of your magic considerably. You gain the following benefits.

- The DC to resist your spells equals 10 + your spellcasting ability modifier + your proficiency bonus + any special modifiers. If you have multiple features that give you different ways to calculate your spell save DC, you choose which one to use.
- When you cast a spell with a casting time of a bonus action, you may cast any number of additional spells that turn, as long as you have the required actions to do so.
- Instead of a normal spellcasting focus, you can use a special spellcasting focus to cast your spells. The focus may be a tattoo, a wearable piece of equipment, or of a custom design according to your proclivities. You do not need to carry this focus in your hand to cast a spell, but it must be on your physical person in some manner.

MASTER OF CEREMONIES

You can cast in mere moments spells that take others hours to perform. You gain the following benefits.

- When you cast a non-Epic spell that is not a ritual with a casting time greater than 1 action, you may instead cast that spell as an action.
- The casting time for rituals you cast is halved.
- If you spend 10 continuous minutes performing a funeral rite over a creature's corpse, it cannot be returned to life by non-Epic means.

MASTER TACTICIAN

Your tactical genius allows you to make the most of every advantage, granting you the following benefits.

- When you have advantage or Epic advantage on an attack roll, you roll three d20s instead of two. You use the highest of the three rolls to determine the result of the roll.
- When you have both advantage and disadvantage on a single roll or both Epic advantage and Epic disadvantage on a single roll, you instead have advantage or Epic advantage on that roll.
- You are proficient in all games of strategy (chess, go, etc.).

PARAGON

You are a perfect example of your species, and you gain the following benefits.

- Your proficiency bonus is always increased by 1.
- Choose a saving throw. You gain proficiency in that saving throw. If you are already proficient in the saving throw you choose, whenever you attempt that saving throw you can treat a d20 roll of 9 or lower as a 10.
- Your children are born with the Paragon Epic feat.

PERFECT HEALTH

Your body is the pinnacle of physical health, granting you the following benefits.

- Your hit point maximum increases as though you had rolled the highest possible roll on each of your Hit Dice each time you gained a level, instead of what you had rolled before you selected this feat.
- At the end of a long rest, you regain all of your spent Hit Dice instead of half your total Hit Dice.
- You automatically succeed on Constitution ability checks to consume food or drink.

PERPETUAL ATHLETE

Your speed is extraordinary, your endurance limitless. You gain the following benefits.

- When you take the Dash action, you gain extra speed equal to twice your movement instead of your normal benefits.
- You are immune to the exhausted condition.
- When you jump, you can increase the maximum length or height of your jump by 20 feet.

RELENTLESS WARRIOR

Your attacks are as tenacious as they are deadly, allowing you to turn the fury of a failed attack into power for your subsequent blows. You gain the following benefits.

- When you miss on a weapon attack on your turn, you gain a cumulative +5 bonus to all subsequent weapon attacks you make until the end of your turn.
- The targets of your weapon attacks cannot take reactions in response to your weapon attacks.
- Non-Epic allies who can see you will not surrender in battle unless you also surrender.

SIGHT BEYOND SIGHT

Your eyesight becomes peerless, granting you the following benefits.

- As long as you have eyes, you are immune to the blinded condition and you have truesight. You can notice secret doors hidden by magic and can see into the ethereal plane, all out to range of 120 feet.
- As long as you have line of sight, you can clearly perceive creatures, objects, and structures up to 10 miles away.
- You have no need to blink your eyes.

SPELL LORD

Your magic is so powerful as to overwhelm lesser creatures and your spells strike with greater efficacy. You gain the following benefits.

- Your spell attacks score a critical hit on a roll of 18–20.
- When a creature with a challenge rating of 5 or lower succeeds on a saving throw against a spell cast by you, it instead fails.
- You learn the cantrip *arcane mark*.

ARCANE MARK
Abjuration cantrip

Casting Time: 1 bonus action
Range: Touch or Special (see description)
Components: V, S
Duration: Permanent

You inscribe a magical signature on an object or structure within reach. The inscription can take the form of a single symbol, word, or other design as long as it can occupy up to a 6-inch square on the surface of the structure or object. The mark cannot be removed by nonmagical means and is unique to you. Attempts by creatures other than you to replicate the design of your inscription automatically fail. Once you have inscribed an object or structure with this spell, you cannot target it with this spell again for as long as it remains inscribed.

You can choose to cast this spell immediately after you cast a spell as an action. If you do so, instead of inscribing a magical signature on an object or structure, you give that spell a personalized flair that identifies it as a spell cast by you. Creatures that observe the spell's casting or effects and have knowledge of your existence instantly recognize the spell as one cast by you.

SPELL REFLECTION

You can counter others' magic with ease, turning even the mightiest spells back upon their casters. You gain the following benefits.

- When you cast a spell (such as *counterspell* or *reverse magic*) to successfully counter a spell, you may choose to immediately cast that spell using your spellcasting ability, spell save DC, and spell attack bonus without consuming any spell slots or resources normally required to cast that spell.
- On each of your turns, you can choose to not take your action that turn. If you do so, you gain the use of an additional reaction until the start of your next turn. This reaction is special and can only be used to cast spells with a casting time of a reaction that would attempt to counter a spell (such as *counterspell* or *reverse magic*).
- If you would roll a 9 or lower an ability check to counter or dispel a spell (such as one made when you cast *counterspell* or *dispel magic*), you instead roll a 10.

SPELLSLINGER

You can sling cantrips with exceptional speed, greatly decreasing their casting time. You gain the following benefits.

- Cantrips you know with a casting time of 1 action may be cast as a bonus action instead.
- If you cast two cantrips on the same turn that target only the same creature, you may use your reaction to cast a cantrip with a casting time of 1 action or bonus action that must target only that creature.
- You learn three cantrips of your choice from any class spell list, which are class spells for you. If your class does not have a spellcasting ability, you choose which ability (Intelligence, Wisdom, or Charisma) is your spellcasting ability.

SUPERIOR INITIATIVE

You are quick on the draw, able to act before most creatures can even blink. You gain the following benefits.

- If you would attempt a saving throw at the end of each of your turns to end an effect, you may instead attempt that saving throw at the start of each of your turns.
- When you roll initiative and at the beginning of each round of combat, you may choose when you act in the initiative order, regardless of your initiative.
- When initiative is rolled, you can immediately ready an action (no action required).

VERSATILE MIND

You are able to focus on multiple tasks simultaneously, diverting your focus precisely and effectively. You gain the following benefits.

- You can maintain concentration on two spells at once. You do not lose concentration on a spell if you cast a second spell that requires concentration, but you lose concentration on a single spell of your choice on which you are concentrating if you cast a third spell that requires concentration.
- When an effect would force you to attempt two identical saving throws at the same time to maintain concentration on two spells on which you are concentrating, you may instead attempt one of those saving throws to maintain concentration on both of your spells.
- You may perform 4 hours of light activity over the course of a long rest instead of 2.

EPIC SKILLS

There exist skills that require such a high base level of ability that non-Epic characters could never achieve proficiency in them. These Epic skills are legendarily powerful, practiced only by the mightiest of beings. Because of the significance of Epic skills in both power and story, they can only be made available to Epic characters by a DM. Through mystical tomes of knowledge, via hidden gurus who teach worthy students, or as a gift from the gods are all good ways to introduce these skills to Epic characters. Alternatively, in lieu of gaining an Epic feat, characters may instead choose to become proficient in an Epic skill if they have access to the appropriate training. The following examples are provided to serve as a template to aid a DM in creating Epic skills.

Lucid Dreaming (Wisdom). In some planar cosmologies, the realm of dreams is a world of its own, visited each night by the ignorant minds of dreamers. Typically, acts committed on this plane have no real consequences for the dreaming. But to some of its most powerful denizens, the realm can be influenced through a skill known as Lucid Dreaming. Lucid Dreaming allows one's acts committed in the realm of dreams to have very real consequences for those visiting its dreamscapes. When you affect a creature in the realm of dreams (such as with an attack or spell) or are affected by an outside force within the realm of dreams, you may take a reaction attempt a Wisdom (Lucid Dreaming) check. The DC of this check is determined by the DM, but generally the more powerful the effect the higher the DC. On a success, you can make the effect "real," causing an affected creature's sleeping body to suffer or benefit from the effect. For example, gaining sustenance from a "dream orange" will have a fairly low DC, but receiving godlike power from a dream-forged deity will have a DC of ludicrous difficulty. Additionally, to influence the malleable landscape of the realm of your dreams or to influence the dreams of others, your DM may call for a Wisdom (Lucid Dreaming) check when you are not sure if you are experiencing a dream.

Planar Manipulation (Intelligence). The planes were made by powerful forces, and with this skill you may exert your will to shape them according to your desires. This art requires precise and exact understanding of the nature of a plane, something you are only able to accomplish through herculean acts of intelligence.

Planar Manipulation DC Modifiers

Effect	Default DC Modifier
Affect a 5-ft. cube of material	+0
Affect a 20-ft. cube of material	+5
Affect a 100-ft. cube of material	+10
Affect a 1-mile cube of material	+15
Affect a continent of material	+20
Affect an entire plane	+50
Affect material within 20 ft. of you	+0
Affect material within 300 ft. of you	+5
Affect material within 1 mile of you	+10
Affect material within 10 miles of you	+15
Affect material of which you are aware that is on the same plane as you	+20
Affect a nonmagical material	+0
Affect a magical material	+10
Affect a material affected by a magical effect of 1st–3rd level	+5
Affect a material affected by a magical effect of 4th–6th level	+10
Affect a material affected by a magical effect of 7th–8th level	+15
Affect a material affected by a magical effect of 9th level	+20
Affect a material affected by a tier 1 Epic magical effect	+50
Affect material at a rate of a 5-ft. cube per turn	+0
Affect material at a rate of a 20-ft. cube per turn	+5
Affect material at a rate of a 100-ft. cube per turn	+10
Affect material at a rate of a 1-mile cube per turn	+15
Increase or decrease the quality (value, usefulness, or rarity) of material by a small degree	+5
Increase or decrease the quality (value, usefulness, or rarity) of material by a reasonable degree	+10
Increase or decrease the quality (value, usefulness, or rarity) of material by a significant degree	+15
Increase or decrease the quality (value, usefulness, or rarity) of material by an extreme degree	+20
Increase or decrease the quality (value, usefulness, or rarity) of material by an absurd degree	+50

Such influence allows you to alter inanimate matter, changing its composition, nature, and properties (including into wholly new materials of your own design). When you attempt to influence a section of a plane with this skill, your DM may call for an Intelligence (Planar Manipulation) ability check. The DC of these checks is determined by the stability of a plane (the more stable the plane, the more difficult the manipulation) and the nature of what you are attempting to manipulate. Each plane has a default DC (for example, the material plane's default DC is 25), which must be determined by the DM and met by the ability check to accomplish the most basic acts with this skill. Because of the near-limitless potential of this skill, a table of suggested modifiers to the DC of an Intelligence (Planar Manipulation) ability check are provided here. Use these ballpark modifiers to help set an appropriately difficult DC for whatever an Epic character may attempt to do.

EPIC LANGUAGES

By the time most adventurers have achieved 5th level, understanding foreign languages is easy. *Comprehend languages* is a 1st-level spell, and can even be cast as a ritual! At Epic levels, it is highly unlikely that even the most obscure of languages will present a significant obstacle to your players—unless, of course, the dialects they were seeking to understand were Epic in nature. Epic languages—whether relics of ancient history, secret dialects used by the gods, or the malevolent tongue of evil itself—require far more than an understanding of syntax and forms to comprehend. These languages are never spoken as a common tongue and can be used to communicate with extraordinary beings or uncover hidden knowledge of Epic power. In a game of Epic Legacy, these languages serve as a unique storytelling tool that adds flavor and intrigue to a world, and are introduced at the DM's discretion. What an Epic character will do with proficiency in such a language is a cause of speculation, intrigue, and interest by powers across the planes. Learning an Epic language is arduous, requiring extensive study and practice. Characters with the necessary materials to learn an Epic language must meet its prerequisites in order to successfully add it to their languages known. The following language is provided as an example of the basic form of an Epic language.

Epic Language: Vitae

Language Prerequisites: Epic, Constitution score of 20 or 20 ki points.

Developed by a race of plantlike beings that once tended the primordial groves of the first forests, speaking vitae involves a combination of rhythmic chants in sync with the manipulation of one's own life energy (or ki). When spoken properly, a speaker's ki reverberates in beautiful waves, dancing to the rhythm of the chant. Communication through vitae takes three times as long as it would for an ordinary language, but speakers of vitae cannot tell lies nor conceal intentions.

CHAPTER FOUR: EPIC MAGIC

WHAT IS EPIC MAGIC?

At the heart of every fantasy setting is magic. Non-Epic spellcasters can cast incredibly powerful spells to shape the world around them. To an Epic spellcaster, however, these wielders are but ignorant children scratching the surface of true potential. Beyond the realm of what most magical experts believe is possible lies greater power. Simply called "Epic magic," this force is raw, highly concentrated magical energy of such magnitude that it can warp the very fabric of reality. Epic spellcasters of various backgrounds all draw their Epic magic from sources of great power, using their Intelligence, Wisdom, or Charisma to cast mighty Epic spells. However, wielding Epic magic is exceedingly dangerous, and aspiring Epic spellcasters would do well to understand as much as they can about this awesome power.

THE THREE LAWS OF EPIC SPELLCASTING

The power of magic is so great that the universe itself struggles to support the casting of Epic spells. Those brave enough to test the limits of Epic magic in the name of research have discovered three universal rules that govern its use: the laws of supremacy, exclusivity, and nobility. Regardless of a spellcaster's class, all wielders of Epic magic adhere to these laws and only the mightiest beings possess the ability to break them. These laws introduce several key terms that are significant to understanding Epic magic.

Epic Spell. An Epic spell is a type of spell cast by a character or creature with access to the Epic Spellcasting feature. Epic spells function similarly to non-Epic spells, with a cast time, range, components, and duration, all of which work identically to their non-Epic counterparts. Epic spells follow the same restrictions and

Behind the Curtain: Problematic Spells

Some non-Epic spells have broad descriptions that can be used by clever players to effectively "break" an adventure by allowing for absurd degrees of power or unstoppable combinations of magic. We have listed a few examples of some of these spells and suggestions on how to handle them in your game. When considering how to handle an instance such as the ones presented by these spells, remember that Epic magic is always greater than non-Epic magic, and if you find yourself using non-Epic magic to exploit or circumvent the restrictions placed on Epic magic, remember that it is against the spirit of Epic Legacy to do so.

Simulacrum. This spell allows casters to create a weaker version of themselves with the ability to cast spells as they do. As written, this spell can create a second Epic spellcaster with a half dozen or more Epic spell slots at the cost of a single non-Epic spell slot. Using the law of nobility, we suggest altering this spell to instead create a non-Epic version of an Epic target (such as a 20th-level version of a character) when cast.

True Polymorph. This spell can turn any creature into something else. When used to turn one creature into another, the caster can transform the target into a creature with a challenge rating equal to the target's level. This means Epic-level characters could transform themselves into legendary creatures such as an ancient gold dragon or a demon lord. It is recommend that you cap the maximum creature challenge rating that a caster can turn with this spell at 20, as per the normal non-Epic maximum.

Additionally, this spell can transform any creature into an object, potentially one of incredible rarity or value. It is recommended that a creature can only be transformed into mundane or worthless objects in this manner.

Shapechange. Like *true polymorph*, this spell allows the caster to potentially transform into extremely high challenge rating creatures at the cost of a 9th-level spell slot. We recommend capping the maximum creature challenge rating that the caster can turn into at 20, as per the non-Epic maximum.

Gate. Using this spell, a spellcaster can summon creatures from other planes with ease. When considering the existence of Epic creatures, a *gate* spell can call up beings of incredible power. This can create tremendous problems for not only the DM, who may have to contend with the players summoning important Epic creature at a whim, but for the world in which the game takes place. We recommend that this spell have no effect on Epic creatures, or that Epic creatures can choose whether to travel through the gate when called.

Wish. This spell creates a myriad of problems for high-level play, both mechanically and in lore. Described as "the mightiest spell a mortal creature can cast," in a game of Epic Legacy this statement is objectively false. Furthermore, the nature of this spell is difficult to limit even with the law of nobility in place to prevent it from replicating the effects of Epic spells. A DM has to designate whether the wished-for effect is an "Epic effect" or not, a distinction that is often difficult to make. It is recommend that players use the standard casting of *wish* to replicate the effects of 1st- through 8th-level spells as its primary function, and DMs should heavily punish those who attempt to use *wish* to accomplish Epic acts when they should be using their Epic features.

Behind the Curtain: Resisting Epic Magic

In Epic Legacy, whether or not an effect discriminates between non-Epic and Epic spells is notated in its description. However, other materials used in conjunction with Epic Legacy may not make this distinction when describing something's ability to affect magic. Some class features, items, and other sources— such as the Aura of Warding feature granted by a paladin's Oath of the Ancients subclass or a mantle of spell resistance—provide resistance to damage from all spells, or advantage on saving throws against all spells. As a general rule, whenever a non-Epic feature, item, or other source mentions an effect that applies specifically against spells, it refers only to non-Epic spells. However, at the DM's discretion, certain features may apply against the power of Epic magic, though it is wise to establish when this is the case as soon as either a DM or player becomes aware of it.

rules as non-Epic spells with a few notable exceptions detailed in this section. Instead of spell levels, Epic spells have tiers of power. The least powerful of the Epic spells are tier 1 Epic spells, followed by tier 2 Epic spells, followed by incredibly powerful tier 3 Epic spells. Some Epic spells cast at tier 1 or tier 2 can have their effects improved by casting them at a higher Epic spell tier, which follow similar rules as non-Epic spells being cast at higher levels, the details of which are enumerated in each Epic spell's description.

Epic Magical Effect. An Epic magical effect is an effect produced specifically by an Epic spell or by a feature that replicates the effects of Epic magic. Typically, an Epic magical effect is something that occurs after an Epic spell is cast and persists over the course of a duration or as a result of the spell's casting.

LAW OF SUPREMACY

Epic magic is beyond the ability of non-Epic spellcasters to affect with lesser magic. Epic spells cannot be countered or dispelled by non-Epic spells, and non-Epic spells that would suppress the effects of magic, such as *antimagic field*, have no effect on Epic spells. If a non-Epic spell attempts to remove or alter an ongoing

Epic Spell Lists by Epic Prestige Class

Archmage	Archon	Ascendant	Primordial	Overlord
Tier 1	**Tier 1**	**Tier 1**	**Tier 1**	**Tier 1**
Antimagic Ray	Antimagic Ray	Antimagic Ray	Antimagic Ray	Antimagic Ray
Ashran's Arcane Absorption	Ashran's Arcane Absorption	Ashran's Arcane Absorption	Arboreal Metamorphosis	Arboreal Metamorphosis
Dimensional Mastery	Dimensional Mastery	Catastrophe	Ashran's Arcane Absorption	Catastrophe
Enigma Masque	Enigma Masque	Crown of Vermin	Catastrophe	Crown of Vermin
Flash Freeze	Flash Freeze	Demecius's Divine Intercession	Crown of Vermin	Enigma Masque
Infinity Room	Magic Bullet	Genesis	Flash Freeze	Hideous Mandate
Magic Bullet	Mera's Miraculous Lightning Leap	Hungry Fissure	Genesis	Mortifying Apparition
Mortifying Apparition	Mortifying Apparition	Mera's Miraculous Lightning Leap	Hungry Fissure	Night Terror
Night Terror	Phoenix Pyre	Mortifying Apparition	Mera's Miraculous Lightning Leap	Reverse Magic
Reverse Magic	Reverse Magic	Night Terror	Sonic Boom	Translocation
Spell Sequencer	Sonic Boom	Spell Sequencer	Venom Lance	Wave of Calamity
Translocation	Translocation	Wave of Calamity	Wall of Dissolution	
Wall of Dissolution	Wall of Dissolution			
Wave of Calamity				
Tier 2	**Tier 2**	**Tier 2**	**Tier 2**	**Tier 2**
Anatomy Augmentation	Caldera	Bioclasm	Anatomy Augmentation	Bloodbane
Congruent Spellward	Dematerialize	Bloodbane	Bioclasm	Caldera
Dematerialize	Energy Renewal	Congruent Spellward	Bloodbane	Congruent Spellward
Determinism	Enslave	Determinism	Caldera	Crimson Winds of Havoc
Enslave	Force Armor	Exalted Brand of Absolution	Congruent Spellward	Dematerialize
Force Armor	Implosion	Implosion	Megalith	Enslave
Kinetic Control	Kinetic Control	Necrotic Cyst	Obsidian Tombs	Necrotic Cyst
Necrotic Cyst	Obsidian Tombs	Planar Eviction	Planar Eviction	Planar Eviction
Planar Eviction	Planar Eviction	Storm of Torment	Torrential Avalanche	Storm of Torment
Prismatic Deluge	Temporal Stasis			
Temporal Stasis	Torrential Avalanche			
Tier 3	**Tier 3**	**Tier 3**	**Tier 3**	**Tier 3**
Dreamscape	Phenomenal Cosmic Power	Celestial Tempest	Equinox	Hail of Deadly Blossoms
Luck of Ages	Pyroclastic Cannon	Release the Kraken	Hail of Deadly Blossoms	Malevolent Fists of Spite
Pyroclastic Cannon	Sphere of Ultimate Destruction	Silent Scythe of Slaying	Release the Kraken	Soul Harvest
Soul Harvest	Transmogrification	Soul Harvest	Transmogrification	Sphere of Ultimate Destruction

Epic magical effect, such as removing a condition imposed by an Epic spell via a *greater restoration* spell, the caster must succeed on a spellcasting ability check as a part of the attempt against a DC determined by the Epic spell's tier or the attempt fails and any resources used to cast the spell are wasted. This DC is 21 for a tier 1 Epic spell, 24 for a tier 2 Epic spell, and 28 for a tier 3 Epic spell.

LAW OF EXCLUSIVITY

Casting Epic spells is dangerous. Trying to cast too many too quickly is deadly. An Epic spellcaster cannot cast more than a single Epic spell per turn, regardless of the action used to cast that spell. However, casting an Epic spell as an action or bonus action does not prevent the caster from casting an additional non-Epic, non-cantrip spell as an action or bonus action on the same turn. Some creatures of extreme power, such as gods or similarly powerful beings, are able to bend this rule and cast multiple Epic spells in a single turn, but have either taken extraordinary precautions to do so or possess power well beyond the might of Epic characters. If an Epic spellcaster attempts to cast more than a single Epic spell in a turn, at the DM's discretion a violent magical catastrophe of tremendous proportions may occur as the universe reacts poorly to the attempt.

LAW OF NOBILITY

While non-Epic magic is powerful, Epic magic is in a different league. If a non-Epic spell or magical effect would attempt to replicate the effects of Epic magic or other Epic effects, such as using a *wish* spell to cast an Epic spell, that attempt automatically fails.

Variant: Epic Material Components

The material components listed in an Epic spell's description are there for flavor to make every aspect of the spell feel like it is in a league of its own. These components are intended to be obtainable by Epic characters as easily as one acquires components for non-Epic spells. However, at the DM's discretion these components can become a bigger part of your game, requiring extensive effort to obtain or craft in order to cast Epic spells.

EPIC SPELLS

This section describes all known Epic spells available to spellcasters of various Epic prestige classes, and each has a list of Epic spells from which it can cast. The names of all Epic spells and their descriptions are detailed in this section as well.

ANATOMY AUGMENTATION

Tier 2 Epic transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (an herbal steroid of your own design)
Duration: 10 minutes

A creature you touch is imbued with increased physical or mental characteristics to a grotesque and excessive degree. Choose a single ability score; the creature has the ability score you selected and its ability score maximum increased by 10, to a maximum of 30.

Additionally, if the target has Epic advantage on saving throws and ability checks using that ability, and if it is not proficient in saving throws or ability checks, it becomes proficient.

This spell immediately ends if you cast it again before the duration ends.

ANTIMAGIC RAY

Tier 1 Epic abjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (an iron golem's knuckle)
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any non-Epic spells and a single tier 1 Epic spell on the target ends. If the target is under the effects of a tier 2 Epic spell or higher, you may choose to not end a single tier 1 Epic spell on the target (if any) and instead attempt an ability check using your spellcasting ability to end an Epic spell of a higher tier. The DC equals 24 for a tier 2 Epic spell and 28 for a tier 3 Epic spell. On a successful check, the spell ends.

At Higher Levels. When you cast this spell as a tier 2 Epic spell, you automatically end the effects of single tier 2 Epic spell or lower and may choose to not end a single tier 2 Epic spell to attempt to end a single tier 3 Epic spell. When you cast this spell as a tier 3 Epic spell, you automatically end the effects of a single tier 3 Epic spell.

ARBOREAL METAMORPHOSIS

Tier 1 Epic transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a nut from an extinct species of tree)
Duration: 1 minute

You attempt to transform one creature that you can see within range into a wooden form that functions like a living tree. If the target's body is made of solid matter, the creature must attempt a Constitution saving throw. On a failure it is restrained as its body begins to harden. On a success the creature isn't affected and the spell ends.

A creature affected by this spell must attempt another Constitution saving throw at the end of each of its turns until the spell ends. If it successfully saves against this spell three times, the spell ends. If it fails its saving throw three times the spell ends and the creature is turned to wood and subjected to the petrified condition permanently. The successes and failures don't need to be consecutive; keep track of both until the spell ends.

In the creature's new form, its body functions like a living tree of a type chosen by you, growing superficial foliage and other appropriate characteristics. If the creature is physically broken while petrified, it suffers from similar deformities if its reverts to its original state.

At Higher Levels. When you cast this spell as a tier 2 Epic spell a creature need only fail a single additional saving throw over the spell's duration after it fails the initial saving throw to become petrified. When you cast this spell as a tier 3 Epic spell, a creature that fails the initial saving throw against this spell becomes immediately petrified.

Ashran's Arcane Absorption
Tier 1 Epic abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a preserved globule of a black pudding in a glass sphere)
Duration: 1 minute

Invented by the tiefling ascendant Ashran Firebrand to protect himself against magical assassination attempts from his fiendish father, this spell negates and absorbs non-Epic magic and repurposes it for the caster's personal use. When you cast this spell, you are encased in a sheath of antimagic specially designed to negate enemy spells. While so encased, as a reaction, when you would be affected by a non-Epic spell you may absorb the spell and gain its magic. The absorbed spell's effect against you is prevented and any spells with a duration you absorb immediately end. Immediately after you absorb a spell, you generate a temporary spell slot of a level one lower than the level of spell you just absorbed (minimum of 1st level; absorbing cantrips does not generate spell slots), which can be used to cast spells as though it were one of your class's spell slots. These temporary spell slots last for the duration and are lost when absorption ends. Using this spell, you may absorb up to 10 total spell levels over its duration. If you would attempt to absorb the effects of a spell that would put you over this maximum, the spell's effect is prevented, and absorption immediately ends.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, you can absorb 5 additional levels of spells for each tier beyond tier 1.

Bioclasm
Tier 2 Epic evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a perfectly ripe avocado)
Duration: Instantaneous

A swirling ball of concentrated life energy erupts with a roar from your hands to a point you choose within range. Each creature of your choice in a 60-foot-radius sphere centered on the point regains 200 hit points and is cured of any non-Epic curses, poisons, and disease. If a creature is under the effects of an Epic curse, poison, or disease that would allow it to attempt a saving throw to end its effect, it may immediately attempt a single saving throw against any of those effects.

Additionally, if bodies of any creatures slain in the last 24 hours are in the spell's area, you may restore those creatures to life if their souls are free and willing to be restored. Affected creatures return with 100 hit points or their maximum hit points, whichever is fewer.

Bloodbane
Tier 2 Epic necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

You can forcibly extract the raw life force from others, consuming the raw life energy to heal your wounds. When you cast the spell, and as an action on each of your turns over its duration, a flesh-

and-blood creature you can see within range must succeed on a Constitution saving throw or take 20d8 points of necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Creatures with more hit points than your current hit point total attempt this saving throw at Epic disadvantage.

CALDERA
Tier 2 Epic transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an obsidian figurine in the shape of a dragon)
Duration: Concentration, up to 1 minute

You superheat the ground of an area within range, converting it to molten lava. The area of lava is difficult terrain and consists of ten 10-foot cubes, each of which must have been previously occupied by ground and be adjacent to at least one other cube. When a creature enters the area for the first time on its turn or starts its turn there, it takes 20d8 points of fire damage and must attempt a Constitution saving throw or be incapacitated by the extreme heat until the start of its next turn. A successful saving throw halves the damage and prevents the incapacitated condition.

At the start of each of your turns while you concentrate on this spell, the fire damage dealt by the spell increases by 2d8 (to a maximum of 40d8) and you may convert two additional 10-foot cubes of ground to lava in spaces you can see adjacent to at least one other cube of lava.

If you concentrate on this spell for its full duration, its duration becomes permanent and forms an active volcanic hotspot.

CATASTROPHE
Tier 1 Epic necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a handful of earth taken from a dead world)
Duration: Instantaneous

Your touch infects a creature with a dangerous infusion with the essence of death. Make a single melee spell attack against a creature within range. On a successful hit, the target becomes wreathed in negative energy for 1 minute. When a target so wreathed would regain hit points, the negative energy prevents the creature from regaining those hit points and it instead loses that many hit points. Once the spell prevents a target from regaining 200 hit points in this manner, the effect ends.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the amount of hit points the spell can prevent the target from regaining increases by 100 per tier above tier 1.

CELESTIAL TEMPEST
Tier 3 Epic evocation

Casting Time: 1 action
Range: 100 miles
Components: V, S, M (a holy book sanctified by a deity)
Duration: Concentration, up to 10 minutes

The heavens roil with divine energy as storm clouds appear in the shape of a cylinder that is 1,000 feet tall and 1 mile in diameter, centered on a point within range that is at least 10,000 feet directly above you. The spell fails if you can't see a point in the air where the clouds could appear. When the spell is cast, each creature in or beneath the spell's area senses the overwhelming divine power you wield and may offer a prayer (no action required) to beg for mercy. You become aware of any creatures who offer a prayer in this manner and may use this knowledge to spare them from the spell's effects.

The spell causes the following effects to occur over the course of its duration.

Breath of the Gods. Hurricane-force winds batter both the area of the spell and the area beneath the stormfront, tearing rooftops off buildings and blowing away anything not tied down. At the start of your turn, all objects in the area take 5 bludgeoning damage. Creatures of your choice that are exposed to these winds have Epic disadvantage on ranged attack rolls.

Pronounce Judgement. As a bonus action on each of your turns, you may call down up to three bolts of divine wrath from the stormfront to three separate points in or beneath the spell's area. Each creature within 10 feet of one of these points must attempt a Dexterity saving throw. A creature takes 5d10 righteous or vile damage (your choice) and 5d10 lightning damage on a failure, or half as much on a success. A creature cannot take damage from this effect more than once per turn.

Rain of Destruction. Smiting force drives down in waves as though it were rain. At the start of your turn, creatures of your choice in and beneath the spell's area take 4d6 radiant or 4d6 necrotic damage (your choice).

CONGRUENT SPELLWARD
Tier 2 Epic abjuration

Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a prism containing impossible geometry)
Duration: 1 minute

You creature a highly specialized field of magic that radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you and is centered on you. When you cast this spell, select a damage type, such as radiant or fire damage. You and creatures of your choice within 30 feet of you are immune to that damage type. For the duration, as an action, you can extend the radius of this spell's effect to 300 feet until the start of your next turn.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, you may select an additional damage type. Creatures affected by the spell also gain immunity to this damage type.

CRIMSON WINDS OF HAVOC
Tier 2 Epic conjuration

Casting Time: 1 action
Range: 1 mile
Components: V, S, M (a razor used to slit the throat of a king)
Duration: Concentration, up to 10 minutes

You call down a howling cyclone of razor-sharp blades to a point you can see on the ground within range. The cyclone is a 30-foot-radius, 1-mile-high cylinder centered on that point. Until the spell ends, you can use your action to move the cyclone up to

120 feet in any direction along the ground. The cyclone sucks up any Huge or smaller objects (including ammunition fired from ranged weapons) that aren't secured to anything and aren't being worn or carried.

When a creature enters the cyclone's area for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or become restrained and take 20d6 slashing damage. A successful saving throw prevents the restrained condition and halves the damage, and creatures larger than Huge automatically succeed on Strength saving throws against this spell. Creatures that fail a Strength saving throw against this spell are drawn 100 feet up into the air. Creatures in the air inside the spell's area move with the cyclone and fall when the spell ends or when they leave the spell's area. Objects and structures in the spell's area take 120 slashing damage at the end of each of your turns.

A creature restrained by the spell may use an action to attempt a Strength (Athletics) or Dexterity (Acrobatics) ability check against your spell save DC. On a success, the creature is no longer restrained and is hurled 200 feet away from the cyclone in a random direction.

CROWN OF VERMIN

Tier 1 Epic conjuration

Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S, M (an ancient insect encased in amber)
Duration: Concentration, up to 1 minute

You conjure a cloud of buzzing, swarming insects that emanates from you in a 15-foot radius. Until the spell ends, the cloud moves with you and is centered on you. The cloud has 200 hit points. When you take damage, the cloud of insects protects you by losing hit points and preventing 1 point of damage for each hit point lost. The cloud can prevent up to 50 damage at a time in this manner. If the cloud reaches 0 hit points, the spell ends.

If a creature moves into the spell's area for the first time on its turn or starts its turn there, it takes 25 piercing damage and the cloud loses 25 hit points.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, you increase the hit points of the swarm by 100 per tier above tier 1 and the maximum damage able to be dealt and prevented by the swarm by 25 per tier above tier 1.

DEMATERIALIZE

Tier 2 Epic illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (an object never seen by mortal eyes)
Duration: Concentration, up to 1 hour

You or a creature you touch vanishes completely, becoming nigh-impossible to perceive by any means. The target becomes invisible, along with everything it is wearing while those items remain on its person. The target is considered hidden, and creatures attempting to locate the target must succeed on a Wisdom (Perception) ability check versus your spell save DC to determine its location. Creatures under this effect cannot be seen by creatures with truesight, though such creatures attempt ability checks to locate the invisible creature at Epic advantage.

DETERMINISM

Tier 2 Epic divination

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a diamond from a parallel universe)
Duration: 1 minute

You curse a creature you are aware of within range, altering its fate to determine its future actions. When the target attempts to take its action on each of its turns, it must offer you an alternative action that it is able to take that cannot be the same type of action as the first (Attack action, cast a spell, Dodge action, etc.). You select which action the creature must take between the two options presented. The creature need not tell you what it will do with these actions or how they work, only that it wishes to take them.

At the end of each of its turns, the creature may attempt a Wisdom saving throw to end the effect. If the creature succeeds on two Wisdom saving throws in this manner, the spell ends.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, you increase the number of successful Wisdom saving throws the creature must make to end the spell by one, to a total of three.

DIMENSIONAL MASTERY

Tier 1 Epic enchantment

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (a compass that doesn't point north)
Duration: 10 minutes

You enchant yourself with a profound mastery over space within a 60-foot radius of you. When you cast the spell and as an action on each of your turns for the duration, you can teleport any number of creatures you can see within the spell's area to different unoccupied spaces you can see within the spell's area. An unwilling creature can attempt a Charisma saving throw to prevent this movement.

Additionally, if a creature you can see within the spell's area casts a spell or uses a feature that would magically teleport it to a different location, such as a *dimension door* spell or a conjuration wizard's Benign Transposition feature, you can use your reaction to force that creature to attempt a Charisma saving throw, preventing the movement on a failure.

DEMECIUS'S DIVINE INTERCESSION

Tier 1 Epic abjuration

Casting Time: 1 reaction, which you take when you or an ally within range would take damage
Range: 300 feet
Components: S
Duration: Instantaneous

Used by Demecius the hill dwarf ascendant to protect a fallen deity of light from the forces of evil, this spell wards an ally in imminent danger against all harm. You point at an ally within range and shield the ally in a nimbus of silver light. The shielded creature cannot take damage until the start of its next turn.

Dreamscape

Tier 3 Epic illusion

Casting Time: 1 action
Range: Self (150-foot radius)
Components: V, S, M (a dream journal containing 1,000 entries)
Duration: 10 minutes

A wave of reality-warping energy flows from you in an aura with a 150-foot radius. Until the spell ends the aura moves with you and is centered on you. When a creature enters the spell's area for the first time on its turn or starts its turn there, you may force it to succeed on an Intelligence saving throw or be pulled into a dreamlike state. Creatures can choose to forgo the saving throw and willingly enter this dreamlike state.

When you cast a spell within the aura's area, you may cast that spell as a dreamspell instead. Dreamspells have the following properties, in addition to their normal effects.

- Creatures not in a dreamlike state cannot be affected by the spell.
- The spell requires no verbal, somatic, or material components.
- If the spell is cast as an 8th-level or lower spell, it is instead cast as a 9th-level spell.

Energy Renewal

Tier 2 Epic abjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

When you cast a non-Epic spell that expends one of your spell slots, you regain 3d8 hit points per level of the spell slot expended. You can dismiss this spell as a bonus action and when the spell ends you regain 10d10 hit points.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, you increase the number of hit points you regain when you cast a non-Epic spell by 3d8 and when the spell ends you regain 10d10 additional hit points.

Enigma Masque

Tier 1 Epic illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (a portrait of a forgotten hero)
Duration: Concentration, up to 24 hours

You conceal a creature you touch in a magical mask that protects its identity and grants it a fictional persona of your own design. As a part of casting the spell, you must fabricate an entirely new character of the same size and type as the affected creature. You determine the character's name, personality, background, alignment, and any other details by which you wish others to know the character. For the duration of the spell, the target has a +10 bonus on Charisma ability checks to maintain the persona and convince others of its validity. The first time another creature perceives the target, it must attempt an Intelligence saving throw. On a failure, the creature becomes completely convinced the target is the persona, even if common sense would indicate otherwise, and has Epic disadvantage on Charisma and Wisdom ability checks against the target. An affected creature will even fabricate false memories to stretch reason to ridiculous degrees if necessary to believe the persona. If the true nature of the target is revealed through incontrovertible proof to an affected creature, the effect ends.

If you cast this spell every day for 1 week on the same target, its duration becomes permanent.

At Higher Levels. When you cast this spell at a tier higher than tier 1, you may affect up to two additional creatures within reach per tier above tier 1.

Enslave

Tier 2 Epic enchantment

Casting Time: 1 action or 10 minutes
Range: 5 feet
Components: V, S, M (a whip made from humanoid leather)
Duration: Concentration, up to 8 hours or permanent

You completely subjugate a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration and cannot act unless you will it. While the creature is charmed by this spell, you have a telepathic link with it across any distance or planar boundary. You can use this telepathic link to issue commands to the creature while you are conscious (no action required) which it obeys to the best of its ability. At the end of each of its turns, a creature charmed by this spell can repeat the saving throw to temporarily end the charm effect. On each of your turns over the spell's duration, if a creature affected by this spell is not charmed, you may use your action to force it to succeed on a Wisdom saving throw or become charmed by the spell.

This spell may be cast with a casting time of 10 minutes. When cast in this manner the spell's duration becomes permanent. The target can attempt a single Wisdom saving throw at the end of each year to end the effect.

This spell immediately ends if you cast it again before its duration ends.

Equinox

Tier 3 Epic evocation

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (an emerald cut in the shape of a maple leaf)
Duration: Concentration, up to 1 minute

You generate an aura of either life-giving positive energy or deadly negative energy (determined when the spell is cast) in a 60-foot radius centered on you. Until the spell ends, the aura moves with you and is centered on you.

If you select positive energy, when you cast this spell and at the start of each of your turns over the duration, creatures of your choice within the area are bathed in healing energy. Affected creatures regain 20d10 hit points are cured of the blinded, deafened, petrified, poisoned, and stunned conditions and their exhaustion is reduced by one level.

If you select negative energy, when you cast this spell and at the start of each of your turns over the duration, creatures of your choice within the area lose 20d10 hit points, gain one level of exhaustion, and cannot be immune to the blinded, exhausted, deafened, petrified, poisoned, and stunned conditions for as long as they remain in the spell's area.

EXALTED BRAND OF ABSOLUTION

Tier 2 Epic abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a jar of silver paint mixed with holy water)
Duration: Permanent

You make a melee spell attack against a creature you can reach. On a hit you brand the creature with a holy script written in the words of creation, the language of pure good. A branded target cannot lie or attempt to deceive others, deals half damage on its attacks, and at the end of each of its turns takes 6d12 radiant damage. On each of its turns, a branded creature can take an action to remove the effect by attempting a Charisma (Persuasion) ability check against your spell save DC, begging for mercy. On a success, the effect ends, and mythic creatures automatically succeed on this ability check. A creature that begs for mercy and takes no other actions takes no damage from the spell at the end of its turn, and Epic creatures that take no actions in this manner for 1 hour end the effect. Non-Epic creatures can end the effect by willingly changing their alignment to yours after begging for absolution for 24 hours.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, an affected creature takes 6d12 additional radiant damage at the end of each of its turns.

Aye, I know ya think magic is just some tool to get what ye want. But yer wrong. It is art, beautiful light that brings hope on the darkest of days. It's that light which extinguished yer evil, and what binds ye now. Consider that, necromancer, while ye serve yer 2,000-year sentence.

– Shalbe Blunderbust, hill dwarf archmage of the White Robe

FLASH FREEZE

Tier 1 Epic evocation

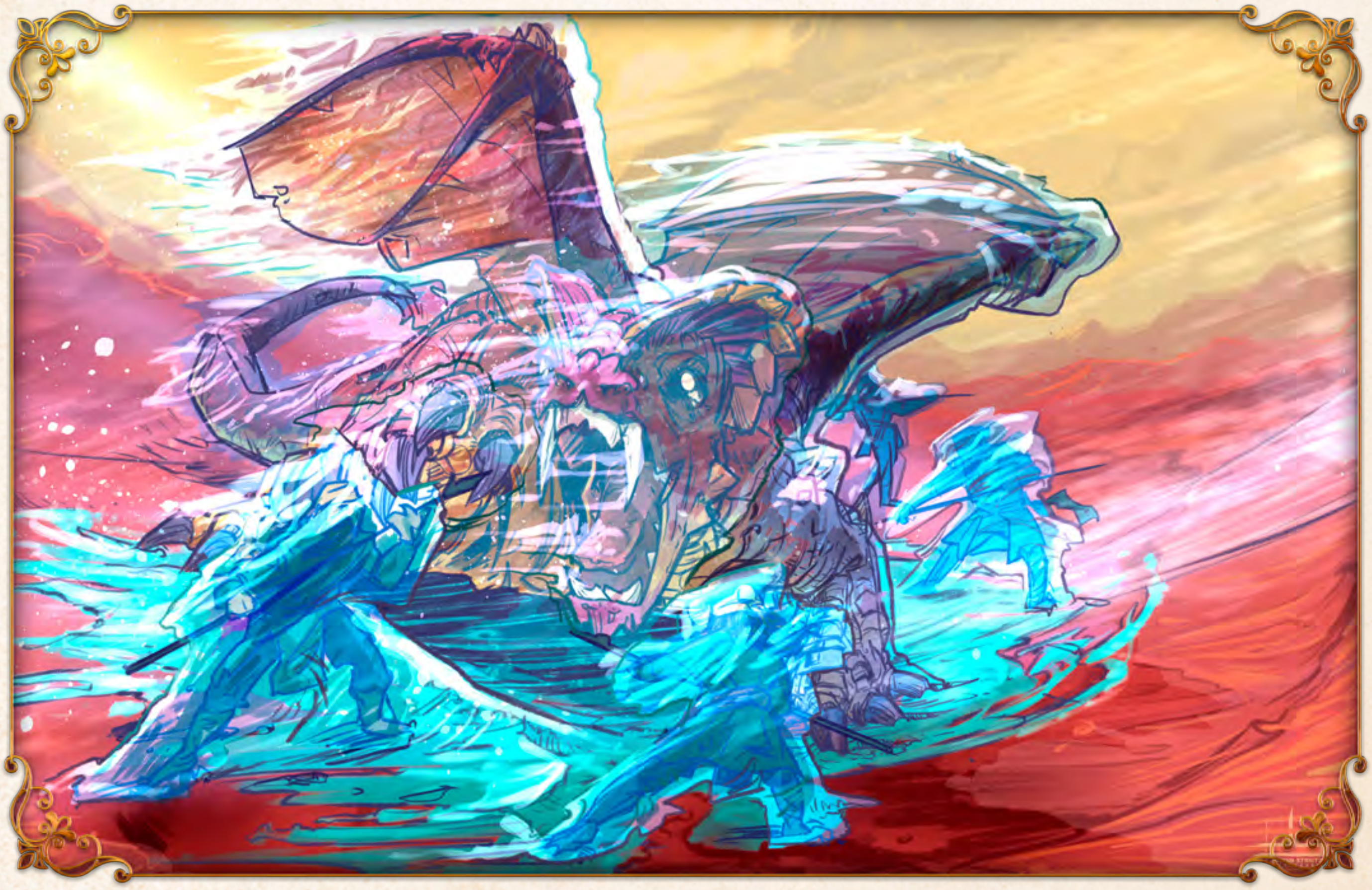
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (an ancient shard of ice)
Duration: Instantaneous

You generate a maelstrom of frigid cold in a 20-foot radius centered on a point within range. Creatures in the area must succeed on a Constitution saving throw or take 10d10 points of cold damage and become frozen. A successful saving throw halves the damage and prevents the frozen condition.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the cold damage increases by 10d10 for each tier above tier 1.

New Condition: Frozen

- A frozen creature is encased in ice, which is an object that surrounds the creature with an AC of 15 and 100 hit points. When the creature is no longer encased in ice, the condition ends.
- The creature's speed is 0, and it cannot take actions other than attempting to break free. A creature attempting to break free from the ice must take an action to attempt a Strength (Athletics) ability check against a DC of 15 or the source's spell save DC, whichever is higher. On a success, the condition ends.
- The creature is immune to all damage except cold and psychic damage.



FORCE ARMOR

Tier 2 Epic evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a tiny shield of a mithral adamantine alloy)
Duration: 8 hours

You surround yourself with overlapping plates of magical force that fortify you against attacks. Your AC becomes 20 + your Dexterity modifier and you cannot be critically hit. As a reaction when you would take damage, you may end the spell and become immune to that damage.

GENESIS

Tier 1 Epic evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of bark from a redwood treant)
Duration: 1 minute

A living creature you can see within range receives a bountiful wellspring of healing energy, regaining 20d6 hit points and becoming cured of the following conditions: blinded, deafened, exhaustion, and unconscious.

For the duration, at the start of each of the creature's turns, it regains 4d6 hit points. If a creature would be reduced to 0 hit points while under the effects of the spell, it regains 100 hit points and the spell ends.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the target regains 10d6 additional hit points when the spell is cast, 2d6 additional hit points at the start of its turn, and 100 additional hit points when the target is first reduced to 0 hit points, for each tier above tier 1.

HAIL OF DEADLY BLOSSOMS

Tier 3 Epic conjuration

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a black lotus)
Duration: Concentration, up to 1 minute

Until the spell ends, beautiful flower petals of lethal toxicity rain down in a 300-foot-tall cylinder with a 30-foot radius centered on a point you choose within range. Creatures within the spell's area cannot be resistant or immune to poison damage. When you cast the spell and at the start of each of your turns, you subject each creature in the spell's area to one of the following poisons.

Delphinium Dose. A creature subjected to this poison must succeed on a Constitution saving throw or take 40d8 poison damage or half as much on a success.

Gloriosa Lily Pollen. A creature subjected to this poison must succeed on a Wisdom saving throw or take 20d8 poison damage and become incapacitated until the start of its next turn. A successful saving throw halves the damage.

Hydrangea Venom. A creature subjected to this poison must succeed on an Intelligence saving throw or take 10d8 poison damage or half as much on a success. On a failure, the creature suffers violent delusions for the duration of the spell. During that time, it rolls a d10 and subtracts the number rolled from all its attack rolls, saving throws, and ability checks. The affected creature can attempt an Intelligence saving throw at the end of each its turns, ending the effect on itself on a success.

Nightshade Nectar. A creature subjected to this poison must succeed on a Strength saving throw or take 12d8 poison damage and have its speed reduced to 0 until the end of its next turn. A successful saving throw halves the damage and causes its speed to be halved until the end of its next turn instead.

HIDEOUS MANDATE

Tier 1 Epic enchantment

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: 1 minute

You issue a dire command to a creature that you are aware of within range. The target must succeed on a Wisdom saving throw or suffer the effects of the command for the duration. A creature that cannot hear you is immune to the spell's effects.

You may issue one of the following evil commands. At the DM's option, you may choose an alternative command, but it should be no more powerful than those described here, and must direct a creature toward acts of evil and violence. The DM has final say on such a command's effect. If your command proves impossible even under ideal circumstances, the spell ends. At the end of an affected creature's turn, it can attempt a Wisdom saving throw to end the effect.

Slay. The target experiences unfathomable animosity toward another creature you can see within range. The target does everything in its power to kill the creature as quickly as possible. The target will not defend itself if doing so would prevent it from somehow harming the creature or object that it hates.

Suffer. The target is wracked with extraordinary pain. When it attempts to take its action, it must succeed on a DC 20 Constitution saving throw or that action fails and the target is unable to attempt that action type (action, bonus action, reaction, etc.) again that turn.

Suicide. The target attempts to end its life by the most expedient and efficient means possible. The target may attack itself, target itself with destructive magic, deliberately expose itself to dangerous creatures or obstacles, or all of the above. A creature cannot deliberately fail saving throws while affected by this command, but it can choose to fail ability checks when prompted to do so.

Supplicate. The target is charmed by another creature you can see within range and does everything in its power to aid the creature. The target cannot willingly move away from the creature and will not defend itself if doing so would prevent it from somehow aiding or protecting the creature it is charmed by.

At Higher Levels. If you cast this spell as a tier 2 Epic spell, you can target an additional creature within range or every non-Epic creature within range. If you cast this spell as a tier 3 Epic spell, in addition to the benefits gained by casting it as a tier 2 Epic spell, you may target a third creature within range or increase the range of the spell to 300 feet.

HUNGRY FISSURE

Tier 1 Epic transmutation

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a fossilized dragon claw)
Duration: Instantaneous

A great fissure 100 feet long, 30 feet wide, and 50 feet deep opens along the ground, starting in front of you and extending in a direction of your choice. A creature standing in the effect's area can use its reaction to attempt a Dexterity saving throw to move safely to the edge of the fissure as it opens. On a failure or if unable to take a reaction, a creature large enough to fit inside the fissure falls to the bottom. If the fissure opens beneath a structure, the structure automatically collapses. At the end of your turn, the fissure slams shut, trapping creatures within underground. A creature so entrapped cannot move and is restrained unless it has a burrow speed. An entrapped creature can take an action to attempt a Strength (Athletics) ability check versus your spell save DC. On a success it is no longer restrained and can dig its way out by spending 4 feet of movement for every 1 foot it digs.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the dimensions of the fissure increase by 100 feet in length, 30 feet in width, and 50 feet in depth per tier above tier 1.

IMPLOSION

Tier 2 Epic transmutation

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

You compress a single target of Gargantuan size or smaller with overwhelming force. If the target is a non-Epic creature, it is slain instantly. All other targets instead take 30d10 points of bludgeoning damage. Creatures reduced to 0 hit points or slain by this spell are compressed to the size of a marble, along with any nonmagical equipment they are carrying.

INFINITY ROOM

Tier 1 Epic illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a tessellation drawn upon a piece of vellum)
Duration: Concentration, up to 1 hour or permanent

You fabricate a 20-foot cube of illusory, impossible architecture and absurd geometry in a space you can see within range. The cube visibly distorts and warps everything within it, making its contents appear simultaneously everywhere and yet nowhere. Creatures outside the area have total cover against creatures inside the area, and three-quarters cover against creatures with truesight. A creature that is completely within the spells area cannot willingly leave by any means unless it takes an action to attempt a DC 20 Intelligence ability check. On a success, the creature is able to determine a route out of the infinity room by physical or magical means and can leave freely.

If you concentrate on this spell for its entire duration, you may choose to have the illusion become permanent. An instance of this spell made permanent in this manner immediately ends if you make another instance of this spell permanent.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, you increase all dimensions of the cube by 10 feet for every tier above tier 1.

KINETIC CONTROL

Tier 2 Epic transmutation

Casting Time: 1 action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 10 minutes

Your consciousness overflows with telekinetic power, allowing you to manipulate almost any object with your mind. When you cast the spell, and as a bonus action each round for the duration, you can exert your will on one creature, object, or structure that you can see within range. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

Creature. You can try to move a Gargantuan or smaller creature. The creature must succeed on a Strength saving throw or you can move the creature up to 120 feet in any direction, including upward but not beyond the range of the spell. Until the end of your next turn the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in midair. You can attempt to affect multiple creatures within range simultaneously, but the strain of doing so reduces the duration of the spell. For each additional creature within range you attempt to simultaneously affect, the duration of the spell is reduced by 1 minute.

Object or Structure. You can try to move an object or structure that weighs up to 100,000 pounds that fits entirely inside the spell's area. If an object isn't being worn or carried, you automatically move it up to 120 feet away in any direction, but not beyond the range of the spell. You can attempt to move objects or structures heavier than 100,000 pounds but the strain of doing so reduces the duration of the spell. For each round you lift an object heavier than 100,000 pounds, the duration of this spell is reduced by 1 minute, plus another minute for every 100,000 pounds beyond the spell's normal limit.

If an object is worn or carried by a creature, that creature must succeed on a Strength saving throw or the object is pulled away and moved up to 120 feet in any direction but not beyond the range of the spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring contents from a vial.

LUCK OF AGES

Tier 3 Epic divination

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a mithral horseshoe)
Duration: 1 round

With a touch, you imbue a creature with legendary fortune in all endeavors. The target gains the following benefits for the duration.

- When the target fails a saving throw, it can choose to succeed instead.
- When the target misses an attack, it instead scores a hit.
- If the target rolls a 19 or lower on an ability check, it instead rolls a 20.

MAGIC BULLET

Tier 1 Epic evocation

Casting Time: 1 action
Range: 1 mile
Components: S, M (an extremely dense object the size of a marble)
Duration: Instantaneous

You fire a superdense projectile at unreal speeds toward a single target you can see within range. The projectile passes through any nonmagical object or non-Epic magical barrier and deals 100 force damage, striking with perfect accuracy. Creatures cannot take reactions in response to being targeted by or taking damage from this spell.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the damage increases by 100 for each tier above tier 1.

MALEVOLENT FISTS OF SPITE

Tier 3 Epic evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a small, crushable beast)
Duration: Concentration, up to 1 minute

You create two Huge fists of sickly black energy in two unoccupied spaces that you can see within range. The fists last for the spell's duration and move at your command, mimicking the movements of your own hands.

Each fist is an object with an AC of 26 and 500 hit points. A fist has a Strength of 34 (+12) and a Dexterity of 10 (+0) and does not fill its space. If a fist drops to 0 hit points, it gives a final offensive gesture before exploding. Each creature within 20 feet of the hand when it explodes must succeed on a Dexterity saving throw or take 20d8 points of force damage, or half as much on a success.

When you cast the spell and as bonus action on your subsequent turns, you can move each fist up to 60 feet and then cause one of the following effects with each of them.

Crush. A fist makes a single melee spell attack against each creature in a 15-foot cube with at least one side adjacent to it. On a successful hit, a creature takes 6d12 + 12 force damage; if the creature is on the ground, it is knocked prone.

Smash. If both fists are within 60 feet of each other with no structures or barriers between them, as an action you can have them perform the Smash maneuver. If an obstacle, structure, or magical barrier prevents the fists from being able to cooperate, this maneuver fails.

The fists bump together with punishing force, moving 30 feet directly toward each other. Huge or smaller creatures in the fists' paths must succeed on a Dexterity saving throw or be pushed ahead of the fists as they come together and then slammed between them. A slammed creature takes 20d8 force damage and is stunned until the end of its next turn. The fists then move to the nearest unoccupied space. A successful saving throw moves a creature to the nearest unoccupied space out of the path of the fists.

Tear. If both fists are within 60 feet of each other with no structures or barriers between them, as an action you can have them perform the Tear maneuver. If an obstacle, structure, or magical barrier prevents the fists from being able to cooperate, this maneuver fails.

Both fists move directly toward a Huge or smaller creature between them and attempt to grapple it. A fist already grappling the target creature does not make an additional grapple attempt. If both fists grapple the creature, they pull the creature in opposite directions and attempt to tear it in half. The grappled creature must succeed on a Constitution saving throw or lose half its maximum hit points, or lose 100 hit points on a success. A creature reduced to 0 hit points from this damage is torn in half. If only a single fist succeeds on the grapple, the target is instead subjected to this spell's Throttle effect.

Throttle. A fist attempts to grapple a Huge or smaller creature within 5 feet of it. You use the fist's Strength score to resolve the grapple. If the target is Large or smaller the fist has Epic advantage on the check. While the fist is grappling a target, the target cannot breathe or speak and is restrained. As a bonus action, you can order the fist to squeeze the grappled creature. When you do so, the target must succeed on a Constitution saving throw or be knocked unconscious until the start of its next turn.

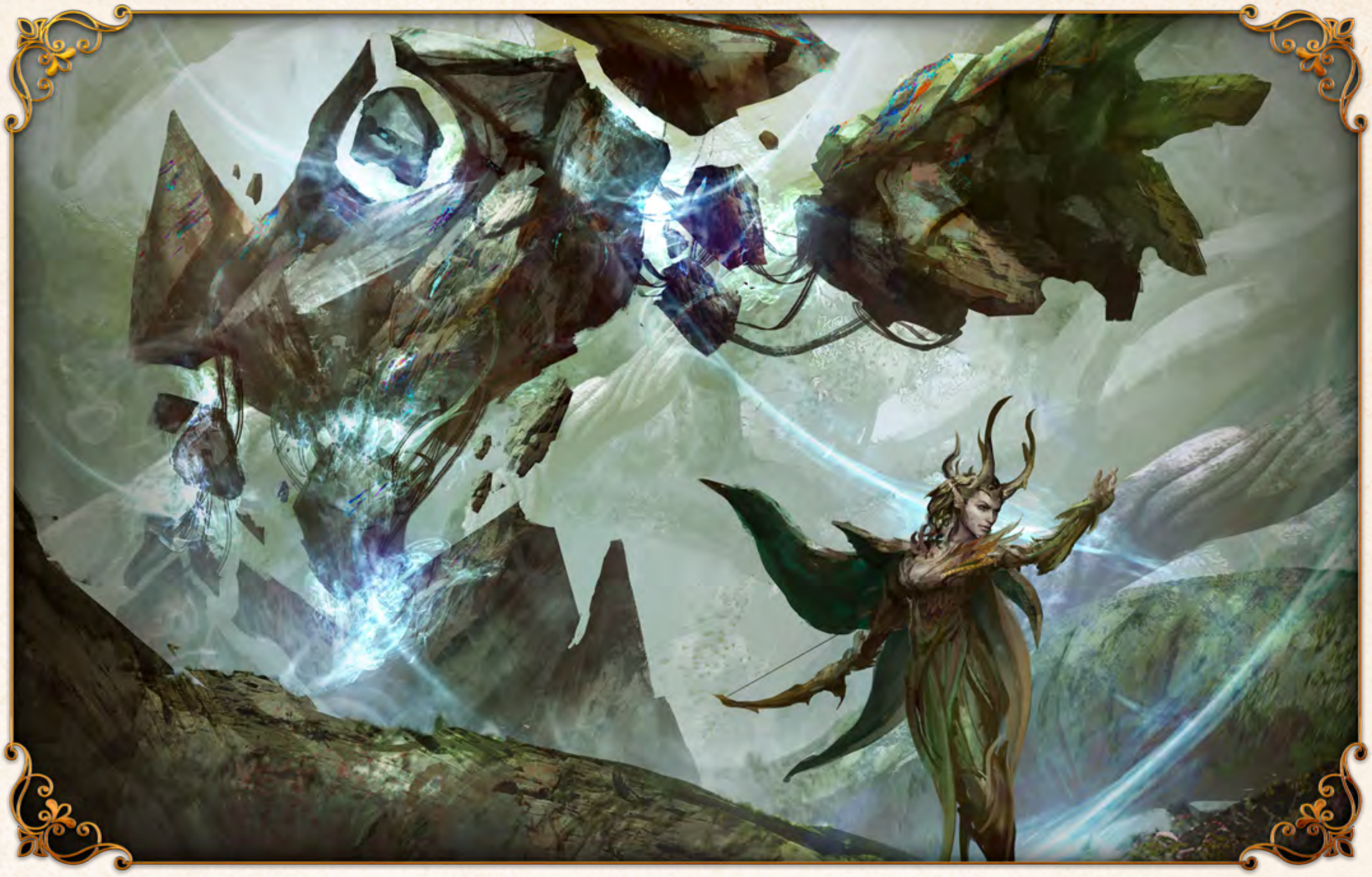
MEGALITH

Tier 2 Epic conjuration

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a fist-sized stone inscribed with druidic runes by seven different archdruids)
Duration: Concentration, up to 1 hour

You summon a mighty elemental being that appears in an unoccupied space you can see that is connected to the ground. The megalith disappears when it drops to 0 hit points or when the spell ends.

The megalith serves you unquestioningly and takes its turn immediately after yours. The megalith obeys verbal commands given to it in a language it understands (no action required by you). If you don't issue commands to it, the megalith defends itself from hostile creatures, but otherwise takes no actions. If the megalith is within 90 feet of you, half of any damage you take (rounded up) is transferred to the megalith.



MEGALITH

Huge elemental, neutral

Armor Class 23
Hit Points 230 (20d12 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	10 (+0)	16 (+3)	6 (-2)

Saving Throws Str +15, Con +12, Wis +10
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, stunned, unconscious
Senses truesight 60 ft., passive Perception 13
Languages Druidic, Terran

TRAITS

Druidic Strikes. The megalith's weapon attacks are magical.

Siege Monster. The megalith deals double damage to objects and structures.

ACTIONS

Multiattack. The megalith makes two Slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage and if the target is a creature, it must succeed on a Strength saving throw versus your spell save DC or be knocked prone.

MERA'S MIRACULOUS LIGHTNING LEAP

Tier 1 Epic transmutation

Casting Time: 1 bonus action
Range: Self
Components: V, S, M (a fine adamantine wire 15 feet long)
Duration: 1 round

Discovered by the beloved silver dragonborn ascendant Mera, this spell transforms your body and equipment into pure electrical energy for the duration. While in this state, you gain the following benefits.

- You are immune to lightning damage and have resistance to all other damage.
- You have a fly speed of 120 feet and your movement does not provoke opportunity attacks.
- You can occupy another creature's space and vice versa and a creature's space is not considered difficult terrain for you. Additionally, you can move through any space large enough for a pinhead. If you end your turn in another creature's space, you provoke an opportunity attack from that creature and are moved to the nearest unoccupied space.
- When you enter a creature's space for the first time on a turn, it takes 10d10 lightning damage.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the damage increases by 10d10 and the spell's duration increases by one round for each tier above tier 1.

Mortifying Apparition

Tier 1 Epic illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a tooth of a person frightened to death)
Duration: Concentration, up to 1 minute

You manifest a horrific vision in an unoccupied space you can see within range. Creatures of your choice that see the vision perceive it to be the most terrifying thing they can conceive. When a creature that is not frightened starts its turn and can see the vision, it must succeed on a Wisdom saving throw or become frightened of the vision. A creature that is immune to the frightened condition cannot be immune to this effect but attempts saving throws against it with Epic advantage.

A creature frightened by this spell must take the Dash action to move away from the vision by the fastest, most direct route unless there is nowhere to move. If the creature ends its turn in a location where it cannot see the vision, it can attempt Wisdom saving throw. On a success, the effect ends for that creature and it cannot be frightened by the spell again for its duration.

At Higher Levels. When you cast this spell as a tier 2 Epic spell, you can take an action on each of your turns to move the vision up to 60 feet. If you cast this spell as a tier 3 Epic spell, a creature that successfully saves against the spell to end the effect is instead able to be frightened by the spell again for its duration.

Necrotic Cyst

Tier 2 Epic necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (a rag soaked in the blood of a plague victim)
Duration: 1 year

Your touch infests a creature with the vilest of disease that festers and churns with raw evil. Make a melee spell attack against a flesh-and-blood creature within reach. On a hit, you infest the creature with a necrotic cyst which takes up residence within its body. If the creature is immune to disease, it is not immune to the necrotic cyst, but your spell attack against the creature is made at Epic disadvantage. The cyst is a complex disease that can take many forms. When you infect a creature with the disease, you may select which form the cyst initially takes. As an action while you are on the same plane as the creature infected by the cyst, you may change the form of the cyst to a different one. An Epic creature can attempt a Constitution saving throw at the end of each of its turns. Once two successful Constitution saving throws have been made in this manner, the effect ends. The spell immediately ends if you cast it again before the duration ends.

Benign Cyst. The cyst lies dormant within the creature, becoming nearly undetectable. Non-Epic magic is unable to detect the cyst and the creature can no longer attempt Constitution saving throws to end the effect. A benign cyst can be surgically removed by a creature using a healer's kit to succeed on a Wisdom (Medicine) ability check versus your spell save DC.

Emaciating Cyst. The creature's body rapidly withers as the cyst consumes its life force, reducing it to a hunched, crippled state. The creature cannot take bonus actions or reactions and has Epic disadvantage on Strength, Dexterity, and Constitution saving throws.

Hungering Cyst. The creature's body is consumed from the inside by the cyst. At the start of each of the creature's turns, it takes 8d8 points of necrotic damage. If the target is slain while under the effects of the hungering cyst, each creature within 5 feet of the creature must succeed on a Constitution saving throw or become infected with a necrotic cyst for the remainder of the spell's duration.

Liquidating Cyst. The cyst explodes outward in a shower of gore and body parts. If the creature has 100 hit points or fewer, it is slain instantly. Otherwise, the creature takes 20d6 points of necrotic damage and the spell ends.

Oppressing Cyst. The creature's head visibly swells as the cyst relocates to its brain. The creature is charmed and has Epic disadvantage on Intelligence, Wisdom, and Charisma saving throws.

Night Terror

Tier 1 Epic divination

Casting Time: 1 minute
Range: Special
Components: V, S, M (the skull of a creature that died from psychic damage)
Duration: 1 week

This Epic spell fills a creature's dreams with traumatic events and horrific visions. Choose a creature known to you as the target of this spell. Creatures that do not sleep, such as elves, have Epic advantage on saving throws against this spell but are not immune to its effects, instead suffering the effects when they take a long rest. If you possess a piece of that creature's body, such as a lock of hair, the creature attempts its saving throws against this spell with Epic disadvantage. This spell immediately ends if you cast it again before its duration ends.

Over the spell's duration, you automatically sense when your target begins a long rest. While the target is resting in this manner, you may begin a short or long rest to enter a trancelike state. You are unconscious while in this state and still gain the benefits of that rest. In the trance, you may choose to inflict one of the following effects on the creature over the course of its rest.

Enervating Visions. You send the creature exhausting nightmares of starvation and weakness. The creature must succeed on a Wisdom saving throw or gain 1 level of exhaustion and gain no benefit from its rest.

Murderous Intentions. You force the creature to dream of its death at your hands over and over. When the creature next sees you in person, it must succeed on a Wisdom saving throw or take 8d6 psychic damage per day it has experienced these nightmares. A successful Wisdom saving throw halves the damage. If the spell ends before the creature sees you in person, this effect ends.

Torturous Impressions. You can injure the creature's mind by forcing it to experience torture, dismemberment, and staggering pain. When the target finishes its long rest, it must attempt a Constitution saving throw. Record whether the saving throw was a success or failure. If the target fails three such Constitution saving throws over the course of the spell's duration, it dies.

Obsidian Tombs

Tier 2 Epic conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (four obsidian shards carved into cubes)
Duration: Instantaneous

You create prisons of crushing rock from the ground in four 15-foot cubes you can see within range. The cubes have an AC of 20 and 400 hit points and if destroyed leave behind difficult terrain in the area they occupied. Huge or smaller creatures completely within those areas must succeed on a Dexterity saving throw to avoid getting imprisoned, moving to the nearest unoccupied space outside of the spell's area on a success. Creatures that are not completely inside a tomb's area are pushed to the nearest unoccupied space. On a failure, creatures that completely fit inside the area are encased in the stone prisons and begin suffocating.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, each cube created by this spell has 800 hit points instead of 400.

Phenomenal Cosmic Power

Tier 3 Epic transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a golden timepiece set to track 1 minute of time)
Duration: 1 minute

Your body surges with the endless power of the multiverse, consuming your magic but providing you with extraordinary benefits. When this spell is cast and at the start of each of your turns, you may expend two of your unspent non-Epic spell slots. You choose the level of the slots expended, gaining a number of special dice called cosmic dice (d12s) equal to six plus the combined level of spell slot levels expended in this fashion. You cannot have more cosmic dice than twice your maximum Hit Dice. Any excess dice generated beyond this limit are lost, and all cosmic dice generated by this spell are lost at the end of spell's duration.

This spell immediately ends if you cast it again before its duration ends or if you change form to that of another creature.

You can use cosmic dice in a variety of ways, choosing from the following options.

- **Cosmic Shield:** When you take damage, you may use your reaction to roll any number of your cosmic dice and reduce the damage by the total amount rolled.
- **Cosmic Form:** Once per turn (no action required), you may spend four cosmic dice to end a single condition affecting you (you choose which condition).
- **Cosmic Blast:** Once per turn, when you deal damage with a spell you cast, you may roll any number of your cosmic dice. The spell deals additional force damage equal to the amount rolled.

Phoenix Pyre

Tier 1 Epic transmutation

Casting Time: 1 reaction, which you take when you take damage
Range: Self (20-foot radius, 100-foot-high cylinder)
Components: V, S, M (a phoenix feather)
Duration: Instantaneous

You immolate yourself in a massive blast of flame, dying instantly. Your body is destroyed and any equipment you were carrying vanishes in the flames. Creatures in a 20-foot-radius, 100-foot-high cylinder centered on your space must succeed on a Dexterity saving throw or take fire damage equal to your maximum hit points at the time you cast the spell. A successful saving throw halves the damage. At the end of your next turn, you return to life with half the hit points you possessed when you cast the spell and your body and equipment magically reform at the space where you cast this spell (or the nearest unoccupied space if that space is occupied).

At Higher Levels. When you cast this spell as a tier 2 Epic spell, you return to life with the same hit points you had when you cast the spell. When you cast this spell as a tier 3 Epic spell, you return to life at your maximum hit points.

Planar Eviction

Tier 2 Epic conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (two native flowers from two different planes)
Duration: 1 round

You make a melee spell attack against a creature you can reach. On a successful hit, you banish the creature, scattering its form across the planes. The creature disappears from its space and over the course of its banishment, it takes 10d10 acid, cold, fire, lightning, necrotic, or radiant damage (your choice).

At the start of each of your turns for the duration, a creature banished by this spell takes an additional 10d10 damage of a different type from the list (your choice) then returns to the space it left or to the nearest unoccupied space if that space is occupied.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, the duration of the creature's banishment increases by 1 round.

Prismatic Deluge

Tier 2 Epic evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a shard of glass forged by dragonfire)
Duration: Concentration, up to 1 minute

A cloud of multicolored light appears in a 10-foot-tall, 150-foot-radius cylinder centered on a point you can see 200 feet directly above you. The spell fails if you cannot see a point in the air where the cloud could appear. When you cast the spell and as an action on each of your turns until the spell ends, you may cause up to two different colored globes to rain down from the sky from the Colored Globe table. Each globe strikes a separate 15-foot cube centered on a point within range.

At Higher Levels. If you cast this spell as a tier 3 Epic spell, you create three colored globes instead of two at the time of casting and each time you take an action to call down additional globes.

Colored Globe Table

Colored Globe	Effect
Red	Each creature in the area must succeed on a Dexterity saving throw or take 120 fire damage, or half as much on a success.
Orange	Each creature in the area must succeed on a Dexterity saving throw or take 80 acid damage. Objects and structures in the area take triple damage. A successful saving throw halves the damage.
Yellow	Each creature in the area must succeed on a Dexterity saving throw or take 40 lightning damage and become stunned until the end of their next turn. A successful saving throw halves the damage and prevents the stunned condition.
Green	Each creature in the area must succeed on a Constitution saving throw or take 80 poison damage and become poisoned for the duration of the spell. A successful saving throw halves the damage and prevents the poisoned condition.
Blue	Each creature in the area must succeed on a Constitution saving throw or take 80 cold damage and have their movement speed reduced to 0 until the end of their next turn. A successful saving throw halves the damage and prevents the reduction to movement speed.
Indigo	Each creature in the area must succeed on a Constitution saving throw or become restrained as they begin to turn to stone. At the start of each restrained creature's turn for the remainder of the spell's duration, it must attempt a Constitution saving throw. If the creature fails a total of three Constitution saving throws (including the initial saving throw), it is petrified.
Violet	Each creature in the area must succeed on a Wisdom saving throw or become slowed—its movement speed is halved and it is unable to take bonus actions or reactions for the remainder of the spell's duration. A creature can attempt a Wisdom saving throw at the end of each of its turns to end the effect.

PYROCLASTIC CANNON

Tier 3 Epic evocation

Casting Time: 1 action
Range: Self (500-foot line)
Components: V, S, M (liquid magma from the heart of a volcano)
Duration: Instantaneous

A column of pure lava erupts from your outstretched hand in a direction you choose, forming a line 500 feet long and 15 feet wide. Everything in the line must succeed on a Dexterity saving throw or take 50d8 fire damage and be coated in molten lava for 1 minute. A successful saving throw prevents being coated in lava. A creature coated in lava takes 10d8 fire damage at the start of each of its turns and can attempt a Dexterity saving throw at the end of each of its turns to end the effect.

RELEASE THE KRAKEN

Tier 3 Epic conjuration

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a kraken's heart)
Duration: Concentration, up to 10 minutes

You conjure watery tentacles in eight unoccupied 10-foot squares on the ground or in water that you can see within range. Each tentacle is an object that fully occupies the space with an AC of 18 and 200 hit points that lasts for the duration or until reduced to 0 hit points. When a creature starts its turn within 50 feet of a tentacle and the tentacle is not grappling another creature, the tentacle makes a melee spell attack against that creature. On a successful hit, the creature takes 6d6 bludgeoning damage, and Huge or smaller creatures are grappled and restrained (escape DC equal to your spell save DC). If a tentacle is grappling a creature, the tentacle cannot attack any creature other than the grappled creature.

As an action, you can command all active tentacles to attack a creature, object, or structure you can see within 50 feet of each of them. Tentacles not grappling foes make a melee spell attack against any targets, dealing 6d6 bludgeoning damage on a successful hit and grappling and restraining Huge or smaller targets (escape DC equal to your spell save DC). Tentacles which are currently grappling creatures when you command them to attack instead fling the grappled creatures 120 feet in a random direction, dealing 12d6 bludgeoning damage and knocking them prone.

REVERSE MAGIC

Tier 1 Epic abjuration

Casting Time: 1 reaction, which you take when you see a creature within 300 feet of you casting a spell
Range: 300 feet
Components: S
Duration: Instantaneous

You interrupt a creature casting a spell with a blast of antimagic. If the creature is casting a tier 1 Epic spell or non-Epic spell, that spell fails and has no effect. If the creature is casting a tier 2 Epic spell or higher, you must attempt an ability check using your spellcasting ability (DC 24 for a tier 2 Epic spell and DC 28 for a tier 3 Epic spell). On a success, the creature's spell fails and has no effect. At your discretion, spells which are successfully reversed explode spectacularly, dealing 10d6 arcane damage to the casting creature.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the interrupted spell has no effect if its tier is less than or equal to the tier used to cast this spell. Additionally, the damage caused by a reversed spell increases by 5d6 per tier above tier 1.

SILENT SCYTHE OF SLAYING

Tier 3 Epic abjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a god's gravestone)
Duration: 1 minute

You manifest a deadly spectral scythe of pure force within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can attempt a melee spell attack against a target within 15 feet of the weapon. On a hit, the weapon deals force damage equal to 5d10 plus your spellcasting ability modifier. If the weapon scores a critical hit, it rolls damage dice three times instead of twice. Creatures reduced to 0 hit points by this spell are decapitated.

As a bonus action on each of your turns, you can move the weapon up to 60 feet and repeat the attack against a target within 15 feet of it.

Sonic Boom

Tier 1 Epic evocation

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (a storm giant's death rattle, magically preserved in a glass jar)
Duration: Instantaneous

You clap your hands and unleash a deafening wave of thunderous energy in a 60-foot radius centered on you. Creatures other than you in that area must succeed on a Constitution saving throw or take 20d6 thunder damage and be blinded and deafened until they regain at least 1 hit point from magical healing. A successful saving throw halves the damage and prevents the blinded and deafened conditions.

If this spell is cast in a structure or enclosed space that is not large enough to accommodate the entire 60-foot radius, it deals an additional 20d6 thunder damage and you are subjected to the spell's effects.

Soul Harvest

Tier 3 Epic necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a lich's phylactery)
Duration: Concentration, up to 1 minute

You extract the soul of a single creature within range and gain power from its essence. The creature cannot regain hit points for the duration of the spell and has Epic disadvantage on all attack rolls, saving throws, and ability checks. Additionally, the creature cannot be resistant or immune to damage while under the effects of this spell.

Finally, you gain temporary hit points equal to the target's Constitution score multiplied by ten. If the creature is killed while under the effects of the spell, you consume its soul, learning everything the creature knew, and the creature cannot be restored to life by non-Deific means.

SPELL SEQUENCER

Tier 1 Epic enchantment

Casting Time: 1 action
Range: Self
Components: V, S, M (a golden onion)
Duration: 8 hours

Imbuing your spellcasting with a powerful infusion of Epic magic, you select three non-Epic spells you know of 5th level or lower with a casting time of 1 action or bonus action. Until the spell ends, you may cast all three selected spells as a single bonus action in an order of your choice. Spells cast in this manner do not expend your spell slots and do not prevent you from casting additional non-cantrip spells that turn. This spell immediately ends after you use this bonus action or if you cast it again before the duration ends.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the maximum level of non-Epic spells you can select at the time of the spell's casting increases to 6th level as a tier 2 Epic spell, and 7th level as a tier 3 Epic spell.

SPHERE OF ULTIMATE DESTRUCTION

Tier 3 Epic conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a black diamond cut into a perfect sphere)
Duration: Concentration, up to 1 minute

You summon a 5-foot-diameter sphere of pure destructive emptiness in a space of your choice within range which lasts for the duration. Whenever anything comes into contact with the sphere for the first time that round, it takes 30d10 force damage. A creature that makes contact with the sphere can attempt a Constitution saving throw to halve the damage. Anything reduced to 0 hit points by the sphere is instantly and totally destroyed, leaving no remains.

The sphere is capable of flight, and as a bonus action you can move the sphere up to 60 feet. If the sphere maintains contact with a magical item of legendary quality or lower for its full duration, that item is disintegrated.

As an action, you can choose to end the spell and open a portal to the void at the sphere's location. Everything within 60 feet of the portal must succeed on a Strength saving throw or be drawn into the void and instantly destroyed, leaving no remains.

STORM OF TORMENT

Tier 2 Epic necromancy

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (a draught of liquid suffering)
Duration: Concentration, up to 1 minute

You invoke a swirling maelstrom of pain in a 60-foot radius around you. Until the spell ends, the maelstrom moves with you and is centered on you. As a reaction when a creature in the spell's area takes an action, bonus action, legendary action, or reaction, you may deal 10d6 psychic damage to that creature and it must attempt a Constitution saving throw. On a failure, the creature's action fails. On a success, you regain the use of your reaction at the end of that turn.

On each of your turns until the spell ends, you may forgo your action, bonus action, or both. For each action you forgo in this manner, you gain the use of an additional reaction until the start of your next turn.

TEMPORAL STASIS

Tier 2 Epic transmutation

Casting Time: 1 action or 1 minute
Range: 120 feet
Components: V, S, M (a watch that has never worked)
Duration: Concentration, up to 1 minute or permanent

Time itself attempts to freeze around a creature you can see within range. The target must succeed on a Wisdom saving throw or become paralyzed for the duration. Creatures immune to the paralyzed condition are not immune to the effects of this spell and instead have Epic advantage on saving throws against it. At the end of each of its turns, a paralyzed creature can attempt a Wisdom saving throw, suppressing the paralyzed condition on a success.

On each of your turns, if a creature affected by this spell is not paralyzed, you may use your action to force it to succeed on a Wisdom saving throw or become paralyzed by the spell.

This spell may be cast with a casting time of 1 minute. When cast in this manner the spell's duration becomes permanent. The target must succeed on a Wisdom saving throw or become paralyzed for the duration. While paralyzed by the spell in this manner, the target is frozen in time and does not age, nor does it need to eat, drink, or breathe. At the end of every thousand years, a paralyzed creature can attempt a Wisdom saving throw, ending the spell's effects on a success.

TORRENTIAL AVALANCHE

Tier 2 Epic evocation

Casting Time: 1 action or 10 minutes
Range: Sight
Components: V, S, M (a snow globe containing a tiny village at the base of a mountain)
Duration: 1 minute or 1 hour

A gigantic avalanche of snow and debris appears at a point you choose within range. You can make the wall a straight line up to 500 feet long, 100 feet high, and 50 feet thick. The wall lasts for the duration. When the wall appears, each creature within the area must succeed on a Strength saving throw or take 10d10 cold damage or half as much on a success.

At the start of each of you turns after the wall appears, the wall, along with any creatures in it, moves 60 feet away from you. Any Gargantuan or smaller creature inside the wall or whose space the wall enters when it moves must attempt a Strength saving throw or take 10d10 cold damage or half as much on a success. A creature can take this damage only once per turn. If the wall lasts for its full duration, it crashes to the ground in wave of frigid cold. Each creature within the wall's area when the spell ends in this manner must succeed on a Dexterity saving throw or take 30d10 cold damage, or half as much on a success.

A creature caught in the wall can move by swimming. Moving within the wall costs quadruple movement. A creature that moves out of the area falls to the ground.

This spell can be cast with a casting time of 10 minutes. If cast in this way, the duration of the spell increases to 1 hour, and the wall may be a straight line up to 1 mile long, 500 feet high, and 100 feet thick. The wall moves 200 feet away from you at the start of each of your turns.

TRANSLOCATION

Tier 1 Epic conjuration

Casting Time: 1 action or 1 bonus action
Range: 30 feet or 60 feet
Components: V, S
Duration: Instantaneous or concentration, up to 1 minute

If you cast this spell as an action, it transports you and up to twenty willing creatures you can see within 30 feet of you, or a single object that you can see within 30 feet of you, to a destination you select. If you target an object, it must be able to fit inside a 30-foot cube and it can't be held or carried by an unwilling creature.

The destination you choose must have been viewed by you in person at least once; you may choose a location on another plane of existence. Non-Deific forces cannot prevent this effect.

If you cast this spell as a bonus action, you teleport to an unoccupied space you can see within 60 feet and must concentrate on the spell to maintain its effect. On each of your turns before the spell ends, you can use a bonus action to teleport in this way again.

TRANSMOGRIFICATION

Tier 3 Epic transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a doppelganger embryo)
Duration: Concentration, up to 10 minutes

Choose one creature or nonmagical object you can see within reach. You transform a creature into a different creature, a creature into an object, or an object into a creature (the object must be neither worn nor carried by another creature). Mythic creatures are immune to the effects of this spell. An affected target gains temporary hit points equal to the hit points of its new form. These temporary hit points cannot be replaced by temporary hit points from another source and the target reverts to its normal form when it has no more temporary hit points or when it dies. If the spell ends before then, the target loses all its temporary hit points and reverts to its normal form. At the end of each of its turns, a transformed Epic creature can attempt a Wisdom saving throw to end the effect. After three successful Wisdom saving throws, the effect ends. If you concentrate on this spell for its full duration, its effects become permanent and a creature can no longer attempt saving throws to end the effect. As an action, you can touch a creature affected by this spell to force it to assume a different form.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than your character level. A creature cannot be turned into a mythic creature under any circumstances. You can choose to have the target's game statistics, including mental ability scores, completely replaced by the statistics of the new form and the target assumes the new form's alignment and personality. Otherwise, the target retains its alignment, along with its Intelligence, Wisdom, and Charisma scores. Additionally, the target retains its skill and saving throw proficiencies, in addition to gaining those of the creature—if the creature has the same proficiency as the target, use whichever bonus is higher.

The target is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other actions that require hands or speech, unless its new form is capable of such actions. The target's equipment can meld into the new form at your discretion. The target can't activate, use, wield, or otherwise benefit from any of its equipment unless that form could also do so.

Object into Creature. You can turn an object into any kind of creature, as long as that creature is not a mythic creature and the creature's challenge rating is 20 or lower. The creature is friendly to you and your companions for the duration and acts immediately after you on the initiative order. The DM has the creature's statistics and controls the creature, resolving all of its actions and movement.

If the spell becomes permanent, the creature may remain friendly toward you depending on how it was treated.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics becomes those of the object, and the creature has no memory of the time spent in this form if it reverts to its normal form. The object cannot be worth more than 10,000 gp.

VENOM LANCE

Tier 1 Epic conjuration

Casting Time: 1 action
Range: 500 feet
Components V, S, M (a manticore's stinger)
Duration: Instantaneous

You hurl a stinger imbued with lethal poison which seeks out a creature you are aware of. The targeted creature must succeed on a Constitution saving throw or have its hit point maximum reduced by 15d6 + 60, or half as much on a success. A creature's hit point maximum remains reduced until it is affected by an Epic effect that restores hit points or until it finishes a long rest.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, the creature's hit point maximum on a failed saving throw is reduced by an additional 40 points for each tier above tier 1.

WALL OF DISSOLUTION

Tier 1 Epic conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a vial of fresh acid from a black dragon)
Duration: Concentration, up to 1 hour

A vitriolic wall of slick acid appears on the ground, forming a semi-transparent barrier up to 90 feet long, 30 feet high, and 5 feet thick, centered on a point you can see within range. Alternatively, you can shape the wall into a hemisphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration.

Creatures in the wall's area when it is created, who move into the wall for the first time on their turn, or who start their turn within the wall must succeed on a Constitution saving throw or take 12d8 acid damage, or half as much on a success. If a creature fails its saving throw by 5 or more, it takes double damage from the spell.

A creature attempting to move through the wall must spend 4 feet of movement for every 1 foot moved.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, you may increase the wall's thickness by 10 feet per tier above tier 1.

WAVE OF CALAMITY

Tier 1 Epic necromancy

Casting Time: 1 action
Range: Self (30-foot cone)
Components V, S, M (demon bile)
Duration: Instantaneous

Toxic fumes emanate from your mouth. Each creature in a 30-foot cone must attempt a Constitution saving throw. A creature gains two levels of exhaustion on a failure, or one level on a success. A creature with one or more levels of exhaustion gained from this spell may attempt a Constitution saving throw at the start of each of its turns to remove one level of exhaustion gained from this spell. A creature immune to the poisoned condition has Epic advantage on saving throws against this spell.

At Higher Levels. When you cast this spell as a tier 2 Epic spell or higher, a creature gains two additional levels of exhaustion on a failed saving throw per tier above tier 1, or half as many levels on a success.

EPIC RITUALS

As characters explore a world full of Epic magic, they can discover secret arcana of staggering proportions called Epic rituals. These special Epic spells are typically too powerful or impactful in a game Epic Legacy to simply be a part of an Epic character's advancement. Instead, they must be discovered, researched, or granted by powerful beings. Each ritual has tremendous potential to shape both the combat and story of a game, and they should be considered some of the most significant tools in any Epic character's arsenal. Epic rituals are not limited to powerful spellcasting classes and can be learned or cast by anyone as long as they are able to meet the necessary prerequisites.

EPIC RITUALS IN YOUR GAME

Epic rituals are primarily a tool for DMs as set pieces, plots devices, and even treasure. Because Epic characters cannot learn Epic rituals by any means other than the DM making them available, how each ritual appears and interacts in a game of Epic Legacy should be something the DM considers carefully.

LEARNING EPIC RITUALS

Epic rituals are pieces of forgotten or well-protected lore that are typically acquired through adventuring. These spells have their intricate processes and details meticulously outlined in ancient mystic tomes, carved into the walls of forgotten tombs, or hidden away inside the minds of gods. The method by which a ritual is discovered and learned is up to the DM, but typically, once discovered, a ritual can be learned by an Epic character after intensive study, research, and experimentation with the acquired material. Some rituals are simple enough to be memorized, while others are so complex as to require a library full of books on hand to cast them safely. A simple method for learning and acquiring an Epic ritual is the possession of a text detailing its casting requirements, such as a book or spell scroll.

ANATOMY OF AN EPIC RITUAL

Epic rituals are special Epic spells with several unique properties that necessitate them being separated from their more traditional counterparts. Like spells, Epic rituals share a lot of the same anatomy, including a casting time, components, and duration. Epic rituals follow these same restrictions, with the following additional rules.

Power. The casting and magical effects of Epic rituals have a special DC called a power DC, which replaces the primary caster's spell save DC (when applicable) and is detailed in each ritual's description. This DC also represents the DC that other creatures must beat when attempting to dispel, counter, or magically interfere with the casting or magical effects produced by an Epic ritual.

Casting. An Epic ritual has special modes of casting that allow for a single primary caster and a number of potential supporting casters as detailed in its description. The primary caster for a given Epic ritual starts a ritual's preparation, follows the ritual's guidelines over the course of its duration, and finally casts the ritual itself once the preparations are complete. A primary caster must meet a ritual's prerequisites to begin preparing the spell.

Epic rituals that allow for supporting casters ease the herculean effort a primary caster must make to cast the spell. Supporting casters need not meet the primary caster prerequisites to participate in a ritual's casting, but must always be Epic creatures. A supporting caster must participate fully in the ritual to grant any benefits, though the loss of a supporting caster does not cause the spell to fail. The benefits and details of using supporting casters to help cast an Epic ritual are detailed in each ritual's preparation section.

Components. Epic rituals require special components in order to be cast. The verbal and somatic components of a ritual function identically to non-Epic components of the same name, but the material and location components have unique rules.

Some Epic rituals have a special location component, which indicates a ritual must be both fully prepared *and* cast within or around the specified location. This location component is detailed in each ritual's "components" section (indicated in the list by an "L"). If the primary caster of an Epic ritual leaves this area for any reason over the course of the ritual's preparation, the spell fails.

If an Epic ritual requires a material component, all detailed materials must be provided when the casting of the ritual begins and remain within the ritual's location for the entire preparation or the spell fails. All material components are consumed when an Epic ritual's preparation time is completed.

Preparation. A ritual's casting begins with its preparation, and the primary caster must follow the guidelines detailed in the ritual's "preparation" section until the ritual is complete. While a creature is technically "casting" a ritual over the course of its preparation, the caster is not considered to be casting a spell until its effect is unleashed. The primary caster is not prevented from casting other spells or performing other activities while preparing the ritual unless doing so would interfere with the preparation guidelines. While each ritual has a preparation time which refers to the length of its preparation, a ritual need not strictly adhere to this cast time. Additional supporting casters can reduce this duration, while other effects such as combat or interfering magic can increase it. The DM determines the impact of such factors beyond those stated in the ritual's description.

Effect. Once an Epic ritual's preparation is complete, the primary caster must immediately take an action to unleash its effect. At this moment, the primary caster of the Epic ritual is considered to be casting a spell in the traditional sense according to 5th Edition's general spellcasting rules.

LIST OF EPIC RITUALS

The following Epic rituals are presented in alphabetical order.

Affair of Honor

Epic enchantment ritual

Primary Caster Restrictions: 21st level or higher, lawful alignment
Power DC: 50
Preparation Time: 8 hours
Components: V, S, M (a written contract between both participants, signed in blood), L (a location agreed upon by both participants)
Duration: 24 hours

The magic of this ritual binds two creatures together, forcing them to engage in honorable combat without any assistance from allies or outside forces.

Preparation: When you begin casting this ritual, you must touch two creatures that have agreed to be willing participants in the duel. If either creature willingly leaves the spell's area during its preparation, it is slain instantly, and the spell fails. Over the course of the preparation, you must use precise legal language to describe the rules of the duel so that there are no loopholes or exploits, ensuring both participants understand these parameters. The duel can have special rules upon which both participants agree (such as banning spellcasting, magic items, or illegal techniques), but the duel must always be to the death.

Effect: All creatures other than the duelists are magically transported to the edge of the spell's area and cannot enter the area by any means until the effect ends. Everything within the spell's area is immune to all effects from sources outside the area. If any force would successfully interfere with the duel, the spell immediately ends. The spell ends when one of the duelists has slain the other or after 24 hours have elapsed. A creature slain within the spell's area cannot be restored to life without the victorious creature's explicit permission.

Apocalypse

Epic evocation ritual

Primary Caster Restrictions: 30th level, Epic spellcasting feature
Power DC: 60
Preparation Time: 10,000 days
Components: V, S, M (a pinch of dust from a destroyed world), L (the place the world is destined to end, which is determined by the DM)
Duration: 1 minute

This ritual uses the power of a deity to bring about the utter destruction of a world. Once cast, there is no stopping the apocalypse—the world is doomed.

Preparation: When you begin casting this ritual, you must designate a willing deity with a divine rank of greater deity or higher to provide the power behind the spell. Over the course of the ritual's preparation, you must honor the sponsoring deity with ritualistic sacrifices, extravagant prayers, and other acts of faith that are appropriate to its portfolio. Doing so requires 8 hours of strenuous activity each day and an extraordinary amount of resources whose expense is determined by the DM. A supporting caster can perform these acts with you, reducing the preparation time of the ritual by 1 day per day you are aided in this manner. The preparation time of this ritual cannot be reduced to less than 100 days by any means.

During the last 7 days of the casting, you must consecrate the area within 1 mile of the ritual's location, dedicating it to the sponsoring deity. This process takes 16 hours of strenuous activity per day in addition to the normal 8 hours of strenuous activity required to prepare the ritual. If the ritual is interrupted or fails during this time, both you and the sponsoring deity are destroyed utterly and cannot be restored to life by any means.

Effect: The apocalypse begins. Seas boil, the ground splits open, volcanoes erupt, and the sky rains death. On initiative count 20 (losing initiative ties) everything on the plane takes 10d10 points of either acid, cold, fire, or lightning damage, and 10d10 points of vile or righteous damage (your choice in both cases). At the end of the ritual's duration, the plane explodes, and everything remaining upon it loses 100d10 hit points. Anything reduced to 0 hit points by this ritual is destroyed utterly. Each effect produced by this ritual is considered a Deific effect and cannot be prevented by any means.

Arcane Embargo

Epic abjuration ritual

Primary Caster Restrictions: 26th level or higher, 1 or more Epic levels in the archmage or archon Epic prestige class
Power DC: 30
Preparation Time: 30 days
Components: V, S, M (a spell scroll of a 9th-level spell from the school of magic you wish to embargo), L (a 100-foot square of ground unaffected by magic)
Duration: Permanent

You completely ban the use of magic from a certain school within the ritual's area by generating a discriminatory field of antimagic.

Preparation: When you begin preparing this ritual, you must immediately choose one school of magic. Over the course of the ritual's preparation, you must perform 8 hours of strenuous activity each day carving runes of antimagic throughout the area. If you cast this ritual again in an area already affected by this ritual, the spell ends.

Effect: A powerful aura of discerning antimagic emanates from the ritual's location in a 10-mile radius. Spells of the school you designated when you began casting the ritual automatically fail when cast within the area by non-Deific means and the effects of such spells (other than the ritual) are suppressed within the area.

Army of Darkness

Epic necromancy ritual

Primary Caster Restrictions: 21st level or higher, ability to cast 9th-level spells using a Spellcasting feature
Power DC: 28
Preparation Time: Special (see description)
Components: V, S, M (at least one hundred humanoid corpses, up to a maximum of ten thousand), L (the site of a massacre, great battle, or other event in which hundreds were slain by violent means)
Duration: Permanent

This ritual creates legions of undead that can be commanded like an army.

Preparation: Over the course of the ritual's preparation, you inscribe profane symbols of undeath onto corpses available within the area. You can inscribe up to one hundred corpses in this manner for every 8 hours of strenuous activity you engage in, and each supporting caster can inscribe twenty-five corpses for every 8 hours of strenuous activity they engage in. The preparation time of this ritual increases depending on the number of corpses you wish to inscribe.

Effect: You speak the words "klaatu, barada, nikto" and all inscribed corpses rise as undead creatures. Each corpse becomes either a zombie or skeleton (your choice) and is friendly toward you and your supporting casters. You can use a bonus action on each of your turns to telepathically issue commands, and the undead follow your commands explicitly. When issuing such a command, you can choose to address a single undead, ten undead, or the entire army. If a humanoid creature is slain by an undead created by this ritual, it immediately rises as a zombie and becomes a member of the army. If you are slain or do not issue a command in a single 24-hour period to undead created by the ritual, the army disperses and the effect ends.

Call of the Lance

Epic conjuration ritual

Primary Caster Restrictions: 21st level or higher, Cavalry Master Epic feat
Power DC: 28
Preparation Time: 1 hour
Components: V, S, M (an adamantine lance)
Duration: Instantaneous

You call a mighty mount to serve you faithfully in battle against the mightiest of foes. This creature is a fearless companion that lives and dies by your side, shaped by your courage and worthiness as a rider.

Preparation: While you are preparing this ritual, you must engage in light activity for its entire preparation time. This activity takes the form of reciting a poem you have composed that tells of the horrors of war, the glory of battle, and the courage it takes to charge down one's foes. The poem must end with an oath that pledges loyalty and affection to your mount. Once you begin preparing this ritual, you cannot prepare it again until you finish a long rest.

Effect: A powerful mount appears in an unoccupied space adjacent to you. The mount has the following statistics and is a celestial, dragon, fiend, or plant (your choice). The mount comes equipped with barding that cannot be removed by any means. The mount immediately disappears if you begin preparing this ritual again, it is slain, or you willingly treat the mount as though it were not a friend or ally. Whenever the mount disappears, it leaves behind any objects it was carrying or wearing besides its barding. If you willingly kill your mount, you can never cast this ritual again.

The mount is friendly toward you and serves you unquestioningly, sharing your goals and motivations. You control the mount in combat. While the mount is within 1 mile of you, you can communicate with it telepathically.

Epic Mount

Large Epic (celestial, dragon, fiend, or plant—your choice), (your alignment)

Armor Class 24 (barding)
Hit Points: 333 (29d10 + 174)
Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	18 (+4)	24 (+7)	12 (+1)

Saving Throws (the mount is proficient in Strength, Dexterity, Constitution, and Wisdom saving throws and uses your proficiency bonus to determine the bonus to its saving throws)
Skills (the mount is proficient in Athletics and Perception and uses your proficiency bonus to determine the bonus to its skills)
Condition Immunities charmed, frightened
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks
Senses blindsight 60 ft., darkvision 120 ft., passive Perception (see Skills)
Languages (your languages)

TRAITS

Empowered Blows. The mount's weapon attacks are magical.

Mighty Steed. While it is being ridden, the mount has Epic advantage on saving throws and ability checks.

Unbelievable Speed. On each of its turns, the mount can take a bonus action to take the Dash action.

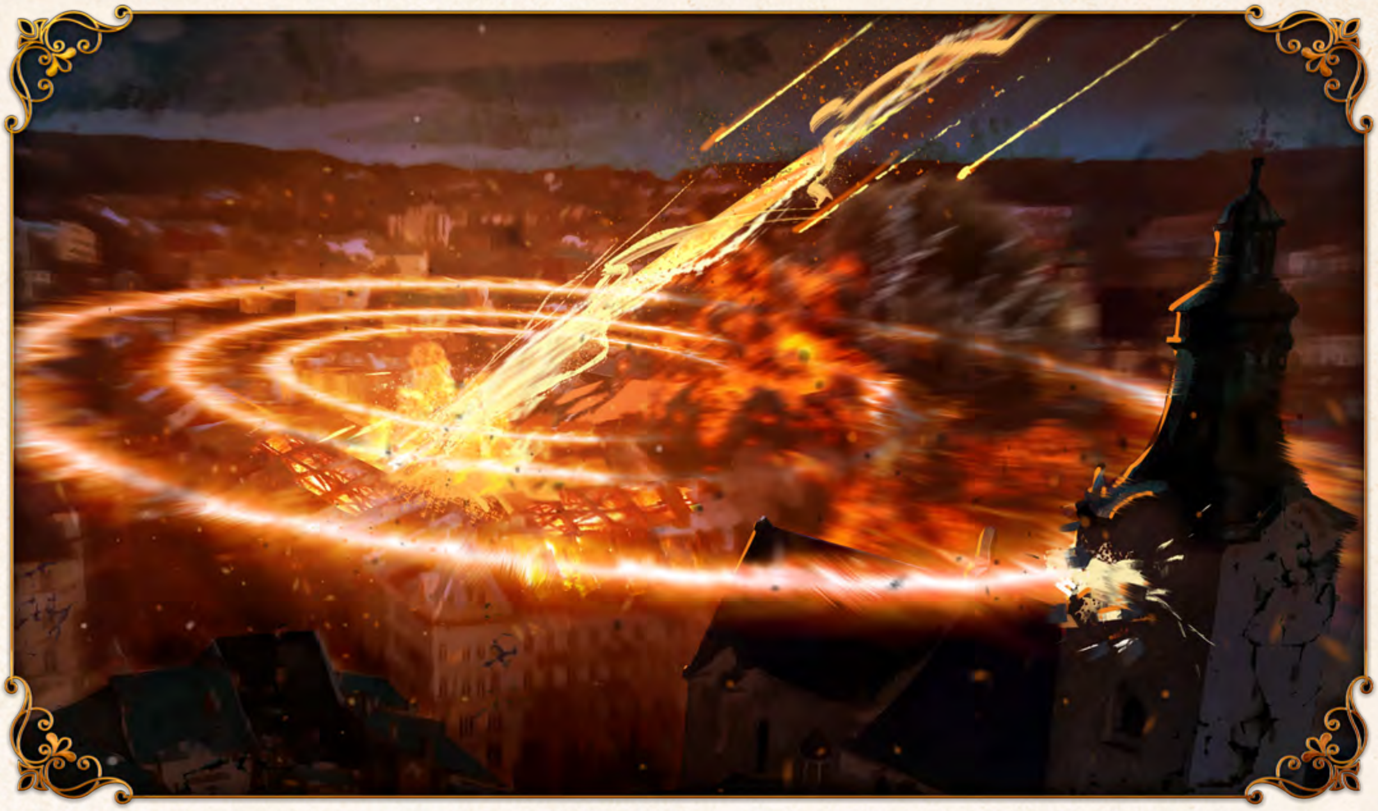
ACTIONS

Multiattack. The mount makes two attacks.

Bite. *Melee Weapon Attack:* (5 + your proficiency bonus to hit), reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Call to Glory (Recharge 5–6). The mount magically teleports up to 100 miles to an unoccupied space adjacent to you. As a reaction when the mount appears, you may mount it.

Kick. *Melee Weapon Attack:* (5 + your proficiency bonus to hit), reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is pushed 10 feet away from the mount.



CAST DOWN
Epic conjuration ritual

Primary Caster Restrictions: 30th level, Epic spellcasting feature
Power DC: 40
Preparation Time: 7 days
Components: V, S, M (the most powerful devout worshiper of the target deity), L (a site sacred to the target deity)
Duration: 24 hours

In the face of Epic magic, even the gods can be made vulnerable. Developed by Janon the Godbreaker, this ritual can make a deity temporarily mortal and strand it on a mortal plane.

Preparation: When you begin the ritual's preparation, you must immediately name an intermediate or greater deity and speak its truename. The target deity becomes aware of the ritual's preparation the instant its truename is spoken. Over the course of the ritual's preparation, you must spend 24 hours of strenuous activity each day in focused meditation during which you cannot move or take actions. A supporting caster can assist you by meditating in the same manner, temporarily assuming the role of primary caster for up to 8 hours each day. In the last hour of the ritual's preparation, you need no longer meditate and the devout worshiper (the material component for the ritual) must be executed by you and the body desecrated. If the ritual fails, you and any supporting casters who aided you cannot cast this spell again for 100 years.

Effect: The target deity falls from the sky, landing in a holy site, church, or place of religious significance dedicated to it. The landing causes a catastrophic explosion, dealing 100d10 force damage to everything within 1,000 feet of the point of impact. For the duration of the ritual, the deity cannot go more than 500 feet from the impact area by any means. The bound deity is no manifestation, avatar, or visage, but a full-fledged god in possession of Deific powers. The deity almost always views being summoned in such a manner as an unforgivably hostile act. If the deity is slain over the course of the ritual's duration, it is permanently destroyed and cannot be restored to life by any means. If the deity slays you and your supporting casters, the ritual's effects immediately end.

DUNGEON DELVER'S DELIGHT
Epic conjuration ritual

Primary Caster Restrictions: 21st level or higher, ability to cast 9th-level spells using a Spellcasting feature
Power DC: 26
Preparation Time: 2 hours
Components: V, S, M (a solid gold cornucopia worth at least 5,000 gp), L (the entrance to a dungeon, lair, or other inhospitable, enclosed space)
Duration: 8 hours

The ultimate spell for the homeless adventurer, this ritual creates an idyllic and inviting campsite for you and your companions to share.

Preparation: Over the course of the ritual's preparation, you direct your thoughts to those of joy, good food, comfort, and companionship. These thoughts begin to manifest as the effects of the ritual, but appear as hazy mirages until the ritual is complete.

Effect: Even Epic characters must eat, and few feasts are more nourishing than the impressive *dungeon delver's delight*. Created by the famous dungeoneer Mark Maximus, this ritual creates an extravagant camping site that provides you with all the necessities to brave the horrors in a nearby dungeon. The ritual produces the following effects within unoccupied spaces within 200 feet of its location.

Fantastic Feast. An extravagant feast appears before you, able to feed up to twenty individuals of Gargantuan size or smaller. A creature must spend 1 hour consuming the feast to gain the following benefits for 24 hours.

- The creature gains the benefits of a *heroes' feast* spell.
- The first magical potion the creature drinks after consuming the feast has its duration increased to the duration of the feast's effect.
- When the creature is reduced to 0 hit points for the first time, it may choose to be immediately magically teleported to the location of the feast.

Warding Campfire. A roaring firepit supplies warmth to any who rest near it. The area within 300 feet of the campfire causes the following effects.

- Allies that finish a long rest recover all of their hit dice instead of half.
- All non-Epic weather effects that would be harmful or unpleasant to creatures within the area are negated.
- You are telepathically alerted if an enemy creature attempts to enter the area without your express permission. Such creatures must succeed on a DC 26 Wisdom saving throw or be unable to willingly enter the area.

FORCE FIELD

Epic evocation ritual

Primary Caster Restrictions: 22nd level or higher, 1 or more levels in the archmage, archon, or ascendant Epic prestige class
Power DC: 28
Preparation Time: 8 hours
Components: V, S, M (one adamantine cube worth 1,000 gp for each 20-foot cube of the spell's area)
Duration: Permanent

You create a nearly impenetrable field of force that totally encompasses an area. You can raise or lower this field with a mere word.

Preparation: When you begin preparing the ritual, you must draw a line upon the ground that forms the outline of the area you wish to affect with the ritual, which becomes its location. Over the course of the ritual's casting, you must engage in strenuous activity during which you perfectly determine the exact arcane geometry of the spell. The area of the spell is a 20-foot cube for each material component you provide, each of which must be adjacent to the other. At the end of the ritual's casting, you must designate a password that can be used to raise or lower the forcefield when spoken.

Effect: As a bonus action, when you or another creature speaks the designated password within 5 feet of the ritual's area, a mighty barrier of pure force forms around the perimeter of the spell's area. Speaking the password again while within 5 feet of the ritual's area causes the barrier to disappear. The barrier is 1 foot thick and prevents the passage of any physical object, creature, or magical effect. Anything attempting to leave or enter the area of the spell by magical means must succeed on a DC 28 Charisma saving throw, or the effect fails. Effects that would ordinarily destroy force effects (such as a *disintegrate* spell) instead destroy a 10-foot section of the barrier. Unless the barrier is completely destroyed, any destroyed sections of the barrier are magically repaired after 1 minute.

IMMORTAL LEGEND

Epic necromancy ritual

Primary Caster Restrictions: 24th level or higher, 1 or more levels in ascendant, primordial, or truespeaker Epic prestige class
Power DC: 35
Preparation Time: 7 days
Components: V, S, M (a solid gold statue of the target, forged on a 1:1 scale)
Duration: Instantaneous

You restore a dead creature to life with the power of Epic magic, allowing it to return regardless of how it died.

Preparation: When you begin preparing the ritual, you must touch the statue used as the spell's material component and willingly maintain physical contact with it for the entire preparation. During this time, you channel your power into the statue, slowly transforming it into the target creature A secondary caster can aid in the ritual's casting by duplicating this process, reducing the preparation time by 1 day for each supporting caster that does so, to a minimum of 1 day.

Effect: The statue is magically transformed into a new body for the dead creature, which is returned to life in its place. This is a Deific effect and is able to restore all aspects of a slain creature (such as a new soul, truename, or similar characteristics). If the creature died of old age, it returns to life at an age of your choice. Once a creature has been restored to life by this ritual, it can never be affected by it again for a period of 1,000 years.

LEGACY OF STEEL

Epic enchantment ritual

Primary Caster Restrictions: 21st level or higher, 1 or more levels in an Epic prestige class, proficiency with martial weapons
Power DC: 34
Preparation Time: 6 months
Components: V, S, M (a nonmagical weapon or piece of armor that you have wielded for at least 5 years), L (a smithy)
Duration: Instantaneous

You spend countless hours perfecting a piece of equipment that is significant to you, reforming it into a mighty tool of great power.

Preparation: When you begin preparing this ritual, you begin augmenting the item chosen as the ritual's material component. Over the course of the ritual's preparation, you must honor the history that you and the chosen item share. Doing so involves 8 hours of light activity each day during which you contemplate your relationship with the item. You reflect on battles you have fought, foes you have slain, and lives you have saved, all with the faithful assistance of this veteran piece of equipment. Additionally, you must spend 8 hours of strenuous activity each day improving, augmenting, and enchanting the item using various tools, magic, and skills. Doing so involves expending at least 2,000 gp of exceedingly rare materials per day appropriate to the composition of the item.

Effect: With the masterwork stroke of your tools, your formerly mundane piece of equipment is reborn as an artifact. The item gains the magical properties of a single magical weapon (if the item was a weapon) or armor (if the item was a piece of armor) of legendary quality or lower magic item of your choice. The DM determines what properties are available to choose from, and you must attune to the item to benefit from its properties. The type of weapon or armor of your item need not correspond to the property of the original item. For example, you can use this ritual to give a glaive the properties of a *flame tongue* sword. At your DM's discretion, your item may be intelligent. In such cases, the item is friendly toward you and aspires to follow your ideals. Other creatures cannot attune to the item, and while you are attuned to the item you are aware of its exact location as long as it is on the same plane as you.

Miracle

Epic conjuration ritual

Primary Caster Restrictions: 28th level or higher, divine rank of 1 or higher
Power DC: Infinite
Preparation Time: 1 year
Components: V, S
Duration: Instantaneous

Miracle is the most powerful magic ever produced in the known multiverse. Its power is limitless, able to accomplish anything with a snap of your fingers.

Preparation: Preparing this ritual requires the sacrifice of godlike power. When you begin preparing this ritual, you must declare what you seek to accomplish by casting this spell. This declaration is heard and perfectly understood by every Deific creature in the multiverse. Over the course of the ritual's preparation, you must dedicate your divine power toward the ritual. You cannot use or benefit from any features gained from having divine ranks, and you must spend 8 hours of strenuous activity each day channeling this energy toward the spell. While preparing this ritual, Deific creatures always know your exact location, and you cannot be hidden or invisible to Deific creatures.

Effect: With a snap of your fingers you change reality to a new mode of existence, with near-limitless potential. In the known history of this ritual, no casting has failed to produce the desired effect exactly as intended. The effect must be identical to the desired effect declared when you began preparing the ritual. The effects of this ritual are beyond Deific, and only the most powerful deities are believed to be capable of contesting its magic.

Once this ritual has been performed, you lose one divine rank (minimum of zero) and the spell cannot be cast again by any creature for 100 years.

Natural Disaster

Epic conjuration ritual

Primary Caster Restrictions: 21st level or higher, 1 or more levels in the ascendant or primordial Epic prestige class
Power DC: 32
Preparation Time: 12 hours
Components: V, S, M (the skull of a creature from an extinct species), L (within at least 50 miles of an artificial structure)
Duration: Instantaneous

You invoke the vengeful spirits of nature to create a cataclysmic disaster that is nonmagical in nature.

Preparation: When you begin preparing this ritual, you target a single artificial structure you can see, which nature acknowledges with ominous force. The earth rumbles, winds blow, seas churn, and trees murmur. Over the course of the ritual's preparation, you cannot move or take actions as you continue to point at your target. Supporting casters can do the same if they stand adjacent to you. For each supporting caster that aids you in this manner, the casting time of the ritual is reduced by 2 hours.

Effect: An endless onslaught of deadly natural phenomena causes the following effects in a 1-mile radius centered on the target, which occur in a specific order. None of the effects are considered magical, with a save DC equal to the ritual's power DC. The DM determines which sections of the area are affected, along with the behavior of the ritual's effects. Each effect lasts for its entire duration.

Immediately. Five gigantic waves wash over the affected area. Each of the waves is equivalent to the *tsunami* spell.

After 10 Minutes. A volcano erupts, creating a flowing source of lava. The volcano is equivalent to the Epic spell *caldera* cast as a tier 3 Epic spell.

After 20 Minutes. Ten tornados descend from the sky. Each tornado is equivalent to the *whirlwind* spell.

After 30 Minutes. Massive tremors shake the ground. The effect is equivalent to the *earthquake* spell.

After 40 Minutes. If all artificial structures and objects in the affected area are destroyed, the effects end. Otherwise, the ritual's effects repeat themselves as though it were cast again.

Obliterate

Epic evocation ritual

Primary Caster Restrictions: 26th level or higher, Epic Spellcasting class feature, 1 or more levels in the archmage, archon, or overlord Epic prestige class
Power DC: 36
Preparation Time: 24 hours
Components: V, S, M (twelve perfectly cut diamond prisms, worth 1,000 gp each)
Duration: Instantaneous

When a situation calls for overwhelming, excessive force, spellcasters turn to the *obliterate* Epic ritual. This spell unleashes a beam of incalculable power that lays waste to anything in its path.

Preparation: When you begin the ritual's preparation, you conjure a sphere of destructive force and must hold it in your hand. Once per day while you are preparing this ritual, you must gather additional magical power within the sphere. Doing so takes 1 hour of uninterrupted concentration (as though you were concentrating on a spell) during which you cannot move or take actions. At the end of that hour you must succeed on a DC 20 Constitution saving throw. Each time you succeed on this saving throw, the DC of the next time you would attempt the saving throw increases by 2. This effect is cumulative for each time you attempt the saving throw. If you fail the saving throw, if your concentration is interrupted, if the spell fails, or if you attempt to prepare the ritual for more than 10 days, the sphere explodes violently in a 100-foot radius centered on you. You and everything else within the area must succeed on a Dexterity saving throw versus the power DC or take the spell's damage (see the "effect" section), or half as much on a success. You can choose to cast the ritual at any point after the first day of preparation.

Effect: You unleash a devastating beam of pure force from your hands in a 5-foot-wide line of infinite length. Each creature in the effect's area must succeed on a Dexterity saving throw or take 30d10 force damage for each day you spent in preparation of the ritual, or half as much on a success.

PLANAR CROSSROAD

Epic conjuration ritual

Primary Caster Restrictions: 21st level or higher, 1 or more levels in the archmage, primordial, or truespeaker Epic prestige class
Power DC: 30
Preparation Time: 24 hours
Components: V, S, M (two masterfully hand-painted landscape portraits: one of the ritual's location, the other of the target location), L (a naturally created aperture large enough to accommodate Large or larger creatures)
Duration: Permanent

You create a spatial intersection between two planes, a natural point of travel between them.

Preparation: When you begin preparing the ritual, you must designate a general location with at least a 200-foot square of open space on another plane of existence. Doing so causes an aperture the same size as the one at the ritual's location to form from the plane's natural landscape. Over the course of the ritual's preparation, you must engage in 24 hours of strenuous activity during which you must concentrate (as though concentrating on a spell) or the ritual fails. While you concentrate, you use your magic to carve a new passageway between the location where the ritual is being prepared and the target location on another plane. This passageway is unstable until the ritual is complete; if the ritual fails you can never prepare the ritual again at the same location nor target the same location on another plane.

During the last hour of the ritual's preparation, you must designate a general restriction that prevents certain creatures from using the crossroad once completed. This restriction is a magical password that only you know. You determine the nature and complexity of the password, which can only be learned by another creature if willingly taught by an individual who knows the password. The password need not be a literal password and may instead take other forms, such as an elaborate ceremony that must be performed at the ritual's location.

Secondary casters can aid you by concentrating (as though concentrating on a spell) and engaging in strenuous activity. For every hour one or more secondary casters aid you in this manner, the preparation time of the ritual is reduced by 1 hour per caster, to a minimum of 8 hours.

Effect: The ritual's location and the aperture formed on the target plane become dormant magical portals between the two locations that can be activated by using the password you designated during the ritual's preparation. When the password is used within 50 feet of either aperture, a magical portal appears in both apertures and remains there for 1 hour. Travel through either portal is possible only by moving through either side. Anything that does so is instantly transported to an unoccupied space adjacent to the other aperture.

This ritual can be cast at the same location multiple times. Doing so improves the properties of the ritual, allowing it to be keyed to additional planes. Each plane the ritual is linked to must have a unique password to open a portal between that plane and the ritual's location. The ritual can only have a single pair of portals open at any time.

STRONGHOLD OF EPIC POWER

Epic transmutation ritual

Primary Caster Restrictions: 22nd level or higher
Power DC: 70
Preparation Time: 1 year
Components: V, S, M (500,000 gp worth of treasure, which the spell consumes to furnish the stronghold), L (a structure you rightfully own or have created, the total space of which must have a combined area of between a 120-foot cube and a 500-foot cube)
Duration: Permanent

You build a mighty structure that stands as a testament to your ability. The stronghold is a unique architectural wonder of your own design which serves as a base of operations for you and your allies.

Preparation: When you begin preparing this ritual, you must bury a single platinum piece with your initials carved into it somewhere in the location's foundation. Over the course of the ritual's preparation, you must spend 8 hours of strenuous activity each day integrating the spell's material components into the ritual's location. This fashions a structure of extraordinary extravagance thematic to you, in addition to any properties the structure may have. During the last month of the ritual's preparation, you must finish a long rest within the ritual's location each day. On the final day of the ritual's preparation, you must finish an entire alcoholic beverage by yourself at the ritual's location as a form of celebration. If you cast this ritual again before the duration ends, the structure is destroyed.

Effect: The ritual's location becomes a magical structure and is resistant to all damage. When you finish a long rest within it, the structure regains 100 hit points. Additionally, the structure gains the following properties.

Enhanced Productivity. While within the structure, the time required to perform downtime activities is halved.

Hidden Refuge. Unless its location is common knowledge, the location of the structure cannot be divined by non-Epic magic, and non-Epic creatures cannot find the structure by any means unless you will it.

Lair Actions. While you are in the structure, on initiative count 20 (losing initiative ties), you can take a lair action to cause one of the following effects. You can't cause the same effect twice within 1 minute. If you already have a lair action feature, these actions become a part of that feature.

- You magically teleport to any unoccupied space within the structure.
- You magically summon a creature friendly to you in an unoccupied space you can see within the structure. The creature remains for 1 hour before being dismissed back to its place of origin, or until you take an action to dismiss it.
- You instantly gain the benefits of finishing a short rest.

Sense Intruder. You become aware of the presence of any creature not friendly to you within the ritual's area, in addition to its creature type and whether it is non-Epic, Epic, or Deific.

CHAPTER FIVE:
THE EPIC DM

A DM is no stranger to power. Through 5th Edition you can create encounters featuring some of the system's greatest threats and set pieces. Unfortunately, most of these resources provide only a fraction of the content necessary for a quality Epic-level experience. When running a game of Epic Legacy, you will have to contend with some of the most powerful characters ever put to paper. But fear not! Within these next few chapters is a host of mighty tools to crush their overconfident swagger, forging you into an Epic DM of terrific ability.

You may be saying to yourself, "But I already run games of epic proportions, so why do I need this book?" Great question! While the gamemastering resources found in the 5th Edition core rules are essential for being an Epic DM, high-level content has always been a unique challenge. You must craft complex narratives, godlike monsters, and devious scenarios beyond any your players have encountered before. Epic Legacy is more than a progression of numbers from low to high levels. Each campaign must be uniquely significant, affording players the opportunity to immerse themselves in an experience with gameplay options never before seen.

An Epic game challenges you to put your best ideas to the test. Want your players to throw down against Cthulhu in a titanic deathmatch? Go for it. Have an idea for a cosmological puzzle that spans a dozen worlds? Your players are up to the challenge. Want to bring a party to tears as they witness the accidental extinction of all dragonkind at their hands? Make it so. Using the ideas and mechanics presented throughout this book, your most outrageous ideas will come to life at the game table. By exploring these chapters, you will gain new skills, tools, and ideas for running a game at Epic levels. Your potential is boundless, and this content will help you realize it.

THE NATURE OF "EPIC"

"Epic" is a relative term. Players may consider a 10th-level adventure in which the Big Bad Evil Guy is a classic mummy lord an "epic" game. Throughout its history, this RPG has made various attempts to explore Epic-level play. Gameplay modes like Epic 6 focus on telling grand stories through narrative rather than powerful mechanics. Third Edition had an entire handbook offering a nearly limitless progression path for characters past 20th level. Fourth Edition expanded the standard progression of all characters to 30th level, creating a bold new tier of play. While not always successful, these systems were inspired by one core idea: even in a realm of fantasy and magic, there are stories that go above and beyond "standard" adventures. The system of Epic play presented here shares this ideology and corrects previous attempts to avoid game-destroying pitfalls.

EPIC VERSUS NON-EPIC

A good understanding of "Epic" in your campaign comes from examining non-Epic content. It is your job to determine what content in your campaign is non-Epic and what is Epic, helping you design challenges and roleplay scenarios appropriately. While completely at your discretion, a general rule for making this determination is to compare content between the two tiers of play. Non-Epic content is anything designed to be appropriate for characters of 1st through 20th level, while the Epic content in this book is intended for characters of 21st through 30th level. This comparative model can be used with nearly any aspect of 5th Edition. Epic content should always be more powerful, significant, and impactful in the game world than its non-Epic counterparts. An Epic spell that specializes in dealing damage isn't going to feel like a big deal when it averages less damage than a *meteor swarm*.

Epic is more than just power. Ramping up a red dragon's statistics to ludicrous proportions will make it an extraordinarily difficult foe, but it won't make it Epic. As a red dragon, it still does what the players expect it to, only better. An Epic red dragon is stronger in both attack and defense, but also possesses uniquely powerful abilities that non-Epic red dragons do not. It may also appear in a manner that is epic, swimming up from within the caldera of a volcano to drag characters to a fiery demise. Alternatively, it may have ties to Epic or even Deific creatures. A young red dragon that is the favored son of the dragon queen may be too important to injure, lest the wrath of a god come crashing down upon the world.

Do not conflate *challenging* with *Epic*—they are not the same, and this pitfall has been the death of many a game. Clever DMs can even create encounters using exclusively non-Epic content through great creativity and skill. While big numbers are often a component of content in Epic Legacy, they are not enough. As an Epic DM you must blend a combination of Epic and non-Epic content into extraordinary adventures that are beyond the standard 5th Edition experience.

EPIC EXPECTATIONS

Making your content Epic is a challenging mix of gameplay and style. Because you define what is Epic in each campaign, you must consider how your players will react to your set pieces. Epic characters getting ordered around by a king they befriended at non-Epic levels may chafe at these requests, feeling like their newfound power isn't being respected. You want your content to have a "Wow!" response when encountered by your players, not a groan of frustration.

Consider what kind of players you are dealing with. Generally speaking, there are seven play styles—Acting, Exploring, Instigating, Fighting, Optimizing, Problem Solving, and Storytelling—and as a group the players may possess only a few of them at once. Players with any combination of these preferences can all experience their favorite 5th Edition content through Epic Legacy. These play styles are detailed in the 5th Edition core rules, and they can help you understand what your players want and expect at Epic levels.

ACTING

These players enjoy the persona of their characters and often impersonate them at the table by speaking in their characters' voices and imitating their mannerisms. To help them feel Epic, present opportunities to influence significant situations with their characters' personalities. At Epic levels, these players enjoy affecting the game world in observable ways.

- **Influence.** Their characters are extraordinarily significant. Heavily detail interactions between their characters and NPCs. When the crusader stamps her foot in frustration, it causes a thief to soil himself before passing out. A bunch of Epic characters in a tavern is the fantasy equivalent of the Justice League getting a drink at the local pub, and should be played as such. Their very presence has a profound impact on the world around them, so provide opportunities for players to enjoy their characters' power, reputation, and personality.

EXPLORING

If you open a door for these players, they will walk through it. Hungry for new content, an Epic experience for these players takes their characters to the most dangerous, mysterious, and fantastic realms you can devise. As long as something new waits around the next corner they will be delighted with your sessions. Draw deeply from your favorite works of fiction for inspiration when yours runs low, and always keep a notepad handy to record any strokes of genius you experience. At Epic levels, these players crave unexpected, perilous adventures.

- **Homebrewing.** Epic characters have already fought, suffered, enjoyed, and otherwise consumed most of the content present in the 5th Edition core rules. To ensure an experience that feels new to them, you must craft customized content they do not expect. The more customized a piece of content becomes, the less likely your players will be bored as they seek to understand a new set piece in every capacity.

INSTIGATING

Left to their own devices, these players create adventures. What they get up to is determined by their characters' potential, and few characters have more potential than an Epic one. It's difficult to prepare for a session in which a character visits a new world with a mere snap of the fingers or picks a fight with an army of giants on a whim. Always have backup content ready to run in case the players take a drastic turn off your campaign's trail. You'll need to keep a tight hold on your game to keep it from going off the rails when handling instigators, so sharpen your improvisational skills for the best results. At Epic levels, these players thrive in a fluid campaign with an adaptable DM.

- **Flexibility.** Fifth Edition doesn't have rules for everything, and neither does Epic Legacy. You shouldn't be expected to have a set of rules for everything your players try to attempt. When instigators decide to take a break from the story and follow their own interests, don't force them back on track. Epic characters are just too powerful to be bullied into a course of action, and these players resent being told no. Instead, work together to craft the experiences the players want to see. Spend time between sessions figuring out what the players are trying to accomplish and adjust your game accordingly.

FIGHTING

Affectionally referred to as "murderhobos" by the RPG community, these players' characters leave a trail of death and destruction spanning worlds. Always looking for a good scrap, if you give fighters a reason to attack something, they will. On one hand, most of the creatures for which you spend time writing statistics won't go to waste. On the other, be prepared to watch your carefully constructed narrative get shattered into a million pieces by an impatient ravager. At Epic levels, these players require near-constant opportunities to scratch their combat itch.

- **The Spectacle.** Epic characters hit hard. It is not uncommon to see amounts of damage that would slay powerful non-Epic creatures in a single hit. When describing combat for these players, you need to put extra effort into detailing the effects of their abilities. A ravager doesn't just deal 300 damage to Pun-Pun the kobold god—this warrior strikes with such force that the ground buckles and a shockwave spreads from the point of impact, rending the earth in all directions. When your players perform something epic in combat, celebrate their achievement with vigor and enthusiasm. Encourage them to roll huge numbers of dice, and chuckle maniacally as you grab a fistful of d12s when your monster's turn comes around.

OPTIMIZING

Sometimes called "power gamers," these players create well-oiled adventuring machines. Each Epic level their characters gain is a new opportunity to better specialize, detail, and develop a build. Optimizers have an exceptional understanding of the rules of 5th Edition, so work within that framework to create encounters that put that knowledge to the test. Increasing the difficulty of your campaign is a must when running a game for optimizers, with careful consideration given to each new tool you put in their toolbox. At Epic levels, these players should be rewarded for their dedication and skill with an equally formidable campaign.

- **Pushing the Limits.** Because optimizers create such powerful characters, you will need to create encounters worthy of their might. Whether it's monsters, social encounters, or travel, crank up the difficulty to make sure the players can better enjoy the benefits of their designs. Avoid creating content designed to "shut down" a particular player who is performing exceptionally well, and instead focus on bringing other aspects of the game up to match the player's skill.

PROBLEM SOLVING

These players love a good puzzle—solving one makes them feel intelligent and accomplished, and rightly so! Problem solvers enjoy a challenge which forces them to intelligently consider every aspect of their characters. Creating such challenges from scratch is difficult, and you should make good use of every resource available to devise devious conundrums and detailed points of intrigue. These players obsess over details, so a well-structured and well-prepared campaign is best. At Epic levels, these players relish thought-out, intricate mysteries woven throughout a campaign.

- **Asking the Big Questions.** A piece of intrigue introduced early into a campaign can last for dozens of sessions. Because Epic characters don't deal with simple problems for long, it is good to lay the foundations of puzzles you want your players to solve in advance. Epic characters are well equipped to discover truths others can't even begin to fathom, and rewarding their successes with unique and secret knowledge is incredibly satisfying. While you don't need to have every aspect of your campaign plotted out from its inception, know where your story is going across the next few adventures.

STORYTELLING

Everyone loves a good story, especially these players. For best results, take extra care when designing your campaign's narrative. Well-developed NPCs, villains, and set pieces should integrate seamlessly into your characters' backstories. The focus should be on weaving the game's narrative into the actions of the players, rewarding them for taking a deep dive into your game world. Be keenly aware of the characters' backgrounds, including the new components introduced through Epic Legacy. At Epic levels, these players flourish in an environment where everything they do—and everything you say—matters.

- **Relevance.** Also called "Chekhov's gun," this dramatic principle dictates that elements of your plot and story should always be relevant to the narrative at large. Avoid introducing things just for the sake of having them, and instead focus on detailing aspects of your campaign that will affect the story the most. A world full of bare-bones NPCs isn't epic, so put extra effort into key story elements, characters, and locations to bring your world to life.

RETOOLING YOUR GAME FOR EPIC LEGACY

The Epic Legacy system is compatible with the 5th Edition core rules, including every major content book produced at the time of this book's publication. However, not everything is a seamless fit, and what works in a standard game of 5th Edition may not work at Epic levels. Additionally, some content for 5th Edition produced after this book's release along with work by other third-party publishers may not be compatible with Epic Legacy. Making use of

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these books will take extra effort on your part for the combination to function smoothly. For a DM, this stage of preparing an Epic game is often the most difficult. You must figure out what content you would like to include in your game and how best to integrate it. This section details essential information for all aspiring DMs before they start running their games.

RULES INTEGRATION

Fifth Edition has a wonderful set of rules with tons of variants and customization options to give your game a perfect synergy of systems and style. Content in the *Epic Legacy Core Rulebook* is compatible with a large number of these systems, but being compatible isn't the same as working well. Within these pages you will find a selection of rules and variants much like those present in 5th Edition, with a set of standard rules intended for a "balanced" Epic experience. When retooling your game, you will want to consider which variant rules you will allow from both 5th Edition and the *Epic Legacy Core Rulebook*.

A Balanced Start. For the most balanced Epic Legacy rule set possible, your game should use the 5th Edition core rules along with the optional feats rule for customizing characters. Characters at 21st level should have access to a limited selection of magic items: one uncommon, one rare, and one very rare magic item from the DM's rulebook for each character. This setup is the standard model for a game of Epic Legacy, and the intended strength of Epic prestige class features, spells, monsters, and other aspects of the game presented here are based on the presumption you use this model.

ADJUSTING NON-EPIC POWER

If you examine the 5th Edition core rules closely, you will find quite a bit of content that seems pretty epic in both power and theme. Spells like *wish* are described as "the most powerful spell a mortal can cast," and monsters like a kraken are said to be a credible threat to the gods. Making such claims in a campaign using Epic Legacy is laughable and can damage the tone of your game. When using content that is supposed to be the pinnacle of strength for standard 5th Edition, adjust the nature of that content in your game world. You may wish to improve upon its power, scaling content up into Epic levels through ingenuity of your own design. This allows the content to keep its reputation and consistency in the lore but

Rules to Game By

In Epic Legacy there are rules that have proven to be very effective at improving the experience for both DMs and players. These rules are highly recommended as guidelines for your game, especially if you are new to Epic Legacy.

The Rule of Cool. It's hard to not feel like a badass when playing an Epic character. Your players will often try to do something awesome that falls outside of what the rules typically allow. Bending the rules is a pretty Epic thing to do after all. While you shouldn't say yes every time a player tries something like this, you shouldn't say no every time either. At particularly climactic or significant moments, reward your players' creativity and ingenuity by allowing them to perform awesome acts of badassery. Examples include dealing tremendous damage to an enemy after falling on its head from orbit, convincing a demon to give up a life of villainy and serve a holy cause, or guzzling a tavern full of ale after losing a bet. Epic Legacy already bends the rules of 5th Edition to make a lot of cool fantasy-RPG moments possible, so it would be uncouth to say you shouldn't occasionally bend them further.

The Rule of Epic-ness. Epic content should always be more impactful, powerful, or significant than non-Epic content. This doesn't mean that non-Epic content can't be a big part of your game, it just shouldn't compete with similar Epic content. While this book is full of Epic versions of content standard in 5th Edition, it is not all encompassing. When creating your own content, this rule is essential for achieving a high-quality result.

The Rule of Equity. Eventually one of your players will discover something like this: "Wait…if I combine spell X with class feature Y, and do so Z times, I will have infinite money/power/clones/minions/all of the above." While amusing for a time, letting a player act in this manner spells a swift death for your game. For such situations there exists the Rule of Equity, which states: if you let your players do something within the game, then they have to be okay with you doing potentially doing the same in opposition. Most reasonable players will back down from any game-breaking schemes they've concocted when presented with this exchange, and those that don't will learn a harsh lesson as you turn their schemes against them.

requires a creative and dedicated mind to perform well. A simpler option considers such claims to be commonly held beliefs by non-Epic creatures unable to comprehend the true scope of Epic power. Throughout this book you will find discussions of various spells, creatures, magic items, and other content with bizarre or overpowered interactions with Epic content, and how to adjust them for your game.

PITFALLS OF AN EPIC GAME

If you are an RPG veteran, chances are you've had a game fall apart. While sometimes this is outside your control, as a DM there are strategies you can employ to ensure your players don't lose interest or become frustrated with the experience you are providing. Some of these problems are universal across all RPGs, while a few consistently rear their heads in high-level games of 5th Edition. Detailed here are a some of the issues you are likely to encounter while running a game of Epic Legacy, along with some suggested solutions that will help you keep things enjoyable for your players.

Always Raising the Stakes. First the players save the kingdom, then the world, then the planes, then the multiverse! While Epic characters put more on the line when it comes to the significance of their adventures, not every plot point should build toward something bigger. Always increasing what is at stake is tiresome and predictable. After your players have saved the world, they need some reorienting before they go off and save another. Think of your campaign as a collection of peaks and valleys, with the tallest mountaintops being the highest stakes, with plenty of low points in between to help your players appreciate what they are fighting for.

Character Death. Killing an Epic character doesn't mean the same thing as it did at 5th level. Most classes possess some form of resurrection on hand at higher levels, and with the prodigious resources of Epic characters it is often a simple matter to journey to the nearest capable NPC and request resurrection services. Even a total party kill is unlikely to keep Epic characters down for long. To make defeat mean something at Epic levels, you'll have to think of more ways to threaten Epic characters and their interests. If a party of Epic characters repeatedly faces encounters resulting in a high character body count, they better be in the one of the most dangerous places in the multiverse or way out of their league.

Imbalance. Players that are too powerful can be a major problem. If a single player is significantly stronger than the others, it can make the rest of the team feel like their characters aren't impactful. Additionally, your struggle to rein the character in can cause major headaches and leaves a sour taste in everyone's mouth once the issue is resolved. You should carefully vet content you plan to make available to the players to make sure it's the kind of thing you want to deal with. Tread carefully with powerful content from unofficial 5th Edition books not produced by 2CGaming.

Overcomplexity. Campaigns with too many moving parts are a headache. The greater the distance between your game sessions, the more your players will forget. Things get really unfortunate when you start having to remind your players what is happening before every session, made all the more difficult by the intricacies and details of your adventure. Additionally, Epic characters are already immensely complex game tools with a dizzying host of abilities. If you provide your players with too many tools, tricks, and items, you risk oversaturating your game. This makes decisions feel less meaningful and leads toward player boredom while they struggle to use half of what you've given them. The best content is deviously simple and exceptionally challenging, a balance which is difficult to strike but well worth the effort. A creature with a dozen traits, ten different legendary action options, and seven different action options on its turn is going to be challenging to run, clogging up your game faster than a gelatinous cube in a 10-foot corridor.

Too Many Dice. Powerful players mean big damage. A *meteor swarm* deals 40d6 damage to everything in its affected area. That is a lot of dice. If the act of rolling and counting up dice is taking up the majority of time in your game, you are going to have a serious problem after the novelty wears off. Keep dice rolling apps, calculators, and average damage on hand to avoid slowing your game to a crawl.

Mastering the Rules

Epic Legacy is built using rules, systems, and mechanics from every corner of 5th Edition. While it isn't essential to have this depth of understanding to run a wildly successful Epic game, it is helpful to understand the philosophy behind this design. By reviewing the intended rules interactions between Epic Legacy and 5th Edition, you can decide which ones you'd like to bend or break along with the consequences for doing so.

5th Edition Core Rules. Providing the framework for Epic Legacy, the core rules from 5th Edition shape the design principles and style at Epic levels. A key rule from 5th Edition that occurs often is "specific beats general." When a piece of content would cause an effect or interaction that would ordinarily not be possible according to the general rules, that content supersedes the rules and is considered the correct interaction. In Epic Legacy, there is one exception to this rule. When a piece of non-Epic content would behave in a manner that conflicts with Epic Legacy's general or specific rules, then the Epic content supersedes the non-Epic rules. This principle is represented in the following formula.

Non-Epic Content: ***General < Specific < General Epic***

An example of this principle at work can be seen in the mighty *vorpal sword.* According to the 5th Edition core rules, the weapon cuts off the head of most creatures on an attack roll of 20. At Epic levels it could be one of the best items in the game, allowing a character to lop the head off a creature with thousands of hit points in a single strike. However, this feature grossly violates the Rule of Epic-ness, a general rule, as the item is non-Epic in nature. Rather than banning *vorpal swords* from your game, you can make a simple adjustment to the item by adding "Epic creatures are immune to this effect" to its properties.

Epic Legacy Core Rules. Through mastery of the rules of 5th Edition, you will have achieved mastery of Epic Legacy's rules. The few notable exceptions are detailed here, and other unique rules developed for the system are detailed in their respective sections throughout the book.

- **Epic Specific Beats Epic General.** If a piece of specific Epic content would cause something that would not ordinarily be possible according to the rules of Epic Legacy, that instance supersedes the rules and is considered the correct interaction. This principle is represented in the following formula.

Epic Content: ***General Epic < Specific Epic***

Non-Epic Classification. By designating a piece of content as non-Epic you are often declaring it well below the power and ability of its Epic counterpart. This is a useful tool for you as a DM. Making something non-Epic clearly tells your players that the content is not a direct threat and is especially vulnerable to their power. This doesn't mean it is unimportant in your game. Non-Epic set pieces can be the focus of an entire campaign, and most Epic characters have associates, friends, and loved ones who are non-Epic. Many features throughout this book have specific effects against non-Epic content, often overwhelming and irresistible in nature. When designing your own content, use this designation to tell your players they are encountering something that cannot compete with their abilities.

Deific Classification. Some things are beyond the might of even Epic characters. Deific is to Epic as Epic is to non-Epic, and any content designated as Deific is godlike in scope. Its place in Epic Legacy is almost exclusively for DM use. When you need something that overpowers or overrules Epic content, you turn to Deific. This prevents you from having to devise "player-proof" Epic content that feels unfair and overdesigned. A Deific creature can smash the rules of both 5th Edition and Epic Legacy into pieces if so desired, and some content found within this book has special interactions with Deific content that showcase this principle. This principle is represented in the following formula.

Deific Content: ***Everything Else < Deific***

By letting your players experience something Deific, you expose them to the presence of power that could potentially end their adventure in a few short turns. How powerful you want to make Deific content and how much you use it in your game is up to you. It is a deliberately empty creative space that has a defined interaction with the rules of Epic Legacy. For example, making a Deific creature immune to powerful Epic effects is perfectly reasonable against Epic characters. Use the Deific designation to put upper limits on your world and empower its mightiest forces. When considering how best to do this, look to the many examples throughout this book in which Epic content interacts powerfully with non-Epic content. This should give you a sense of the intended difference between Deific and Epic and allow you represent this discrepancy mechanically. However, a game of Epic Legacy can work perfectly without any Deific content, so don't feel like you have to use it just because it is there. Merely hinting at the presence of Deific-level power is often enough to fill players with a sense of wonder and awe.

EPIC CAMPAIGNS

A campaign in 5th Edition is a collection of adventures run by the DM and experienced by a party of players in which they roll dice, roleplay, and encounter challenges. As wonderous and amazing as this is, it pales in comparison to an Epic Legacy campaign. These campaigns' stories, creatures, and worlds will be the most extraordinary your players have ever encountered, with hard-won victories and accomplishments around every corner. Creating an Epic campaign isn't easy—there is a lot of content packed into this book and you probably have many original ideas to fit in as well. The complexity of Epic levels and the capabilities of your players' characters form a potent mix that will constantly test your designs. This section contains helpful suggestions for getting your campaign off the ground, along with resources to add flavor and style to your game.

TYPES OF EPIC SETTINGS

Where does your story begin? The first and most important part of an Epic campaign is its setting. Does the tale start with a fresh batch of Epic characters? Or are you continuing a story that began with a group of aspiring 1st-level heroes who never dreamed of attaining this kind of power? Whatever the case, the nature of *Epic* demands its presence matters in your setting. When designing your campaign, establish the relationship Epic content has with the rest of the world. How does your campaign handle the fact that an archmage is a mobile, bearded weapon of mass destruction? What is the public reaction when a ravager kills an ancient gold dragon in a single hit? Technology, knowledge, and entire societies are likely influenced by Epic power in some fashion, and your world needs to reflect that. This is a lot of content when you consider gods, planar forces, and other sources of Epic strength throughout your campaign. Start small, focusing on the impact your characters and Epic NPCs have, while you slowly build up the big stuff in the background. Following are three different settings we recommend for starting an Epic game: secret wars, Epic world, and Epic pioneers.

Secret Wars

For some worlds, Epic power is radical and terrifying. If something of such strength becomes well known or available to the world at large, it is probably too late and total upheaval

Behind the Curtain: Updating Your Campaign

Chances are your first game of Epic Legacy will be based on an existing campaign you have been running. It's a wonderful experience to transition from non-Epic to Epic levels, with your mind full of awesome encounter ideas and your players salivating over the new content. However, this can make the transition from non-Epic to Epic play a little jarring depending on how your world treats Epic content. If such power has always existed in the background, your players may rightly wonder, "Where has this been the entire time we were trying to save the world from that mega dragon?" Integrating Epic Legacy into your entirely non-Epic game will be tricky, but not impossible. Some of your designs may naturally fit into a world containing Epic power with a few tweaks. In other cases, you may need to retroactively adjust the continuity of your world to be compatible with Epic Legacy. And that's okay! If it improves the quality of the game they are playing, your players won't mind a few changes to the setting. Just try to make the important changes to your world all at once before the campaign begins. Few things are more frustrating for players than a DM changing the rules of their world in the middle of combat.

will soon follow. In these settings, such power is blessedly rare. Epic creatures are titanic forces locked away or banished to far-flung planes while a small community of Epic adventurers works tirelessly behind the scenes to keep things in check. These champions are often the only thing standing between the world and total annihilation, their efforts keeping the rest of the setting blissfully unaware of the apocalyptic threats that lurk just out of sight. Because of the extreme rarity and secret nature of *Epic* in this setting, most inhabitants cannot conceive of its potential until directly confronted. Unless given overwhelming proof, even the most rational minds would most likely dismiss a phenomenon of Epic power to be an elaborate illusion or hoax. Epic characters adventuring in these settings wage secret conflicts that often become folktales in the non-Epic community, elaborate fantasies told to frighten children and inspire young heroes.

You will want to consider this setting when creating a world in which *Epic* is important, but not omnipresent. This allows large chunks of your fantasy world to exist quite comfortably without adjusting for Epic power, removing the need for major retooling of your campaign. Additionally, this setting can be compelling for players who enjoy the idea of being mysterious figures of enigmatic power. For example, legends tell of Rambutan the "Cat-Bard" who runs a tavern in his downtime with his barbarian friend Kal. Every now and again the tavern closes for weeks at a time as the two go to "visit relatives." The local gossip is juicy, but none suspect the truth: the talking housecat and his burly companion seek to find and safeguard a musical relic known as the *Crimson Viol*. Situations such as these are fun ways for your Players to experience downtime and have great character moments between adventures.

Epic characters in these settings are always treated with caution by those who understand their true nature, for they are enormous fish in a miniscule pond. Adventures in this setting are cryptic, dire affairs in which characters encounter legendary forces of great significance. Preventing (or causing) Epic power to become known to the world at large is a great plot hook to get a game started, often involving titanic conflicts between forces of potentially Deific strength.

Epic World

A true high fantasy setting, an Epic world is filled to the brim with awesome power. Those who possess such strength are well known, seen as superheroes (or villains) that inspire and shape entire planes. Epic characters are relatively common in such settings, and players will find themselves meeting, encountering, and even battling other Epic adventurers throughout the campaign with alarming frequency. These settings have highly detailed worlds that consistently accommodate Epic content. Non-epic creatures, characters, and NPCs are often allied with Epic forces, serving them as agents, minions, or soldiers, and they rarely act without considering how they will affect (or provoke) Epic forces. Entire organizations of Epic characters and creatures are not uncommon in these settings, many of which are dedicated to regulating or combating each other. In darker versions of this setting, those who wield Epic power are among the few who live well, their abilities having torn entire planes asunder.

This setting is for those who love everything Epic. You'll need that love to craft a detailed and complex setting that makes good use of the content found in this book. Because of its importance, Epic content needs to be considered in every aspect of your campaign. The most significant cities are likely defended by powerful forces able to repel Epic creatures or risk becoming a smoking ruin overnight. Merchants likely offer generous discounts to Epic characters who vouch for the quality of their wares. Societal problems such as hunger, disease, or poverty—issues long since solved by an ascendant in a matter of days—may not exist in many communities. This isn't to say Epic characters are running around solving everyone's problems. Epic forces of destruction, evil, and chaos are just as prevalent as those that oppose them. Battles are common and devastating, sometimes spanning entire planes. Consider how your world is able to function around Epic power and why. Perhaps there is a special organization of druids dedicated to cleaning up after the devastation wrought by these conflicts, or a regulatory agency that enacts severe punishments on Epic characters that cause too much collateral damage with their abilities.

Epic Pioneers

Adventurers are exceptional by nature. In some settings, this habit allowed an adventuring party to be the first to attain Epic power. This transition was one of profound importance, opening the floodgates into a completely unprepared world. Here, Epic characters are trendsetters and trailblazers, setting the standard for how such strength is used. Others may follow in their footsteps, and countless creatures flock to these champions in search of knowledge. This setting focuses on change, a rapid transition from a comparatively "mundane" fantasy setting into a world where suddenly all long-standing rules and expectations are shattered daily. Kingdoms rise and fall, gods descend from the heavens to bring about order, and ancient laws are broken. How (or if) your players can help the world survive this upheaval, a task of monumental proportions, is up to them.

This setting is all about upsetting the status quo. With few forces capable of standing against the characters, the challenge comes from handling the responsibility of being Epic and how to use that power. Have a clear idea of what allowed the characters to become Epic. Was it a herculean feat of strength unlike any other? Perhaps the act of slaying a god was enough to unlock this potential, or opening an ancient vault that was sealed long ago removed a limit placed upon mortals. Your players are going to ask, "Why us?" Having at least a vague answer will give them a sense of satisfaction and consistency. Designing a campaign in this setting involves creating a non-Epic world with all the details of your typical 5th Edition setting. Then, shatter the setting into smithereens by suddenly adding Epic Legacy into the mix. Your players will become some of the most important beings across the planes, and you should adapt the setting to reflect this change. Few things are more satisfying to a group of Epic characters than standing before NPCs who knew them at non-Epic levels and seeing their reaction. A good campaign in this setting will be full of those moments, along with opportunities for the players to affect great change on almost everything around them. Foes in this setting are cautious and cunning, knowing full well that few creatures can be fielded against Epic characters in combat.

EPIC PARADIGMS

When running a game of Epic Legacy, an Epic paradigm is a rules option you can employ to give a party of Epic characters cohesiveness, providing tools for you and your players to expand upon the game's story. A well-used Epic paradigm helps develop a significant relationship between the characters and your world, developing a compelling and appropriately epic narrative. Each paradigm has unique benefits for a party, encouraging appropriate downtime activities and providing significant tools to interact with the narrative you have crafted. However, Epic paradigms do not replace an individual character's goals and motivations; they are the threads that bind the characters together.

If you want to encourage your players to emphasize teamwork and avoid interparty conflicts, then this rules option is for you. When developing your game using this rules option, you will create a selection of paradigms from the examples provided or design your own based on what feels appropriate for your campaign. You will want to include paradigms that will add to your game's story and appeal to your players' interests. Once you have the general outline of your paradigms developed, allow your players to choose a single paradigm from the selection which will represent their party as an Epic organization. A party collectively gains benefits according to the paradigm they choose, and has access to any special features and activities available to the paradigm. As the campaign progresses, you can add additional features to the paradigm based on the actions of the party or when you feel so inspired.

Prestige: The Currency of Epic Characters

Epic characters want for little. Extensive adventuring careers have made them fabulously wealthy and their magic can summon a legendary feast with the snap of their fingers. What can a humble DM do to reward such characters for their adventuring efforts? One rules option presented here is prestige.

Prestige is a special currency that is a metric for the "epic-ness" of actions Epic characters take in a world. Acts of heroism, villainy, and magic can increase a party's prestige, which is measured in a single numerical value that belongs to the entire group. When a character or party accomplishes a suitably epic act, you can award prestige in addition to whatever normal benefits, treasure, or penalties would result. You are encouraged to award prestige in amounts according to the Prestige Rewards Table based on the "epic-ness" of the act accomplished, but ultimately the amount of prestige awarded is at your discretion.

Prestige can be spent during a paradigm's downtime for special effects, with each effect having a specific time requirement, prestige cost, and resource cost that must be expended in order to gain the benefits of the effect. Each Epic paradigm provides specialized uses for prestige, the most expensive of which can shape an entire campaign world. The party must always have a majority consensus as to how their prestige will be spent.

Prestige Rewards Table

Epic Act	Prestige Reward	Example
Minor	1	Destroying an invading orc horde with a few well-placed spells.
Lesser	5	Saving a family of silver dragons from a red dragon rival.
Greater	10	Protecting a kingdom from an invasion of shapechangers.
Supreme	20	Curing a disease that threatened to make several humanoid species extinct.
Peerless	50	Slaying a mythic creature.

List of Paradigms

Utilize the following six Epic paradigms as examples and templates to build and customize your own. Cut, adjust, or expand upon each paradigm you choose to include in your game, or use their framework to construct something new. Epic paradigms are divided into five sections: description, synergy, conflict, special benefits, and a paradigm features table. Unless explicitly stated otherwise, effects produce by a paradigm's features are always Epic effects. All the options presented here are suggestions for how to use this rules option. Paradigms need to be heavily customized to make a good vehicle for storytelling, and you should alter the examples presented here to best suit your game.

Epic Paradigm: Conqueror

Epic adventurers are proficient at combat. Their impressive abilities make them unstoppable forces of destruction and their actions can turn the tide of any conflict. A party of Epic characters could be a considered an army all its own, embarking on conquests full of glory, treasure, and blood. In some cases, these characters form a conqueror paradigm, participating in bloody battles across the planes. Conquerors are a straightforward bunch, finding battle the most meaningful and expedient method to accomplish their goals. With a distinct disdain for subtly, a conqueror sees the application of overwhelming force a necessary and effective strategy. Where other Epic characters hold back their power in favor of less violent solutions, conquerors cut straight to the bloodshed. This attitude gives conquerors a well-deserved reputation for ruthlessness, but it's hard to argue with their results.

Conquerors can come from any background or alignment. Whether they are purehearted or diabolical, their acts of violence are always incredibly thorough. No matter the nature of their cause, the body count for a conqueror paradigm is extensive. Those who oppose members of this paradigm rarely beg or plead for their lives, understanding that once conquerors have drawn their swords there is only victory—or death.

Synergy. Conquerors are a hard lot. Having experienced great violence over the course of their adventures, they have learned that a dead enemy is the best solution to any given problem. This lifestyle binds conquerors together in a soldier-like comradery, and the paradigm is often run much like a military unit. These adventurers always stand together once battle is joined and will gladly die for each other. How a fight was started and for what purpose can be decided after all enemies lie dead at their feet.

Conflict. While conquerors are killers, they are not mindless death machines in most cases. If a member of a conqueror paradigm picks a fight the others would have preferred to avoid, words will be had following the battle's conclusion. Members who continually exploit the loyalty of their fellows may find themselves facing down the blades of former compatriots who have had enough.

Special Benefits. When members of a conqueror paradigm slay an Epic creature that was an ally or one created by a member of the paradigm, the paradigm gains 5 prestige. This benefit cannot occur more than once per week.

Epic Paradigm: Gatecrasher

Gatecrashers are the quintessential Epic adventurers. They delve the deepest dungeons, acquire ludicrous amounts of treasure, and overcome any obstacle that stands between them and their payday. With hearts filled with a longing for adventure and riches, these characters have a reputation for thrill-seeking and hedonism. Gatecrashers understand that the best way to adventure is with a team you can trust. While they may appear unprofessional and nonchalant in their personal lives, when it comes to slaying the final boss of a difficult dungeon, each member knows to get serious. The legacy of gatecrashers is one of glory. Their reputation for tackling insane challenges causes them to be sought by quest-givers with seemingly impossible tasks. Gatecrashers can be of any alignment and have a great willingness to work with others. As long as new team members make meaningful contributions over the course of an adventure, their reasons for joining the paradigm are their own.

Synergy. Gatecrashers have two guiding principles that ensure they remain an effective squad of Epic adventurers. Firstly, gatecrashers understand that a fair and equal split of loot is essential to members' happiness. In the rare cases there is a disagreement about who gets what, gatecrashers will hash out a compromise efficiently and respectfully. Secondly, gatecrashers have great autonomy toward what they wish to do in their personal time. What each member does with their share is their business.

Conflict. If Gatecrashers were to have a weakness, it would be a willingness to throw themselves at a new challenge if the pay is good enough. Many come to their door seeking more than just the death of a powerful monster. If an offer is made that conflicts strongly with the ideologies of a gatecrasher member, that member may choose not participate in the task. This omission drives a wedge between gatecrashers, as it is imperative that each member be reliable. Members of the gatecrasher paradigm who fail to resolve this internal conflict invariably fall apart or excommunicate the troubling member.

> *The difference between me and other thieves? What they call a job, I call entertainment. The real challenge will come when we use your staff to find the lost city. If it would make you less mad, think of this as a loan. With no interest. And we don't have to pay it back. No need to untie yourself my dear wizard—I know my way out. – Chaim Dalloway, Epic thief and gatecrasher*

Special Benefits. Members of the gatecrasher paradigm can spend money to acquire prestige by participating in a materialistic lifestyle in which they flaunt their wealth and success. If each gatecrasher member spends at least 10 platinum (100 gp) per day on lifestyle expenses for a continuous month, the paradigm gains 5 prestige.

Epic Paradigm: Loremaster

Knowledge is power, and loremasters know a lot. With great power comes the capacity to understand the world on a whole new level. Keepers of great knowledge and wisdom, loremasters seek to understand everything there is to know. Whether it is truth or fiction, to these Epic adventurers all knowledge has value, and their extravagant collections are among the finest in the known worlds. There is little they will not do to acquire secret lore. Loremasters seek out repositories of hidden knowledge and the remnants of ancient civilizations, and they consult with cosmic entities to learn the multiverse's greatest secrets. This emphasis makes loremasters appear apathetic or uncaring toward the affairs of others, their focus on a goal few can comprehend.

How loremasters acquire and store knowledge depends on their alignment. Evil loremasters horde information obsessively, refusing to let others near their precious tomes. Good loremasters share knowledge with those deserving, providing wonderous technological and magical advancements to the world at large. No matter their alignment, these adventurers are always on the hunt for the next hidden piece of knowledge, their expertise on countless subjects among the most respected opinions in their field. The most powerful loremasters know intimate secrets of the gods, the true nature of reality, or magical power so radical that its practice could destabilize entire planes.

Synergy. A love of knowledge is what forms a loremaster paradigm, and all members share their acquisitions freely among each other. Few things are more exciting to a group of loremasters than examining an ancient text or artifact, laboriously measuring and cataloguing its details and properties. The preservation of information is essential to the members of the paradigm, and they often construct extraordinary bastions of knowledge warded by impenetrable defenses.

Conflict. Loremasters disagree passionately on one particular issue above all others: the manner in which they acquire new knowledge. With Epic power comes the temptation to acquire knowledge in an unsavory manor. Where one member of the paradigm may be content to make a copy of an ancient text, another will argue that it should be forcibly taken from its clearly ignorant owner. The ethics and morality of such scenarios are challenging, and the passionate debates between members on these subjects are terrifying to non-Epic onlookers.

Special Benefits. When a member of the loremaster paradigm deposits a significant piece of knowledge (such as a historical novel, piece of Epic lore, or similarly valuable work) in a repository owned by the paradigm, the paradigm gains 2 prestige. At the DM's discretion, lore of extraordinary rarity or power may award additional prestige depending on the significance of the knowledge.

> *Why should I not be pragmatic? It was not ethics that replaced weak flesh with eternal metal. It was not morality that freed me from death's curse. Call it mad science if you will—I call it progress.*
>
> *– Doctor Bright, battle-forged loremaster and artificer*

Epic Paradigm: Pantheon

In a world of Epic power, divinity is a goal within reach of a determined Epic character. Alone, godhood is a dangerous existence, full of envious beings clamoring for a place in the divine order. For this reason, many gods form pantheons: collections of divine creatures unified in their vision for the world, enforced by their collective divine will. When Epic adventurers seek to stand together as gods, they may form a pantheon paradigm, embarking upon a grand journey to achieve divinity. Members of a pantheon paradigm are fledgling gods wielding incredible divine power in addition to their already formidable abilities. What these young gods represent with their divinity is determined by their portfolio, a collection of ideas and concepts which the pantheon codifies. This divine ascension is attained through the collection of followers, increasing the paradigm's power as their worshipers grow in number.

Behind the Curtain: Godhood and Your Campaign

Becoming a god is one of the most Epic things any adventurer could accomplish and running a game in which this occurs is a tremendous opportunity. With this new aspect of gameplay comes a lot of risk. Not only do you need to tackle a broad concept in your story, your encounters must challenge literal gods. While the pantheon paradigm is inspiring and extraordinary, it is significantly more powerful than the other options presented in this section. It is not balanced around even the most powerful content presented in Epic Legacy, and that can be trouble for your game if used poorly. When applying this paradigm and its features, you must be extremely creative and dedicated. To aid you in this task, more information on aspects of divinity and the divine order can be found in the ascendant Epic prestige class section in chapter 2. A DM who chooses to use this paradigm should cast a wide net for useful resources, tools, and other content from across 5th Edition and beyond.

Players enjoying this paradigm should keep a couple things in mind. First, you are still an adventurer. Resting on your divine laurels and casting a few spells every week to get followers is the work of traditional gods, not a pantheon paradigm. You must be proactive, finding worthy challenges and conflicts that test your divine might. Second, this paradigm is a tool to tell stories, not an opportunity to find every game-breaking exploit that can be accomplished with divine power. Embrace the role of gods in your DM's world and aspire to emulate, exceed, and enjoy that world with your divine characters.

A pantheon paradigm represents a massive threat to any established divine order. It is rare for other gods to appreciate new contenders in the competition for worshipers, and a pantheon must struggle mightily for their rightful place in a world. Each act committed by the pantheon is seen as divine, fueling their ascension with every achievement. This process can take an extraordinary amount of time, but the rewards are well worth it. A fully developed paradigm is a team of unified gods, each acting upon the world with divine power and purpose.

Synergy. Each member of the paradigm is bound by ambition and a desire to achieve godhood and reshape the cosmology of the universe. Because a pantheon paradigm is worshiped collectively, each member is protective of its followers and each other. Being a god is difficult work, and every member of the paradigm knows that attempting to walk that path alone could likely end in catastrophe.

Conflict. The temptations of godhood are great. Members of a pantheon paradigm who initially overlook troublesome traits of fellow members may come to realize they are not fit for godhood. Conflict between members is extreme, a battle that spills over into the lives of its worshipers through disputes over orthodoxy, heresy, and other religious issues.

Special Benefits. When the paradigm is awarded prestige, it instead gains no prestige and gains one hundred mortal followers for each point of prestige they were awarded. Each member of a pantheon paradigm gains special benefits according to the number of worshipers the paradigm has, detailed in the Pantheon Paradigm table. As the paradigm's worshiper count increases or decreases, they will gain or lose features according to that table.

Additionally, the pantheon must select a single portfolio that best exemplifies their combined values and is considered a divine domain subclass option for their clerics. A portfolio is the paradigm's doctrine that exemplifies values, concepts, and abilities desired in members of the faith. At the DM's discretion, the pantheon may embody additional portfolios and domains according to the nature of members within the paradigm. Depending on how much detail the paradigm wishes to go into, they may include a name for their religion, along with rules for orthodoxy, heresy, and other religious concepts.

Epic Paradigm: Planeswalker

Planeswalkers are explorers and scientists of unparalleled caliber. Each has a thirst to dive into the unknown and discover new and bizarre worlds across the multiverse. Bold and inquisitive, planeswalkers value new experiences over all others, and undiscovered worlds are among the most novel in existence. Transient by nature, these adventurers are difficult to find and track as they race between the planes. However, with boundless curiosity comes great risk, and planeswalkers have learned that teamwork and preparation are key to a successful expedition. Planeswalkers are never satisfied unless they have learned all there is to know about a place. They experience cultures, environments, and dangers with relentless enthusiasm to get a true sense of what living in a different land is like. This approach gives planeswalkers a reputation for recklessness, but also for great empathy. If a planeswalker paradigm does not understand the struggles and concerns of others, they are quick to learn. For this reason, members of this paradigm are often seen as guardians or overseers of the multiverse. Planeswalkers' concerns are bigger than any one world, and they always understand the big picture of any large-scale conflict.

Synergy. Drawn together by their love for the wonderous and new, planeswalkers share a collective appreciation for the endless expanse that is the multiverse. When the paradigm makes a significant discovery, they always afford their members the chance to experience the location in their own ways. These individual experiences add to the group's collective understanding about the worlds they visit which is then usually stored in a logbook containing records of their adventures. Planeswalkers know that the multiverse is a vast place with enough room for everyone, so rarely do ideological conflicts cause more than a hearty debate between members.

Conflict. The one thing a planeswalker paradigm abhors is the selfish hoarding of knowledge. The point of an interplanar expedition is to accumulate and share information about what is discovered. Members' goals and motivations are their own, but the knowledge they collect through collaborative effort is not. Those who withhold an important discovery from their fellow planeswalkers may find themselves marooned on an inhospitable world until they make amends.

Special Benefits. When members of a planeswalker paradigm visit a plane (but not each time they visit a layer within that plane) for the first time the paradigm gains 10 prestige. This benefit can only occur once per plane, not once per member. At the DM's discretion, the discovery of certain planes may award additional prestige depending on the level of difficulty involved in its discovery.

Epic Paradigm: Warden

Nature is one of the greatest forces in a world of fantasy adventure. To Epic characters, the wilderness is home to memories of glory, dangerous beasts, and beautiful landscapes, all of which are worth protecting. The most dedicated of these defenders form a paradigm to shield the natural world against the greatest of threats. Called wardens, each member understands the careful balance essential to a healthy environment, protecting monstrous beast and adorable critter alike. These champions can be counted on to shield the environment from catastrophes of epic proportions, slaying threats and healing the land with their formidable abilities. Wardens are tireless and quick to solve problems that have gone unresolved for too long, earning them the ire of many a "civilized" people that lack a healthy respect for nature. While some wardens are defensive, others seek to reclaim lost lands throughout the world, picking fights with those who benefit from abolishing nature. Wardens act with broad intentions and rarely believe any threat to the world is beneath their concern. This gives them the reputation for being proactive and engaged with the world around them and often unsettling those who live nearby.

Synergy. Wardens respect nature in all its forms. The fury of a hurricane is as delightful as the rustle of leaves in an autumn breeze. This affection brings unity between the paradigm's members, who spend their downtime in appreciation of nature's most extraordinary wonders. It is not unheard of to see wardens diving into the caldera of a volcano or flying straight into an electrical storm just to see what it's like and share in the experience. These moments bond the paradigm together in a way no other force could, giving each member a healthy affection for the other.

Conflict. Where wardens disagree is how to handle threats against nature. Because of their power and affinity for the world, many are inclined toward extreme responses. To a warden, draining a lake can be akin to destroying a city full of innocents, and such acts can elicit severe punishments. When facing threats of incredible power, these characters struggle to choose an appropriate setting for battle. A fight in a dense forest instead of a populated city block is a tough choice for many wardens, and similar scenarios inspire conflict between members with great frequency.

Special Benefits. When all members of a warden paradigm spend 1 month of downtime in a natural environment during which time they do nothing but experience nature, act only to ensure their own survival, and interact with local wildlife, the paradigm gains 5 prestige.

Conqueror Paradigm

Conqueror Feature	Prestige Cost	Time Required	Other Cost	Description
Conqueror Training	15	3 months	An armory containing an assortment of weapons and armor with a combined value of at least 50,000 gp	A member of the paradigm intensively trains with the aid of conqueror compatriots, honing skills with weapons or magic. At the end of that training, the member learns a single non-Epic feat. A member can only benefit from this feature once.
Colors of Battle	40	1 week	2,000 gp of dyes and other materials used to accessorize weapons, armor, clothes, and banners	The paradigm dyes, stylizes, and redesigns their equipment to fit a specific color and theme. Non-Epic creatures not allied to the paradigm will not willingly use the theme to affiliate themselves with the paradigm. Any creature using the theme has Epic advantage on Charisma ability checks against other creatures who are aware of the paradigm's existence.
Legendary Moniker	15	1 month	–	Each member of the paradigm specifies a specific nickname by which they will often be addressed. A creature that recognizes a member of the paradigm by this nickname will provide any goods or services worth less than 100 gp for free to that member.
Battlefield Synergy	25	6 months	An army of at least 1,000 creatures that willingly participate in the training exercise	The paradigm trains against an entire army of hundreds of opponents, granting them the following benefit. When the paradigm rolls for initiative, each member may trade their initiative order with another member of the paradigm. A member can trade an initiative count in this manner no more than once each time initiative is rolled.
Diet of Champions	5	1 day	A mixture of healthy ingredients blended into a fine paste	The paradigm cooks up a dozen nutritious protein bars. When a member of the paradigm consumes one of these bars, the member gains special benefits for 8 hours as though under the effects of a heroes' feast spell. This effect is nonmagical. The bars spoil after 2 weeks.
Heroes Never Die	100	6 months	A massive conflict on an Epic scale, such as an interplanar war, clash between gods, or stellar invasion by alien entities	The paradigm prepares themselves for the greatest battle of their lives, training both mentally and physically for the conflict ahead. Once the training is complete, for the next year the paradigm gains the following benefit. On initiative count 20 (losing initiative ties), the paradigm may choose to rally. Each member gains benefits as though they had instantly finished a long rest. Once a paradigm has used this feature, this benefit is expended.
Tools of War	10	Varies (see description)	Varies (see description)	The paradigm repairs a broken or destroyed piece of equipment, such as a weapon or armor; the equipment can be magical. The paradigm must possess at least half of the remains of the equipment to repair it, which must still be salvageable. The time and effort required to repair a piece of equipment is calculated according to the item's rarity. At the DM's discretion these values may be adjusted up or down when appropriate. • **Nonmagical:** 1 day, 300 gp • **Uncommon:** 1 week, 5,000 gp • **Very rare:** 2 months, 20,000 gp • **Common:** 3 days, 1,000 gp • **Rare:** 3 weeks, 10,000 gp • **Legendary:** 6 months, 50,000 gp
Down, But Not Out	50	1 year	A towel, water, and a bucket	A single member of the paradigm undergoes incredible stress and survival training, designed to push a creature to the brink of death. Once the training is complete, that member permanently gains the following benefit. The member must fail two additional death saving throws to be killed while at 0 hit points.
Revel in Victory	5	1 day	The defeat of an Epic creature at least 1 week prior	The paradigm celebrates their victory in a public space. Locals come from far and wide to behold their achievement and offer gifts of food, drink, and culture in recognition of their achievements.
DM-Created Features	–	–	–	At the DM's discretion, one or more additional features may be added to the paradigm, each of which must be designed around themes of battle, training, and victory.

Gatecrasher Paradigm

Gatecrasher Feature	Prestige Cost	Time Required	Other Cost	Description
Spirit of Adventure	20	1 week	–	This feature functions similarly to the spell *find the path* with the following exceptions. The feature is considered an Epic effect and functions even if the paradigm names a place on another plane of existence. The paradigm learns the safest route to the location, in addition to the most expedient route.
Bestselling Biography	15	3 months	A biographer	The paradigm's adventures are recorded and dramatized by a biographer, making their exploits known far and wide as the book becomes an instant bestseller. Creatures that read the book learn the history of each paradigm member.
Party Hard	10	3 days	20,000 gp of party supplies	The paradigm throws an epic party of such extravagance, revelry, and thrills that creatures of all races, creeds, and backgrounds come to partake in the celebration. The party continues for three days straight, and any creatures that participate for the duration become friendly to each member of the paradigm.
Gatecrasher Training	50	3 months	An obstacle course simulating a dungeon	Each member of the paradigm learns the Dungeon Delver feat. If members already knows that feat, they may learn the Skilled feat instead.
Runic Insignia	20	1 week	A stone giant's rune chisel	The paradigm inscribes a single object or structure with a symbol that represents the paradigm. If an object or structure with the insignia is damaged or stolen, each member of the paradigm becomes aware of the theft or damage, along with the name of the offending creature(s).
Vault of Ages	100	1 year	A 15-ft.-by-15-ft. cube of solid adamantine	The paradigm constructs an impenetrable magical vault that none but members of the paradigm can open or close. The vault is an Epic magical structure (AC 40, 1,000 hp) that cannot be moved by any means and is immune to damage and magical effects from non-Deific sources. The inside of the vault is an extradimensional space the size of a 10,000-ft. cube. Creatures cannot magically transport themselves, other creatures, or objects into or out of the vault. Additionally, creatures other than the members of the paradigm that attempt to open the vault must succeed on a DC 30 Charisma saving throw or be pulled through the vault and become trapped within.
Portal of Reasonable Exchange	40	6 months	A *portable hole*	The paradigm creates a circular portal 5 ft. in diameter that opens at a point on the ground and is an Epic magical effect with an infinite duration. A creature can throw currency through the portal and speak the name of the desired item. One round later, the item appears in an unoccupied space within 5 ft. of the portal. If a creature fails to offer the item's market price, it instead receives a substandard version of the item whose value is equal to the amount offered.
Perfect Map	5	1 week	Ink from a kraken and a 10-ft. square of weatherproof parchment	The paradigm intuitively draws a detailed map of a location whose name they know. The map prevents any who read it from getting lost at that location, reveals secret doors not concealed by Epic magic, and summarizes the purpose of each room and area (though not their contents).
Lucky Coin	10	1 day	1 pp	The paradigm imbues a single valuable coin with good fortune. When a creature with the coin rolls a d20 and rolls less than 20, it may immediately take a reaction to flip the coin and instead roll a 20. The flipped coin then vanishes into thin air. Once a creature has benefited from this feature, it cannot benefit from it again for 1 month.
DM-Created Features	–	–	–	At the DM's discretion, one or more additional features may be added to the paradigm, each of which must be designed around themes of fortune, dungeoneering, or skill.

Loremaster Paradigm

Loremaster Feature	Prestige Cost	Time Required	Other Cost	Description
Replicate Lore	5 or 25 (see description)	1 week	A *spell scroll* of *legend lore*	The paradigm creates a copy of lore, text, or information they have access to which perfectly mimics the nonmagical properties or information of the original. The copy can take a different form than the original, such as copying information from a scroll into a tome or recording lore in a different language. If the lore is a *spell scroll* or other magical item, the paradigm can spend an additional 20 prestige to make a copy of the lore which retains the original's magical properties.
Cipher of Secrets	40	4 months	The solution to an unsolved mystery	The paradigm develops a mystical cipher that protects a piece of written lore from unworthy eyes. The cipher is a special language understood only by members of the paradigm and is immune to non-Deific magical effects that would ordinarily decipher it. A member of the paradigm can touch a piece of written text or lore and magically encode it with the cipher.
Mantle of Preservation	25	1 month	A member of the paradigm must be coated in an alchemical preservative fluid that seeps into the member's body	The paradigm chooses a single member to gain the roll of preserver within the organization. Nonmagical objects and structures the preserver can directly see are immune to damage from non-Deific sources for as long as the preserver can see the object or structure. This benefit ends if the paradigm designates another member as a preserver.
Halls of Lore	45	9 months	The paradigm's repository of accumulated knowledge and 200,000 gp of building materials	The paradigm creates or upgrades a structure to contain their accumulated knowledge. This structure is of the paradigm's design, but typically costs around 200,000 gp worth of materials to bring their vision to life. The building is considered an Epic structure and is resistant to damage from non-Epic sources. Additionally, objects within the structure cannot be damaged and cannot be removed from its location with a paradigm member's explicit permission.
Consultation	3	6 hours	A crystal ball	A member of the paradigm consults a piece of knowledge in the paradigm's possession across any distance or planar boundary as though the member had full access to the lore in question.
Genius Expertise	30	1 year	A collection of more than 100 respectable tomes on the subject one wishes to master	A single member of the paradigm gains proficiency in the Arcana, History, Nature, and Religion skills. If the member is already proficient in one or more of those skills, instead the member's proficiency bonus is doubled when making ability checks with those skills. If the member's proficiency bonus is already doubled when making ability checks with those skills, the member's proficiency bonus is instead tripled.
Caretaker of Knowledge	20	6 months	50,000 gp of magical materials	The paradigm enchants a single creature friendly to them, magically converting it into a caretaker of the paradigm's accumulated lore and knowledge. The creature gains the following traits. **Loyalty.** The creature is immune to the charmed condition and cannot be compelled to act in a manner contrary to the paradigm's interests. **Master of Lore.** The creature knows every object in the paradigm's possession and can categorize, organize, and inventory the objects flawlessly.
Exclusive Rights	10	1 week	A magic eraser worth 3,000 gp, which is consumed when the feature is used	The paradigm takes a piece of lore or text in their possession and destroys all copies of the text other than the ones in their possession. If a piece of lore that would be destroyed is in the possession of a Deific creature, it is immune to the effects of this feature.
Lore Sense	5	1 hour	–	The paradigm chooses a single creature they can directly communicate with and magically senses if it knows a piece of desired information, such as a magical secret, piece of history, or divine wisdom.
DM-Created Features	–	–	–	At the DM's discretion, one or more additional features may be added to the paradigm, each of which must be designed around themes of preservation of knowledge, acquiring lore, and understanding.

Pantheon Paradigm

Pantheon Feature	Number of Followers Required	Divine Rank	Description
Strength through Faith	500	0	When members of the paradigm take a long rest, they spend that time listening to the prayers and requests of their followers. Members may answer a prayer as though they had cast the *wish* spell while in the presence of the worshiper. Each member can use this feature once per week, plus an additional use for each divine rank the pantheon has attained. Members of the paradigm cannot directly benefit from casting the spell in this manner, and if the caster would suffer stress from casting the spell, they instead suffer no stress and cannot use this feature again for a period of 1 year.
Domain Embodiment	3,000	1–3	Each member of the paradigm gains the ability to innately cast a number of spells according to the paradigm's domain. These spells can be cast at will, are always cast at the spell's level, and use a spellcasting ability of a member's choice (including scores like Strength, Dexterity, or Constitution). The paradigm collectively decides which spells will be their domain spells, and the domain spells consist of two spells from each level, 1st through 5th.
Immortal Essence	10,000	4–6	When a member of the paradigm is slain and not returned to life within 7 hours, the paradigm loses 1,000 followers and the member is instantly returned to life at a location of worship dedicated to the paradigm. This is a Deific effect.
Mantle of Divinity	50,000	7–9	Each member of the paradigm is immune to the effects and attacks of non-Epic creatures unless it chooses not to be.
True Godhood	100,000	10–11	Each member of the paradigm is considered a Deific creature, but effects produced by the paradigm are not considered Deific. Additionally, the paradigm becomes immortal and members do not age and no longer need to eat, drink, or breath.
Enter the Empyreal	250,000	12–13	By spending 1 hour in uninterrupted concentration (as though concentrating on a spell), a member of the paradigm can journey to the empyreal plane, the realm of the gods. Here, divine beings exist in a state of eternal bliss, able to always hear the prayers and requests of their followers, perceive what their clerics perceive, and interact with one another. However, no god residing on the empyreal can harm another in any way, and non-Deific creatures can never enter or exist within the empyreal.
Manifest Avatar	1 million	14–15	While residing on the empyreal plane, a member of the paradigm can take an action and begin concentrating (as though concentrating on a spell) to manifest an avatar at a place of worship dedicated to the pantheon. The avatar works similarly to the *simulacrum* spell, but is considered a Deific effect that allows the simulacrum to possess all features and abilities of the member that produced it, minus the benefits gained from the paradigm. If the member of the paradigm producing the avatar leaves the empyreal, the avatar is instantly destroyed. Once this feature has been used, it cannot be used by that member again for a period of 100 years.
Greater Deity	2 million	16–17	Each member of the pantheon is considered a greater deity in their cosmology. Any effect produced by a member of the paradigm is considered a Deific effect.
Divine Will	10 million	18–19	Each member of the paradigm can cast the Epic ritual *miracle*. The casting time for this ritual is always 8 hours.
DM-Created Features	–		At the DM's discretion, one or more additional features may be added to the paradigm, each of which must be designed around themes of gaining additional godlike powers as the paradigm gains followers.

Planeswalker Paradigm

Planeswalker Feature	Prestige Cost	Time Required	Other Cost	Description
Aspect of the Planeswalker	10	1 week	A *spell scroll* of *planeshift*	A single member of the paradigm is imbued with magic that allows effortless travel across the planes. That member may cast the spell *planeshift* (targeting members of the paradigm only, including the member) at will.
Adaptive Explorer	40	6 months	A meditative retreat to a tranquil location on another plane	Each member of the paradigm is immune to a plane's naturally occurring non-Epic effects and environmental hazards.
Invasive Exploration	15	1 month	A mithril compass	When next each member of the paradigm travels to another plane, that travel cannot be prevented by any means.
Locate Hidden World	25	3 months	An observatory built to survey the stars	The paradigm learns the location of a previously undiscovered plane or demiplane. Additionally, they learn the modes of travel (if any) required to reach the plane.
Locate Native	5	1 week	A topographical globe or similar map of the target plane	The paradigm selects a plane they are aware of and attempt to find a native creature upon it. This effect functions similarly to the *locate creature* spell but can find a creature anywhere on the target plane.
Planar Terraforming	100	1 year	A piece of the plane into which you wish to terraform the ground	The paradigm transforms a 1,000-ft. square of ground into terrain from another plane they have visited. The area gains all of the properties of that plane that are produced naturally. Additionally, if they designate a specific natural location (such as a pit of endless darkness or an erupting volcano) on the plane, the effect gains any natural properties of that location.
Planeswalker Augmentation	40	6 months	A magical surgical procedure in which a member's body is augmented with magic	A single member of the paradigm gains three planeswalker spell slots, which are 9th-level slots. The spellcasting ability for these spells is Charisma, and the member regains expended spell slots upon finishing a long rest. These slots can only be used to cast the following spells without the need for material components, which the member knows and are considered planeswalker spells for the member: *astral projection*, *banishment*, *control weather*, *etherealness*, *gate*
Planar Ambassadors	10	1 week	A letter of introduction written in a native language of the target plane	The paradigm selects a plane they are of. Unless they are enemies, natives of the plane are friendly toward members of the paradigm when they meet them for the first time.
Identify Phenomena	5	1 day	A pair of glasses for each paradigm member	The paradigm selects a plane they are aware of. While members of the paradigm are visiting that plane, they can immediately identify any natural phenomena they can detect, along with their specific properties and effects.
DM-Created Features	–	–	–	At the DM's discretion, one or more additional features may be added to the paradigm, each of which must be designed around themes of exploration, planar travel, and knowledge.

Warden Paradigm

Warden Feature	Prestige Cost	Time Required	Other Cost	Description
Fertile Growth	10	1 week	A *spell scroll* of *plant growth*, or a member able to cast *plant growth*	An area up to 100 square miles is rapidly filled with greenery, plant life, and other types of flora, becoming fertile for all types of plant life. The paradigm can specifically tailor the type of plant life produced there to accommodate certain ecosystems, including habitats for creatures of any type native to the plane.
Natural Disaster	40	1 week		The paradigm casts the Epic ritual *natural disaster*. The preparation time for the ritual is always 1 week.
Spontaneous Generation	15	1 month	Two fossilized eggs	The paradigm causes a breeding pair of non-Epic flesh-and-blood creatures to spontaneously hatch from two eggs. The creatures can be of any type the paradigm has encountered before, having all the properties and features of an infant version of those creatures. The paradigm may alter the creatures' alignment and personality to one of their own design. Offspring of those creatures inherit any alignment or personality changes.
Way of the Traveler	25	3 months	A natural retreat known only to members of the paradigm	A single member of the paradigm is magically and permanently altered to better move through the world and gains the following benefit. The member gains a burrowing, flying, and swimming speed equal to the member's walking speed.
Groundskeeping	5	1 week	A ledger in which to record the survey's results	The paradigm surveys a natural environment encompassing up to 50 cubic miles of area. The paradigm learns the exact number of every type of flora and fauna living in the area. Additionally, the paradigm discovers the location of any significant landmarks or structures in the area.
Create Sentinel	100	1 year	A henge of stones enchanted to be indestructible	The paradigm chooses a beast friendly to them and imbues it with tremendous magical power. This process grants the beast a variety of Epic affixes of the paradigm's choice, until the creature's Epic challenge rating is equal to the character level of one of the paradigm's members. Additional information on Epic affixes can be found in "The Epic Affix System" in chapter 6. The beast protects its environment against those that would harm it and will not willingly leave its territory.
Ward of Preservation	30	5 months	An unbroken line of ashes that circles the affected area	The paradigm magically preserves a natural environment of at least 50 cubic miles. When a non-Epic creature not native to the environment would enter the area, it gets lost and is magically transported to a random location outside the area.
Natural Wonder of the World	200	10 years	A natural landmark of extraordinary natural significance, such as a titanic mountain, a crystal-clear lake, or a cave that sparkles with precious gems	The paradigm designates a single natural landmark of great beauty and proportion as a wonder of the world. The wonder becomes immune to damage from all sources, and beasts that make the wonder their home grow to tremendous size and strength. Creatures within 10 miles of the wonder cannot willingly attack each other for reasons other than survival (such as for food or in defense of themselves). This is a Deific effect.
Explosive Development	5	1 day	A *spell scroll* of *enhance ability*	A single infant beast friendly to the paradigm instantly grows to adulthood, gaining all the skills and instincts necessary to survive in the wild as an adult member of that species.
DM-Created Features	–	–	–	At the DM's discretion, one or more additional features may be added to the paradigm, each of which must be designed around themes of protection, nature, and growth.

RUNNING THE GAME

With your setting in one hand and your DM skills in the other, you are ready to begin running your first Epic adventure! An Epic campaign requires masterfully constructed adventures that give players plenty of opportunities to be awesome. You should run your game in a way that caters to your players' expectations of what constitutes Epic-level play, but always with a mind to surprise them with gameplay outside of their comfort zone. This section has some useful information for getting your campaign rolling along with ideas about how to apply your skills as a DM to Epic-level play.

EPIC ADVENTURES

Your campaign will be a collection of extraordinary adventures, providing characters the opportunity to acquire prestige, slay mighty foes, wield extraordinary magic, and grow in power. An Epic adventure encompasses a journey that takes the party from one Epic level to the next. Such adventures can be stories of interplanar political intrigue, the ongoing struggle against a mad god, or the exploration of a forgotten world filled with wonders beyond imagining. An adventure can be based around a location, event, or some combination of the two, providing your players with a direct narrative path through which they can experience the adventure.

Location-Based

Epic locations are truly wonderous places. If Epic characters are going to spend a lot time in a single location over the course of an adventure, make it as interesting as possible. Remember that Epic characters don't have the same concerns as their non-Epic comrades. They likely won't be interested in the local thieves' guild, preferring to investigate the titanic golden statue of a mysterious archon at the center of the city. Create locations for your adventures that interact meaningfully with Epic characters. A sleepy coastal village defended in secret by an ancient Epic dragon has a task that only Epic characters can accomplish. You can even make a location fully Epic, a place of tremendous power and significance that challenges characters' survival skills on daily basis. Extreme environments, deadly local wildlife, or strange magical properties can make exploring a new location intriguing for Epic characters. The best locations are ones to which your players will keep coming back again and again, having earned a special place in their characters' hearts after a high-quality adventure.

Event-Based

An event significant enough to get the attention of Epic characters is a big deal, the most extreme of which can be the focus of an entire adventure. A demonic invasion of the material plane, the unearthing of an ancient magical relic, or the discovery of a new type of magic can attract Epic adventurers like moths to a flame. When designing such an event for your campaign, it is rarely enough to manifest power on an Epic scale. To make it adventure-worthy, you must ensure the event's significance for both your world and the characters. A meteor threatening to crash into a plane is indeed something Epic characters should handle, but having it targeting a character's childhood home makes it personal and adds a touch of mystery to what would otherwise be a standard Epic event. The more you know about your game's characters the better you can bait them with interesting events.

Overcoming an event-based adventure should be a triumph known known far and wide, with repercussions that span the entire campaign. Masterful use of these adventures seamlessly blends them into your campaign's narrative, providing your players with opportunities to grow their characters as both people and heroes. Consider how your event-based adventure uniquely appeals to the characters. Why is this something they must solve? What is preventing other Epic powers from getting involved? What are the stakes should the characters fail to act? Having good answers to these questions best ensures your players' interest in the event, leading to better engagement and investment.

USING TIERS OF EPIC PLAY

Epic Legacy is divided into three tiers of play (following the conclusion of the fourth tier at 20th level): Epic Tier, Legendary Tier, and Finale Tier. Understanding the role of each tier will help you construct your campaign, developing threats, plot threads, and stories that fit the scope of your game.

Epic Tier. From 21st level to 25th level, your characters are in the Epic Tier. This is their first taste of Epic power, experiencing what it means to be Epic in your game world and discovering what they would like to accomplish with their newfound powers. Epic Tier is where players begin plotting out their characters' progression at Epic levels, so listen to their conversations and plans for their characters as they advance. Clever DMs will use this knowledge to defy and surpass those players' expectations about the game and provide them with meaningful moments they've been looking forward to for over a dozen sessions.

Your stories at Epic Tier should foreshadow threats the party is not ready to face and establish the themes of your campaign so the players know what type of story they are playing. Have an idea about what direction you want your campaign to head in while still leaving room for major plot changes and developments inspired and caused by the players.

Threats and encounters at Epic Tier scale up quickly (one Epic character level is equivalent to about four non-Epic character levels), with your players initially fighting slightly scaled-up versions of what they faced at non-Epic levels. As they advance through the tier, the characters will square off against deadly enemies of titanic power and master social situations that require every ounce of guile and charisma they can muster. At the end of Epic Tier, the players are fully experienced with their new abilities and are ready to receive their most powerful features.

Legendary Tier. From 26th to 29th level, your characters are in the Legendary Tier. These characters are ludicrously powerful and have the skills to overcome most obstacles. The list of foes who can provide a meaningful challenge has grown thin, while the characters' influence on the world around them has increased exponentially. Unless your campaign setting is an Epic world of absurd power, your players should be some of the most important beings in your setting—admired, hated, opposed, supported, and everything in between by those aware of their existence. Any encounter serious enough to threaten the safety of these characters is terrifying, a titanic clash that can send a chill down a god's spine. You will need every ounce of your creativity to provide players at this tier with a compelling experience, making for one of the most detailed games of 5th Edition you are ever likely to run.

If you have an archvillain or plot thread you have been working up to from the start of your campaign, now is the time to reveal it as the focus of your story. Review what your players have

accomplished since they attained Epic levels. How have their characters changed? What matters to them? How do they feel about the campaign and its characters? Use this knowledge at this tier to make your story feel like the culmination of a great journey that is soon nearing its end.

Don't skimp on preparing for a game session at this tier. It's better to delay a game than run a session for which you are not prepared, one which may fail to provide your players an experience that respects who their characters are and what they've accomplished. If you find yourself running out of steam at these levels, there is no shame in ending a game at this tier. Just make sure to give your players a satisfying conclusion to their story.

Finale Tier. Congratulations, DM! You've made it to the end. Once a party of Epic characters has attained 30th level, they are ready to bring their story to a close. Only a handful of creatures can directly oppose them, each possessing godlike power. The obstacles these players face are insurmountable, requiring exceptional teamwork, cunning, and raw power to overcome. If you want these players to roll initiative against your creations, make it worth their time. Your preparation work for the campaign should be dedicated to making encounters of all types compelling to play and interact with. *Difficult* is not enough—these must be the most memorable experiences your players have had over the course of the entire campaign. Dream big, work hard, and take time with your designs.

No matter the setting, characters at this tier are a big deal. Their actions can distort reality, bend the laws of magic, and defy gods. Think about what the characters mean to your game world, and communicate this clearly as they explore this tier of play. You will need a compelling ending for your campaign—whether it's a climatic final battle, the casting of a mighty spell, or the destruction of a malevolent relic, your characters should make the impossible happen to bring your game to a satisfying close. Give your players a chance to wrap up existing plot threads, accomplish longstanding personal goals, and share in the glory of having achieved such milestones.

When you bring your game to an end, take a moment to reflect on your experience. You may have just concluded a game that started with a bunch of 1st-level characters more than two years ago, and that means a lot to both you and your players. Remember the moments you laughed until you were out of breath, held back tears during a profound roleplaying scene, or unleashed screams of triumph after overcoming a vicious dungeon boss. Remember what you learned, how you've improved as a DM, and what playing 5th Edition and Epic Legacy has taught you. Use these memories and experience to plot your next great adventure. It's sure to be a good one.

PROGRESSION AND LEVELING

Unlike their non-Epic counterparts, Epic characters do not gain experience from their adventures, nor can they gain Epic levels from acquiring experience. The kind of challenges required to advance an Epic character's power must be extreme, creating a benchmark leveling system that aligns with your game's narrative. Epic characters are awarded an Epic level at the DM's discretion, typically at a moment of great significance to the campaign. You should almost always award Epic levels collectively to the entire group, as a party of Epic characters can only accomplish deeds worthy of such a reward through excellent teamwork. You can award each of your characters an Epic level when they complete an Epic act, such as the examples provided here.

- **Completing an Epic Adventure.** Finishing a major narrative arc in your game is a great opportunity to award an Epic level. This system rounds off a section of your campaign nicely, giving your players a chance to bask in the glory of both their achievements and new powers. Use this method of leveling to reward your players for focusing on the intended goals and story of the campaign, keeping them on track toward the kind of game you want to run.
- **Legendary Achievement.** Standing alone against an army of orcs, casting a spell to resurrect a dead god, or becoming attuned to a mighty relic are all good examples of legendary achievements. These achievements change your game world and give the characters' story and social activities greater significance. Use this method of leveling to reward your players for exceptional roleplaying and storytelling that lead to great narrative moments and scenes.
- **Slaying a Mythic Creature.** Mythic creatures are the most powerful a party of Epic characters can face. You can learn more about mythic creatures in chapter 8; their rarity and staggering difficulty means their defeat is the perfect opportunity to award an Epic level. Use this method of leveling to reward your players for their skill in combat and tactics.

Rate of Character Advancement

The Epic Legacy system intends that you award each character in the party an Epic level every three to five game sessions (each session between three to five hours long). While this may seem fast, keep in mind that in-game time need not represent time spent playing in real life. Epic characters can afford to be patient, meticulous, or slow to act between adventures, allowing your game to retain a sense of longevity. Environmental and social encounters are an excellent tool to pull your game back from the day-to-day adventuring model. Consider granting Epic characters huge sections of downtime between adventures to explore and develop their own narratives, possibly accomplishing Epic acts or developing their own adventure hooks for you to enjoy together.

CHARACTER DEATH

Death does not hold Epic characters for long. If the characters weren't resurrecting each other at non-Epic levels, they certainly will be now. This turns what was once a devastating occurrence for an adventuring party into an inconvenient speedbump. Epic Legacy encourages DMs to focus less on slaughtering their players and more on causing them to fail their objectives, but character death occurs all the same. If you want to make a character's death more significant in your game, there are a couple of variant rules that can crank up the severity of the effect.

Epic Resurrection. Using a generous interpretation of the law of nobility detailed in chapter 4, one could argue that non-Epic magic that resurrects Epic characters is trying to replicate the effects of Epic magic by restoring to life such powerful creatures. Using this method, non-Epic spells like *revivify* and *raise dead* are not enough. Epic magic must be used to restore a slain Epic character to life.

Harder Every Time. Each time an Epic character is killed, returning to life becomes more expensive and difficult. Special rituals must be performed, material components consumed, and magic expended to fully restore an Epic character. This variant changes death from a speedbump into an obstacle course for the entire party.

Three Strikes, You're Out. If an Epic character dies three times over the course of a campaign, then that character can no longer be returned to life. You can integrate this justification into your game world by explaining that the souls of Epic characters are too valuable to those in the afterlife, who are unwilling to let them escape their well-deserved fate.

TREASURE

Players love loot. Few things are as satisfying as throwing down thousands of gold coins for a shiny new magic sword. At Epic levels, characters can amass hordes of treasure so extravagant that a gold dragon will turn green with envy. While it's important to continue to reward your players with treasure at Epic levels, the sheer volume of wealth can become problematic for your game. At best, huge hordes of gold can become difficult to manage; at worst, the characters are provided nothing to spend that money on and become the fantasy equivalent of the monopoly guy. Whenever you hand out treasure, whether it be equipment or wealth, do so with the intention of it being used for something. Epic characters using their gold to build giant naked statues of themselves is great as long as the characters get a sense of satisfaction from it. Detailed here are two models recommended for dealing with treasure at Epic levels.

Wealth

Even if players count their wealth through platinum coins, it can still amount to sums of money so large that carrying it around would require several dozen bags of holding. Epic adventurers don't have time for that, and sometimes use different forms of currency to handle large sums. You can use any precious material more valuable than platinum as a form of coinage for your game, and it can make for a satisfying moment when characters are recognized because of the type of currency they carry. Campaign settings such as Epic world can accommodate these types of currency more easily, since they are used to dealing with the wealth of Epic characters. Other settings may see exchanges of rare Epic material spell components, magic items, or other treasure via barter and trade instead of currency. The Epic Currency Exchange Rates table outlines currencies found in a setting that has grown accustomed to the wealth of Epic characters.

Equipment

Magical items are tools every Epic adventurer wants and needs. However, most Epic characters can only make use of up to three or four magic items at a time. While you should provide characters with new magical items on their adventures, you should be mindful toward what happens to their old equipment. A *flame tongue* may not be powerful in the hands of a crusader, but passing it on to an up-and-coming paladin hero is a great way to both tell a story and get rid of unneeded treasure.

The magic items characters carry should be useful and significant to the game. A wand used only once has about as much practical value as a *spell scroll* and can condition your players to treat magical items as throwaway assets rather than meaningful components of your game world. Epic characters have the power, wealth, and ability to build, purchase, and acquire specific magical items. If an Epic character inquires how to claim a useful magical item, you may provide an opportunity for the character to get it. Make the process of gaining magic items difficult in proportion to the rarity of the item in question and how it is being acquired. Common and uncommon items should require no more than a day's worth of effort. Rare and very rare items could involve up to a week of downtime, either for crafting or finding a willing vendor. Legendary items are too powerful to be made without great effort, and few creatures are willing to part with a legendary item unless the circumstances are dire. Artifact*s* and relics can never be purchased, and only the most powerful creatures in existence have the ability to craft them.

Not all magic items are created equal. Just because an item is legendary does not mean it is on the same level of power as other legendary items. Whenever your players desire an item, check for game-breaking properties before approving its acquisition.

Behind the Curtain: Retooling Magic Items

As any crossbow-wielding fighter can tell you, the magic items available in the 5th Edition core rules leave much to be desired. It's incredibly frustrating for a player to make character design choices based on the availability of certain types of magic items. Designing magic items from scratch takes practice, time, and skill. If you don't have the time or the interest to create your own but still want to provide your players with interesting options, you can retool the official 5th Edition items to be more accessible to your players. Got a spear-wielding ravager among your party? Create an *oathpike*, combining the effects of an *oathbow* with the weapon properties of a pike. This kind of retooling opens up your game to a lot of creativity and customization, as many magic items allow for certain character builds to function extraordinarily well. A *robe of the archmagi* can easily work as a *robe of the archdruid* if you rolled on a random loot table and got something for a wizard-less party. This process rarely breaks the balance of the game beyond what the item would do in its "natural state," so use it to maximize enjoyment when your players open a chest of loot or find a hidden cache of treasure.

Epic Currency Exchange Rates

Coin	pp	mc	ac	sc	dc	smc
Platinum (pp)	1	1/10	1/50	1/100	1/1,000	1/10,000
Mithril Coins (mc)	10	1	1/5	1/10	1/100	1/1,000
Adamantine Coins (ac)	50	5	1	1/2	1/20	1/200
Sapphire Coins (sc)	100	10	2	1	1/10	1/100
Diamond Coins (dc)	1,000	100	20	10	1	1/10
Starmetal Coins (smc)	10,000	1,000	200	100	10	1

CHAPTER SIX: EPIC ENCOUNTERS

Every adventure needs encounters. Whether it's infiltrating a lich's stronghold, persuading a dragon to part with treasure, or doing battle with the king of the storm giants, Epic characters are ready to face some of the most difficult challenges ever conceived. This chapter focuses on taking your encounter-building skills as a DM to Epic levels by providing a deadly toolbox of resources and strategies.

WHAT IS AN EPIC ENCOUNTER?

If you are a veteran DM, chances are you've run some pretty epic encounters outside the Epic Legacy system. That's great! Those experiences will be helpful here. When this chapter refers to Epic encounters, it doesn't always mean a climactic struggle against impossible odds with the entire world at stake. Epic encounters are built to interest Epic characters, allowing them to unleash their fearsome abilities, challenge their tactical decision-making, and engage their roleplaying skills. More powerful characters need these moments to be appropriate for their Epic interests and strengths, hence their description as Epic encounters.

Making an encounter Epic involves more than just increasing numbers. Each encounter should be carefully designed to appeal to your players and contribute meaningfully to your game. A well-designed Epic encounter seamlessly blends story, challenge, and novelty into a compelling experience your players won't soon forget.

EPIC ENCOUNTERS AND ROLLING DICE

Most Epic encounters involve rolling dice. However, they are not always necessary. Using dice with Epic Legacy requires some discretion on your part to make for an enjoyable experience.

Using Average Rolls

Creatures in 5th Edition have average results next to the damage dice on their attacks and abilities. At non-Epic levels you may have chosen to ignore this characteristic in favor of rolling damage each time, but doing so at Epic levels can get out of hand. If your ten ice devils are each rolling damage on each of their seventeen individual hits, your game is going to suffer heavily. If you find yourself having to roll a lot of the same dice in rapid succession, take the average damage to speed up gameplay. This isn't true of just damage dice. A horde of angry dwarves can be streamlined using average results on attacks, ability checks, and saving throws. While this may make an encounter easier, it won't matter if the goal of the encounter isn't to threaten the players' lives or have them expend significant resources.

Pointless Dice Rolling

Because Epic characters are so competent, rolling dice at every opportunity is trivial and time consuming. It's insulting to even ask a character to attempt a check when there is no chance of failure. Your players will enjoy the moments when they succeed unconditionally, no longer opposed by obstacles and challenges that would have mattered at lower levels. If the outcome of the roll is not in doubt, it shouldn't be a roll in the first place.

ENCOUNTER TYPES

A party of Epic heroes charges down an army of undead. An archmage unleashes torrents of magic that disintegrate a lich. A bard performs a masterpiece for a god in exchange for knowledge. A slayer leads the party through a toxic jungle home to a sentient mythic disease. These examples illustrate different types of Epic encounters which you can use to develop your game. This section covers the details of each encounter type, along with suggestions on how to run them.

Remember what kind of players you are dealing with when choosing an encounter type. You need not use them all, and one or more may not be appropriate for the type of players in your game. However, each encounter type contributes uniquely to a game of Epic Legacy, and some experiences aren't possible without them.

Combat Encounters

Combat encounters are by far the most common encounters in 5th Edition, and combat at Epic levels is awesome. Epic characters can unleash a tidal wave of destruction upon their enemies, the most powerful of which will respond in kind. Some combat encounters will be pitifully easy as the characters slaughter hundreds of pathetic foes. Others are ferociously difficult, requiring characters to fight with every ounce of strength or risk total obliteration. Detailed here are three types of combat encounters typically experienced in Epic Legacy.

Flex Encounters

The legion of orcs stood before the city, ten thousand strong. Their leader barked commands and the siege engines rumbled into position. Four heroes rode out to meet them, charging the encroaching army. Orcish laughter turned to screams of terror as the heroes plowed into their ranks. No weapon could harm them, for their armor was magical. No spell could affect them, for their will was too great. The lucky few who escaped never sought war again, ending what had been a yearlong campaign of terror and destruction.

Flex encounters are best when your story demands Epic characters face enemies that can barely harm them under the best of circumstances. When Epic characters crush weak enemies with overwhelming force, your players will revel in their power. Any encounter in which the characters' victory is easily guaranteed

should be considered a flex encounter. Unless the characters are high-level Epic characters, such encounters typically feature non-Epic creatures, with some involving huge numbers of enemies on a tremendous scale.

Flex encounters are run using a descriptive, scene-based system in combination with roleplaying. During a flex encounter, rather than rolling initiative you instead pause the game and talk to your players. This is called "setting the stage," when you figure out how your players want to engage the encounter. Describe the situation before them: what enemies are present, their strengths, the stakes of the conflict, and any other relevant information. Then ask questions of your players: "What would you like to do during this scene?" "How do you want your character to handle these creatures?" "What abilities would you like to use?" From their answers you learn what the characters would do in the conflict. The players may wish to take risks, expend resources, or accomplish specific goals, all according to their characters' personalities. Once you have all the information you need to narrate how the encounter will progress, you can begin.

At the start of the encounter, describe what happens when combat begins. Does the orc army scream in terror and flee, or do they fight valiantly despite being so outmatched? Turn to each player and allow them to narrate what their characters do. Perhaps the dreadnought fights naked to spice things up, while the archon telekinetically throttles orcs one at a time. Based on their actions, describe a result that plays up the "epic-ness" of each character. The goal is to make the players feel powerful by telling the story rather than rolling pointless dice. Use major events in the encounter to provide your players with opportunities to change their goals and actions. Perhaps the orcs choose to rush the city or fall to their knees and beg for mercy, necessitating the players change their strategy. A flex encounter can have any number of major events occur, depending on the desired length. If your players are having a lot of fun, let them revel in the flex encounter for a bit before moving on to more serious matters.

Flex encounters can easily transition into other types of combat encounters when certain events occur. An Epic orc astride a black dragon flying into battle is the perfect moment to roll for initiative and begin a standard encounter.

Standard Encounters

Challenge-appropriate battles make up the bulk of an Epic game's combat encounters. These encounters are analogous to those faced at non-Epic levels but use the party's Epic character level to determine an appropriate challenge. They need enemies that are powerful, numerous, or both. The details of what constitutes an appropriate challenge for a party of Epic characters are found in the "How Do Affixes Work?" section of this chapter, but it bears repeating that one Epic level is roughly equivalent to four non-Epic character levels. For example, a party of 21st-level characters with their 21st level being an Epic level should be able to defeat a monster with a challenge rating of 24 without expending too much effort. This does not mean you should base every encounter around this model. Increase or decrease the difficulty of these encounters to fit your game's story and style. As a general rule, Epic characters can handle between four to six standard encounters in a typical adventuring day, but there is nothing wrong with having fewer standard encounters in a single day with a much higher difficulty. These encounters should be between four to eight rounds in length, with the longer encounters reserved for grand battles and legendary creatures.

Standard encounters give players a tactical challenge in combat, forcing them to be creative with their Epic abilities. These encounters need to be diverse and exciting, exposing players to powerful effects, attacks, defenses, and other gameplay elements they have never seen before. Whether you are improving a creature with Epic affixes, designing your own Epic creatures, or using examples found within the book, be creative in their application—use environment, time, and story goals as components to a standard encounter to up the "epic-ness" significantly.

Combat Variant: The Rule of Majority

Combat encounters with too many monsters are boring and hard to follow. When you begin a standard encounter with a horde of enemies, it may be time to use the Rule of Majority.

The rule of majority states that when the characters are outnumbered by their opponents by at least two to one, some of the monsters should be forced to act on a single turn. If you are running combat with multiple monsters of the same type (such as the ice devil example mentioned earlier in the chapter), then it is best to combine their turns into manageable groups and control them simultaneously. This gives monsters a considerable advantage through their greater capacity for teamwork, so be mindful about how it can affect the challenge of your encounter.

This rule can also work in reverse. If the characters are being aided in combat by NPCs, allies, or summoned monsters and begin significantly outnumbering their enemies, it may be time to combine some turns. Characters with summoned creatures should almost always have those creatures act as a group or on that character's turn for simplicity's sake. Just like with monsters, using this variant in favor of players gives them a significant advantage.

Mythic Encounters

Death awaits Epic adventurers unprepared for a mythic encounter. These encounters exclusively use mythic creatures as their centerpiece and are so complex, powerful, and unique that they have their own chapter. More information on mythic creatures can be can be found in chapter 8.

ENVIRONMENTAL AND SOCIAL ENCOUNTERS

Not every challenge Epic characters face needs to come from the fury of a dragon or the divine power of gods. Within a world of fantasy there exist mysterious environments that even the most daring ranger will not explore, or social situations of terrific magnitude. Epic environmental and social encounters are a key part of the Epic Legacy experience, adding much-needed diversity to your encounters.

Epic Environments. Making environments and terrain to challenge Epic characters is one of the most difficult tasks in all of Epic Legacy. Epic characters have so many tools and tricks that most won't take a deadly environment seriously. Once an adventuring party has access to spells like *teleport* and *dimension door*, they have effective but costly solutions to physical obstacles in their path.

While you can design environments that are foolproof against your characters' abilities (dungeons warded against magical transportation, antimagic caverns, damage-proof doors, etc.), it is preferable to give the players reasons to interact with your environments. If your players spot their nemesis sitting on an island at the center of a lava lake or hear tales of an ancient treasure buried in a magical desert, they are going to be much more willing to engage with that environment instead of bypassing it completely.

Epic characters go where others dare not tread. This takes them to incredibly wonderous places with bizarre and deadly properties. Some of these environments have persistent effects similar to known spells, while others are nonmagical but horrifically extreme. You can make your environments as deadly as you'd like, but consider how they fit into your game's narrative. If the characters struggled to fly through hurricane-force winds in pursuit of a storm dragon, that dragon should have a good reason to be there. Combine Epic environments with other types of encounters to ramp up the difficulty. A kraken is a mighty foe on the surface, but in the crushing deep ten miles below sea level, it is deadly.

Epic Social Situations. Because Epic characters are so significant, the politics and ramifications of their activities can create a variety of social situations. From international diplomatic incidents to horrific divine blasphemies, Epic characters can get into all sorts of trouble through their words alone. These encounters can use roleplaying, ability checks, character features, or any combination of the three to make for a compelling experience. Use your personal style as a DM and your understanding of your players to determine how you want to conduct these encounters.

A well-developed game world is the best vehicle for Epic social situations, the most common of which is the interactions between Epic and non-Epic creatures. The more detail you put into the NPCs, locations, and lore of your game the more Epic social encounters will arise. The most significant of these encounters will greatly affect your game's story depending on the outcome. Entreating a god for aid against a rival, compelling a Great Old One to return to its slumber, or convincing an archdevil to part with a valuable mortal soul are legendary acts as significant as slaying a dragon. Some social situations are extremely challenging by nature and are enumerated here to help inspire you to create Epic social encounters that will challenge your players.

Lose-Lose Situation. Sometimes the characters just can't win. Having to choose between the lesser of two evils can be a difficult decision for a party of Epic adventurers. Hard choices are also epic choices, and entire game sessions can be taken up by players discussing the merits and implications of a complex social dilemma.

Rivals and Nemeses. If a powerful Epic creature declares the characters to be an enemy, that can mean serious trouble. Such creatures can have access to massive amounts of resources to throw against the characters. Highly intelligent creatures will know when to be subtle and when to be direct, destroying the characters' reputations, sabotaging their adventures, and otherwise being a pain until they can be convinced to stop. Creatures well protected both socially and physically are more easily befriended than destroyed, and it is epic indeed to turn a dire enemy into a steadfast ally.

Philosophical Differences. Everyone has an ethos that drives one's choices and actions. Even good Epic characters may disagree passionately about the correct approach to combating evil. Arguing with a god of law about what is fair is worthy of song, and such encounters work best when the party is unified in their cause. The philosophies and ideals of Epic characters can be called into question by all manner of creatures who seek to influence their behavior. Forcing the party to justify their approach to adventuring can be a meaningful Epic encounter to push your story forward.

TRAPS AND PUZZLES

Traps and puzzles at Epic levels are tough. The sheer durability and intellect of Epic characters pushes these aspects of gameplay into the realms of the absurd. However, they still have their place within adventures, and detailed here are some basic approaches to implementing them into your game.

Epic Traps. An Epic trap is insanely difficult to spot and/or disarm, hitting its victims like a marilith wielding six *vorpal swords*. Even if it kills a character outright, such a trap is unlikely to be more than a nuisance as the cleric casts *resurrection* on the unfortunate teammate. You could make a trap that is so devastating it would end an adventure if triggered, but that is excessive for all but the most brutal of campaigns. Increase the difficulty of traps by placing them in areas where they are not the primary concern. A standard encounter in a room full of Epic traps is devious, and the airless corridors of a dungeon can be made all the more dangerous by peppering it with traps that threaten to dispel lifesaving magic. 2CGaming has produced a detailed guide on building traps, the *Trap Compendium*, which can be scaled to Epic levels for powerful designs. Remember the primary difficulty of a trap is spotting it before it goes off. Once triggered, the effects should be unexpected and brutal. The example detailed here showcases an Epic trap called Imploder.

Epic Puzzles. A character with an Intelligence of 20 is considered a genius. Challenging the mental faculties of Epic characters requires devising content that is impossible to solve by mortal means. This puts players in the awkward position of trying to solve a conundrum they themselves are not mentally capable of completing, but their characters are. When designing Epic puzzles that are more than just a series of ability checks, you must suspend your disbelief about the puzzle's actual difficulty. While at the game table the puzzle you just handed your players will befuddle them for hours, in game the puzzle is actually an enigmatic conundrum of endless complexity. Solving a puzzle physically at the game table is a time-honored tradition, so treat the difficulty of such moments as representative of what the characters are actually attempting in game.

If you are dealing with extremely intelligent Epic characters, give them advantages on solving your puzzles. An Intelligence of 30 should count for something when solving a conundrum. When devising puzzles appropriate for Epic characters, get as devious and challenging as possible. You want your players to feel like the puzzle they are solving is one they never would have attempted at non-Epic levels (even though that likely isn't true, it's the thought that counts). For an example of an Epic puzzle, consult the *Enigma of Nyarlathotep* relic description in chapter 7.

IMPLODER
Complex trap (level 24–27, lethal threat)

A garbage disposal system within the undead city of Underlife has a deadly method for disposing of trash. Each trash receptacle in town leads to a stone slide that ends in a massive circular cavern 200 feet in diameter. Holes in the ceiling mark the presence of other chutes through which all trash disposed throughout the city flows.

Trigger. This trap activates 1 round after any object or creature larger than a marble enters the room from one of the chutes. The trap remains active until there are no creatures or objects larger than a marble in the room.

Initiative. The trap activates on initiative count 20.

Active Elements. The trap begins to implode every object and creature within the room.

Imploding Force. Each affected creature must succeed on a DC 30 Constitution saving throw or take 70 (20d6) bludgeoning damage or half as much on a success. Objects take 70 (20d6) points of bludgeoning damage from this effect. If a creature or object is reduced to 0 hit points by this effect, it is imploded to the size of a marble.

Dynamic Elements. The implosion effect becomes more severe the longer the trap remains active.

Constant Pressure. The damage of the implosion increases by (35) 10d6 bludgeoning damage at the start of each initiative count of 20, to a maximum of 140 (40d6).

Countermeasures. The trap can be stopped by reducing the damage it deals to a single affected creature or object to 0, which causes it to malfunction and break.

CHALLENGING EPIC CHARACTERS

Epic characters are as diverse as they are powerful. What is savagely difficult to one party of Epic characters can be a walk in the park to another. Being an Epic DM means you must be ferociously creative, devious, and sometimes cruel to threaten normally unstoppable players with defeat. Epic characters need to believe they can fail every once in a while, and a meaty challenge is just what your game needs to keep them on their toes. This section provides you with some insight into Epic encounter design, helping you build appropriate challenges.

CHALLENGE RATING AT EPIC LEVELS

Epic Legacy denotes the difficulty of an encounter using three terms: challenge rating, Epic challenge rating, and mythic challenge rating.

Challenge rating is the 5th Edition encounter challenge rating, determined through encounter budgeting and tables in the 5th Edition core rules. A creature's challenge rating is ultrapractical information at Epic levels, which is used to calculate the creature's Epic challenge rating. Details on how to calculate a creature's Epic challenge rating can be found in the "Epic Affix System" section of this chapter.

Epic challenge rating is to Epic characters what challenge rating is to non-Epic characters. An appropriately equipped and well-rested party of four Epic characters should defeat a creature of an Epic challenge rating equal to their Epic prestige class level without suffering serious injury or death. Keep in mind creatures with an Epic challenge rating can be deadly enemies, power bosses, and challenging encounters, but should pale in comparison to the threats posed by mythic creatures.

A creature can have both a challenge rating and an Epic challenge rating, which can be positive or negative. Creatures with an Epic challenge rating of 0 or lower are not suitable for a standard Epic encounter and must appear in greater numbers or with specific advantages to pose a threat. A creature with an Epic challenge rating of 1 is a reasonable foe for a party of 21st-level characters, 2 for a party of 22nd-level characters, and so forth. A creature's Epic challenge rating is only an estimation of its difficulty. Other factors such as environment, quantity of creatures, and advantages/disadvantages of the players can increase or decrease the difficulty of an encounter.

Mythic challenge rating indicates an extreme degree of difficulty for characters of an appropriate Epic level and is exclusive to mythic encounters. A creature with a mythic challenge rating of 1 is a suitable foe for a party of 21st-level characters, 2 for a party of 22nd-level characters, and so forth. An unprepared party has a slim chance of defeating a mythic creature, with an expertly prepared group averaging a 70–80 percent chance of victory.

Behind the Curtain: Overpowered Monsters, Balanced Encounters

Making your monster a fair fight through its statistics is an excellent strategy, but it may not be the most effective when it comes to running it in an encounter. Because Epic creatures are so detailed and complex, you will make tactical mistakes with a creature you are running for the first time, while your players will make far fewer mistakes with their Epic characters. For this reason, a monster perfectly balanced on paper will be easier to defeat than intended in an actual encounter. It's not reasonable to expect a DM to be as talented with the monsters as players are with their characters. While it may not be the standard approach to encounter design, Epic Legacy recommends that you create monsters that are more powerful than they need to be in order to accomplish the goals of the encounter. This isn't so you can crush the characters into oblivion (usually), but to allow you some flexibility as a DM. Make mistakes and roleplay a monster's behavior by making suboptimal decisions without fear of ruining the challenge. It's certainly epic to watch a mighty dragon chew on the party's archmage for a round while batting away other players with its tail, all the while mumbling something about it being "rude to interrupt someone during a meal."

IDENTIFYING CHARACTER STRENGTHS AND WEAKNESSES

Classes, feats, spells, and magic items are the bulk of an Epic character's resources, and you should try to understand them all. Each 5th Edition class and its associated Epic prestige class have built-in strengths and weaknesses. A ravager is an unstoppable terror in melee combat, but against ranged flying enemies it is not nearly as effective. Different characters follow different design paths that grant them unique actions even within the same class. An evocation archmage and an illusionist archmage will play differently thanks to their feats, spell selections, and subclass features.

To best identify a character's specific strengths and weaknesses, test the character and take notes! Remember that not every encounter at Epic levels should be deadly, and such challenges provide you with an opportunity to test your designs. Pay close attention to how the characters handle your encounters, and record what you liked and didn't like about how it went. Consult these notes often to grow more comfortable with designing Epic-level content, expanding your mastery of the system. Don't be frustrated if initially your players blow through what was supposed to be a difficult challenge, especially if you are running high-level adventures for the first time. It's all part of the plan.

When designing encounters for Epic characters, there are three methods you may find helpful, detailed in the following paragraphs. You can use a hammer to crush the characters, overwhelming raw power that they cannot match. Alternatively, you can use a scalpel, precisely targeting weaknesses found within each character to make even the most invincible heroes feel vulnerable. You can even throw in a wildcard encounter, presenting an impossible challenge with no intended solution.

Hammer Method. “Hammer encounters” target the strengths of Epic characters, beating them at their own game. A creature designed using the hammer method attacks with such power that even a dreadnought fully dedicated to defense cannot hope to avoid its blows. To disarm a trap designed with the hammer method, a grifter must succeed against a DC of ludicrous difficulty. The hammer method forces a bard attempting to seduce the king to contend with excessive layers of magical protections that protect his majesty against all forms of influence. While simple and effective, the hammer method can be irritating for players who enjoy feeling powerful, as their characters’ greatest strengths are routinely matched by the world around them. Use the hammer method when you want to give a hard no to the activities of your players, and a hard yes to the intended goals of your NPCs, monsters, and environments.

Scalpel Method. “Scalpel encounters” target the weaknesses of Epic characters, exploiting their vulnerabilities to frightening degrees to compensate for characters’ strengths. A creature designed using the scalpel method may be impossible to catch due to its incredible speed, pelting the melee party with ranged attacks. A dungeon designed using the scalpel method may permit players to teleport into its rooms but doing so will cost extra spell slots or split the party due to a magical curse. A diplomatic negotiation based around the scalpel method will force the characters to perform a variety of obscure cultural rituals involving checks in tools and abilities in which they lack proficiency. The scalpel model is subtle and challenging to execute well. It’s easy to know the strengths of your players (they use them constantly, after all), but weaknesses are another story. Excessive use of the scalpel method can make Epic characters feel weak, a sensation they should rarely experience at Epic levels. Use the scalpel method when you want to outplay or outwit your players.

Wildcard Method. “Wildcard encounters” describe when things get crazy. If you are curious to see just how much your players can handle, these encounters focus on the creation of a single insurmountable obstacle with no intended solution in its design.

The mechanics of a wildcard encounter should be brutal and unfair, forcing players to think outside the box and apply every ounce of their creativity to overcome. A death elemental that causes nearby creatures to attempt a death saving throw every turn is horrifying, but also makes players consider strategies they would have never thought of before. These encounters are great teaching tools. You learn a lot about the capabilities of your players by pushing them hard, and in turn the players learn more about what they can do with their characters. Keep in mind these encounters are going always be unfair to players, so excessive use can make your game feel like a gauntlet of poorly designed challenges.

Behind the Curtain: The No-Damage School of Encounter Design

It is possible to defeat a party of Epic adventurers in a combat encounter without doing a single point of damage. Give a character six levels of exhaustion, and that character dies instantly. Subject every spellcaster to the effects of the *feeblemind* spell and that party is done adventuring for the day. Epic threats need to be inventive and dangerous, and the most powerful are able to harm characters in ways players do not expect. Deadly unique conditions, mind-shattering Epic spells, or extreme death effects can lay an Epic character low in a few short rounds. Examples of these effects are littered throughout this book, and you should use them as inspiration for your designs. These features are not fair. Chances are the players have never seen anything like them before and never at such potency. These abilities should not be used frequently in your games, instead signifying the presence of a grave threat. Such effects are some of the most challenging to design well, so have a strong sense of the party's strengths and weaknesses when designing your own.

STRENGTHS AND WEAKNESSES ON THE CHARACTER SHEET

The traits of Epic characters are essential to understand when designing Epic encounters. Detailed here are summaries of character traits that are useful to understand when creating Epic encounters, along with the strengths and weaknesses of said traits.

Background. A character's legend, Epic ego, ideals, bonds, and flaws can be a character's strength or weakness in social encounters. Depending on the nature of your designs, use these traits to appeal to a character's personality and predict behavior.

Ability Scores, Saving Throws, and Skill Proficiencies. Epic characters have soaring ability scores, granting them tremendous advantages in anything that requires those abilities. A good understanding of the characters' ability scores and their proficiencies improves the quality of all types of encounters. Challenging encounters make good use of an Epic party's wide range of strengths and weaknesses in this area, countering high scores while exploiting low ones.

Characters with proficiency and a high ability score in a saving throw or skill are masterful at that trait and will almost always succeed on rolls. Those with proficiency or a high ability score in a skill or saving throw, but not both, are considered "decent" at rolls in those areas. A character lacking proficiency and a high associated ability score is impotent in that trait, and will often fail associated checks or saving throws.

Keep in mind, some ability checks are "raw" checks, meaning they do not have an associated skill that a character can use when making said check. This can remove a character's proficiency bonus with that associated ability, and is an unexpected scenario that will surprise Epic characters.

Understanding the strengths and weaknesses of characters in regards to their abilities is essential to creating a good challenge. A stealthy creature with a +20 bonus to its checks will get instantly spotted by the grifter with a +24 bonus to Perception. Calculate DCs for ability checks and saving throws based on how readily you want characters to succeed in certain areas. For example, a DC 32 Charisma saving throw against a party of characters without any proficiency in Charisma saving throws is a cruel and unfair challenge with a near 0 percent chance of success.

Speed. Most Epic characters have tools to increase their speed or change their modes of movement, such as flying, swimming, or burrowing. The utility of speed is restricted to environmental and combat encounters, in which characters use speed to escape hazards or pursue targets. A creature with high speed or the ability to burrow can effectively reduce the damage potential of a burly melee character to zero. However, an enlightened fist is able to sprint alarming distances and is nearly impossible to outrun. Examine a party's modes of movement and its capacity to handle highly mobile threats to find out whether it's a strength or a weakness.

Defenses: Hit Points, AC, and Resistances/Immunities. Epic characters are hard to kill, but they are not invulnerable. A typical combat encounter attempts to defeat characters by killing and needs to hit like a titan on steroids to be taken seriously. Understanding how your players expect to survive encounters is key to identifying their weaknesses. Character statistics like armor class, hit points, damage resistances, and saving throws tell you what you need to threaten a character's life. Your creatures don't need huge bonuses to hit against a character with low AC but should do significantly higher damage when dealing with large pools of hit points. Remember that once a character has been reduced to 0 hit points, that character isn't dead. Powerful healing magic can turn a dying slayer into a picture of health in a single turn. However, effects like *disintegrate* guarantee character death if they down their targets, forcing players to proceed cautiously as their health runs low. Threats can even circumvent character defenses with damage that cannot be reduced, avoided, or prevented. Such forces are typically Deific in strength and are among the most powerful of effects in Epic Legacy. A particularly nasty trick to pull is creating a creature that can deal damage to a character based on the character's maximum hit points. A hit point maximum of 700 can become a weakness instead of a strength using such methods. Note each character's defensive capabilities with an eye for any defense that may have been overlooked.

Perception and Vision. You can't hit what you can't see. Some Epic characters are amazing at spotting enemies with truesight and exceptional bonuses to Perception. Others will struggle to find a crafty demon benefiting from a humble *invisibility* spell. While being invisible or unseen is not a foolproof defense, it can be a huge hassle for an ill-prepared party. Additionally, characters typically have a short range on how far they can see in darkness and low light. A sniper with perfect night vision can make for a deadly enemy if its engagement range is well outside the characters' field of view. Watch how your players behave when confronted with creatures they cannot see. If they aren't casting *true seeing* before they enter a dungeon, the time may be ripe to hit them with an Epic invisible stalker.

Attacks and Spellcasting. Characters have a habit of using what works over and over again for a consistent result. This conveniently teaches you their favorite methods of attack, allowing you to adjust your designs accordingly. Characters will never use weak attacks or spells unless they have no other choice, so it's safe to design encounters against their strongest abilities. Specific defenses against a character's favorite combo or fighting style can shut that character down hard. Damage resistances, high AC, large hit point pools, and other factors can make for a viciously difficult encounter. Overlord player obsessed with *eldritch blast*? Enshroud your creatures in a *globe of invulnerability* spell, or grant them a rakshasa's spell immunity if you are particularly cruel. Unless a character is completely trivializing your encounters, it's unwise to reduce that character's impact in battle to negligible levels. Instead, don't let players use their most powerful offensive abilities without serious risk or cost, making them work for moments to completely crush the opposition.

Equipment. A foolish warrior is one who carries only one weapon. Disarming an Epic barbarian can be devastating, especially if your creatures are immune to nonmagical weapon damage. Such tactics are not limited to just weapons. An Epic rust monster may feast upon an Epic paladin's magic plate armor, while a wizard has a favorite robe drained of magic by a hungry arcane ooze. Don't feel too bad about destroying Epic characters' favorite toys—chances are they have the resources to find decent replacements. Identifying which items a character favors is easy—they can only use three to four of them at a time after all. If you don't want to deal with angry players obsessed over the loss of equipment, nullify an item's magic with spells like *antimagic field* or give them a good reason to remove the equipment.

Epic Affix System

WHAT ARE EPIC AFFIXES?

Epic characters are well beyond the power of most creatures in a world full of danger and dragons. Encounters against such creatures are one-sided affairs that fail to provide a serious challenge. While such encounters are fun and have a place in a game of Epic Legacy, characters need to make tactical decisions, spend resources, and face a degree of risk in encounters. This can make finding the right monster for your encounter a challenging process. While you are encouraged to create devious monsters from scratch, writing a small book of unique Epic creatures is too much work for the average DM. Presented here is the Epic Affix System, a tool for filling your adventures with powerful monsters from across the worlds of 5th Edition. Epic affixes improve the statistics of a relatively harmless non-Epic creature to Epic proportions. This system can increase a creature's offense, defense, or utility to fit the needs of your game.

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HOW DO AFFIXES WORK?

You apply Epic affixes to monsters when designing an encounter. The goal is to give a normally non-Epic creature the appropriate Epic challenge rating for the characters. You can apply as many affixes as you see fit, but be mindful you do not create a creature that exceeds the purpose of the encounter. To aid you in applying them effectively, each affix is broken down into components that allow for easy increases to the creature's various abilities and stats incrementally. This helps measure how strong your improved monster is likely to be each time you adjust its statistics with an affix. Each Epic affix includes three sections: description, effect, and adjustment.

Description

Each affix has a description that tells you what the affix does, how it may be useful, and how its properties may affect a creature's characteristics. Monsters benefiting from affixes differ from their "normal" form in more than just statistics. Descriptions like "sharper claws," "unnatural speed," and "glowing, fiery eyes" alert your players that these owlbears are going to be a bit more trouble than usual. Affixes are divided into one of three descriptive categories.

- **Brutality:** These affixes are your monster's tools of destruction. Useful for a wide variety of attacks and abilities, brutality affixes allow a monster's preferred method of attack to be improved with ease. Standard 5th Edition monsters can certainly hit hard but may be missing the necessary attack bonus, damage type, or abilities to threaten your party.

- **Tenacity:** These affixes increase your monsters' staying power and defense, essential for increasing the longevity of an encounter. Whether they increase hit points, AC, or saving throws, well-chosen tenacity affixes can turn any monster into a serious problem. Few creatures can survive more than a round in battle with Epic characters without one or more of these affixes.

- **Utility:** These affixes give your monsters more flexibility on the battlefield, making an otherwise bland encounter dynamic and tactical. Used to expand a creature's tactical options, utility affixes can increase a monster's movement, add additional abilities, or improve its action economy.

Effect

This section details what benefits an affix provides to a creature and should be considered part of its statistics once applied. Affixes often have incrementally increasing effects depending on the level of the affix assigned to them. Most affixes have levels associated with them, which indicate an increased potency of their effects and a higher increase to the creature's Epic challenge rating. A creature could have multiple levels of Invulnerability—I, II, or III—giving it a 25 percent, 50 percent, or even 75 percent reduction to all incoming damage. Each level also increases the creature's Epic challenge rating by a different amount.

Epic Challenge Adjustment

Each affix has a "challenge adjustment" which indicates how much a creature's Epic challenge rating increases when it gains the affix. Invulnerability III will be extremely powerful when placed upon an ancient dragon, but it will change little about a lowly kobold. The kobold will need many more affixes before it is ready to face a party of Epic characters, improving its Epic challenge rating with each affix it gains.

Non-Epic Challenge Rating and Epic Challenge Rating

Before you can grant a non-Epic creature affixes, you must determine its Epic challenge rating. Some creatures possess properties that benefit more from the inclusion of Epic affixes than others. These are creatures with additional actions, such as legendary or lair actions, but at your discretion you may apply them to creatures with unique properties and mechanics typically not seen in 5th Edition. Consult the Determining Epic Challenge Rating table to calculate the Epic challenge rating of non-Epic creatures.

Determining Epic Challenge Rating

Creature's Challenge Rating	Epic Challenge Rating Equivalent
<2	-21
2–5	-18
6–8	-15
8–11	-12
12–14	-9
15–17	-6
18–20	-4
21–22	-2
23–24	0
25–26	1
27–28	2
29–30	3
Legendary Creature	+2
Lair Actions	+1
Hit point maximum <50	-4
Hit point maximum between 51–100	-2

Exceptions and Edge Cases

There are exceptions to these rules when applying affixes, so keep in mind that challenge rating in any form is a rough estimation of a creature's power. Much of what makes a creature difficult or easy depends on the composition of the party it faces relative to the changes made to your monster. Creatures with lofty ACs can be near-invulnerable to a party of Epic martial characters, while monsters highly resistant to magic can wreak havoc on a party of Epic spellcasters. Applying a good mix of tenacity, brutality, and utility affixes will ensure your creature brings its strengths and weaknesses to your encounters in an epic capacity.

APPLYING AN EPIC AFFIX

To use Epic affixes optimally, it is recommended you use the step-by-step process detailed here. This provides a reasonable approximation of your creature's strength and what affixes it needs to be effective.

Step 1: Select a Creature

Choose a non-Epic creature and determine its Epic challenge rating via the Determining Epic Challenge Rating table. In this example, we selected a monster common in fantasy settings: a chimera. We want our chimera to threaten the characters with its Fire Breath feature and variety of attacks, but also live long enough to survive a few rounds. A chimera's Epic challenge rating is -14, and we need it to face a group of 23rd-level characters. We must increase the chimera's Epic challenge rating by 17 to make it fit for battle. Before proceeding any further, let's look at the chimera's stat block to see what needs improving.

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its Bite, one with its Claws, and one with its Horns. When its Fire Breath is available, it can use the breath in place of its Bite or Horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must attempt a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failure, or half as much on a success.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Step 2: Identify Vulnerabilities

Our chimera has some vulnerabilities that are too extreme for it be a worthy foe. Firstly, its Armor Class and hit points are quite low, but its movement is good with its 60-foot fly speed. With a +7 to hit, the creature has a reasonable attack bonus, but not enough for our purposes. The chimera's Fire Breath does not fare much better, with a low DC 15 Dexterity saving throw to avoid most of its damage. Even if all the chimera's attacks were to hit, it would still only do an average of 32 damage per round, a trivial scratch for Epic characters. Time to add some improvements.

Step 3: Apply Affixes

Now we select and apply affixes. Starting with tenacity affixes for some much-needed defense, let's give it Hearty IV for 400 additional hit points. We also apply the Resilience III affix for a +9 bonus to all of its saving throws. With that accomplished, we can turn to the task of offense to give the chimera more of a punch.

For damage, we consider the options of the Impact II and Multiattack III affixes and their effects. We decide the chimera would be better off making more attacks, as its damage on a hit is reasonable. Selecting the Multiattack III affix, we bring the chimera's potential attacks per turn to an impressive six. That said, it's unlikely to land any hits against an Epic character with a mere +7 bonus to hit, so adding the Precision II affix increases the bonus to a much-needed +15.

Now we step back and think about how the affixes have adjusted the chimera's Epic challenge rating. Currently we are sitting at an Epic challenge rating of -2 after factoring in all the affixes, which is still too low for a 23rd-level party. At this point, we consult our utility affixes to add some flair and functionality to our monster. We add some speed with the Mobility I affix to conduct impressive flyby attacks and the Antimagic II affix to protect the chimera against powerful magic.

Step 4: Review the Monster

Looking at our monster, we now have a reasonable challenge for 23rd-level Epic characters. Here we examine what the creature will do well and make sure it meets the goals of our encounter design. We shouldn't expect the chimera to give the party too hard a time, but they will take some damage and expend some resources to defeat it. Coupled with some nasty terrain that advantages its flight, this foe will strike from the skies and retreat out of range before the party can retaliate. Exactly what we needed.

LIST OF AFFIXES

The Epic affixes are presented here in their respective categories. If your monster needs a specific tool that can take the form of an affix that is not represented, you are encouraged to make your own and add it to the list. Unless otherwise noted, affixes cannot be applied to a single creature more than once.

Brutality Affixes

DEVASTATING

A creature with the Devastating affix delivers crushing blows that always deal significant damage. These creatures consistently wound their enemies and can be counted on to inflict huge amounts of damage should the encounter require it. Use this affix when you want to leave nothing to chance, ensuring your creature is always a threat on the battlefield.

A creature with the Devastating affix gains the following property.

Devastating: When the creature rolls damage dice, it deals maximum damage with those dice.
Epic Challenge Adjustment: +3

KEEN

A creature with the Keen affix is more likely to score vicious blows against a target it hits for extra damage. Because any attack that lands within a critical hit range is an automatic hit, remember that this affix increases a creature's chance to hit in addition to its damage.

A creature with the Keen affix gains the following properties according to the affix's level.

Keen I: The creature's attacks score a critical hit on a roll of 18–20.
Epic Challenge Adjustment: +1

Keen II: The creature's attacks score a critical hit on a roll of 16–20.
Epic Challenge Adjustment: +2

Keen III: The creature's attacks score a critical hit on a roll of 14–20.
Epic Challenge Adjustment: +3

At Higher Levels. Additional levels of Keen beyond Keen III increase the creature's critical hit range by 2 and increase its Epic challenge rating by 1 per level of Keen beyond Keen III.

IMPACT

The Impact affix increases all damage a creature deals from any of its attacks, spells, or effects, making even a simple blow a cause for concern. At your discretion, you can make this bonus damage a new damage type thematic to other changes you have made to your monster; otherwise it deals damage of the type the effect deals normally. (For example, creatures with a Primal Core affix that grants them fire immunity could gain a flavorful bonus fire damage to their spells and attacks with the Impact affix.)

A creature with the Impact affix gains the following properties according to the affix's level.

Impact I: Once per turn, when the creature deals damage, it can deal an additional 14 (4d6) damage as a part of the damaging attack or effect.
Epic Challenge Adjustment: +1

Impact II: Once per turn, when the creature deals damage, it can deal an additional 28 (8d6) damage as a part of the damaging attack or effect.
Epic Challenge Adjustment: +2

Impact III: Once per turn, when the creature deals damage, it can deal an additional 42 (12d6) damage as a part of the damage attack or effect.
Epic Challenge Adjustment: +3

At Higher Levels. Additional levels of Impact beyond Impact III deal an additional 14 (4d6) damage and increase the creature's Epic challenge rating by 1 per level of Impact beyond Impact III.

MULTIATTACK

A common feature of monsters is the Multiattack action, allowing them to take multiple actions in a single turn. The Multiattack affix further improves upon this ability or introduces it to a monster that lacks such an ability. Creatures with this affix can use deadly attacks with greater frequency, becoming a whirlwind of death on the battlefield.

A creature with the Multiattack affix gains the following properties according to the affix's level.

Multiattack I: Once per round, the creature can make one additional attack from its available attacks when it takes an action that allows it to make an attack.
Epic Challenge Adjustment: +1

Multiattack II: Once per round, the creature can make two additional attacks from its available attacks when it takes an action that allows it to make an attack.
Epic Challenge Adjustment: +3

Multiattack III: Once per round, the creature can make three additional attacks from its available attacks when it takes an action that allows it to make an attack.
Epic Challenge Adjustment: +5

At Higher Levels. Additional levels of Multiattack beyond Multiattack III grant a creature one additional attack per level and increase its Epic challenge rating by 2 per level of Multiattack beyond Multiattack III.

MULTISPELL

Many fantasy creatures are capable of great magic. Some of the fiercest among them can sling multiple spells in rapid succession, devastating their foes in a hail of magic and death. The Multispell affix makes this style of play possible or improves upon a creature's current spellcasting abilities. This affix is only effective when paired with monsters that can cast a significant number of spells (particularly cantrips), so make sure to consult a monster's spellcasting ability before applying this affix.

A creature with the Multispell affix gains the following properties according to the affix's level.

Multispell I: Once per turn on its turn, when the creature casts a spell it may cast an additional spell of 3rd level or lower that it is able to cast as an action.
Epic Challenge Adjustment: +1

Multispell II: Once per turn on its turn, when the creature casts a spell it may cast an additional spell of 6th level or lower that it is able to cast as an action.
Epic Challenge Adjustment: +3

Multispell III: Once per turn on its turn, when the creature casts a spell it may cast an additional spell of 9th level or lower that it is able to cast as an action.
Epic Challenge Adjustment: +5

POTENT

A creature with the Potent affix has its natural or magical ability enhanced to be particularly difficult to resist. With their multitude of saving throw proficiencies and high stats, Epic characters can resist a creature's abilities and effects. This affix prevents that from happening, turning negligible features into deadly abilities.

A creature with the Potent affix gains the following properties according to the affix's level.

Potent I: The DCs of the creature's abilities, traits, and other features increase by 2.
Epic Challenge Adjustment: +1

Potent II: The DCs of the creature's abilities, traits, and other features increase by 4.
Epic Challenge Adjustment: +2

Potent III: The DCs of the creature's abilities, traits, and other features increase by 6.
Epic Challenge Adjustment: +3

At Higher Levels. Additional levels of Potent beyond Potent III increase the DCs of the creature's abilities, traits, and other features by 2 and increase the creature's Epic challenge rating by 1 per level of Potent beyond Potent III.

PRECISION

It is all too likely that many monsters will need an improved attack bonus to have a prayer of hitting Epic characters. The Precision affix alleviates this problem, dramatically improving a creature's attack bonus. Not all creatures rely heavily on their attacks to do damage, so when applying this affix it is prudent to consider if the attack is worth improving. Remember that some spells require attack rolls as a part of their casting, which also benefit from this affix.

A creature with the Precision affix gains the following properties according to the affix's level.

Precision I: The creature has a +5 bonus to hit on all attack rolls.
Epic Challenge Adjustment: +1

Precision II: The creature has a +8 bonus to hit on all attack rolls.
Epic Challenge Adjustment: +2

Precision III: The creature has a +11 bonus to hit on all attack rolls.
Epic Challenge Adjustment: +3

At Higher Levels. Additional levels of Precision beyond Precision III grant a creature an additional +3 bonus to hit on all attack rolls and increase its Epic challenge rating by 1 per level of Precision beyond Precision III.

WOUNDING

Epic characters often have impressive healing and regenerative abilities, recovering from devastating wounds in a matter of seconds. To effectively combat a well-equipped party with a healer, your monsters may need to mitigate the effectiveness of that character. The Wounding affix causes the creature's damaging effects to have greater impact, preventing healing magic and abilities from functioning without additional effort.

A creature with the Wounding affix gains the following property.

Wounding: When the creature deals damage, affected creatures have their hit point maximums reduced by an equivalent amount. This effect lasts until the damaged creature finishes a long rest or receives magical healing from a spell of 6th level or higher.
Epic Challenge Adjustment: +2

Tenacity Affixes

ANTIMAGIC

Creatures with the Antimagic affix are extremely resilient to arcane energies. Epic spellcasters have magic that can destroy hosts of non-Epic creatures with a single cast. Not so with creatures possessing this affix, which can foil all but the most potent spellcasters.

A creature with the Antimagic affix gains the following properties according to the affix's level.

Antimagic I: The creature has advantage on saving throws against spells and other magical effects.
Epic Challenge Adjustment: +1

Antimagic II: The creature has advantage on saving throws against spells and magical effects. Additionally, the creature has resistance to damage from spells and magical effects.
Epic Challenge Adjustment: +3

Antimagic III: The creature is immune to non-Epic spells and magical effects and has Epic advantage on saving throws against all other spells and magical effects. Additionally, the creature has resistance to damage from spells and magical effects.
Epic Challenge Adjustment: +5

FORTIFICATION

Creatures with the Fortification affix have exceptionally improved armor. Whether they are outfitted with godlike armaments or shockingly thick hides, fortified creatures present a challenging target for many martial characters and those that make attack rolls.

A creature with the Fortification affix gains the following properties according to the affix's level.

Fortification I: The creature gains a +4 bonus to AC.
Epic Challenge Adjustment: +1

Fortification II: The creature gains a +7 bonus to AC.
Epic Challenge Adjustment: +2

Fortification III: The creature gains a +10 bonus to AC.
Epic Challenge Adjustment: +3

At Higher Levels. Additional levels of Fortification beyond Fortification III grant +3 bonus to AC and increase the Epic challenge rating by 1 per level of Fortification beyond Fortification III.

HEARTY

Hearty creatures have increased vitality and health, granting them additional hit points. It is essential that creatures facing Epic characters have a significant hit point pool if they are to pose a reasonable challenge, as many spells and abilities (such as *power word kill*) can end an encounter with a single spell based on a creature's hit point total.

A creature with the Hearty affix gains the following properties according to the affix's level.

Hearty I: The creature's hit point maximum increases by 100.
Epic Challenge Adjustment: +1

Hearty II: The creature's hit point maximum increases by 200.
Epic Challenge Adjustment: +2

Hearty III: The creature's hit point maximum increases by 300.
Epic Challenge Adjustment: +3

At Higher Levels. Additional levels of Hearty beyond Hearty III increase the creature's hit point maximum by 100 and increase the creature's Epic challenge rating by 1 per level of Hearty beyond Hearty III.

INDOMITABLE

Creatures with the Indomitable affix have improved resistance or immunity to conditions. Some Epic characters can cause paralysis, unconsciousness, or exhaustion with a single blow or word, trivializing encounters. When you select this affix, choose two of the following conditions: blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned, or unconscious. This affix can be applied more than once.

A creature with the Indomitable affix gains the following properties according to the affix's level.

Indomitable I: The creature has advantage on saving throws and ability checks against effects that cause or maintain the chosen conditions. If the chosen conditions would last for a set duration beyond 1 round, that duration is reduced to 1 round.
Epic Challenge Adjustment: +1

Indomitable II: In addition to the benefits of Indomitable I, the creature is immune to the chosen conditions.
Epic Challenge Adjustment: +2

INVULNERABILITY

Creatures with the Invulnerability affix have bodies that refuse to yield even against overwhelming force. This affix is one of the most powerful, effectively multiplying a creature's hit points. Invulnerability is useful against characters who deal consistent, high damage that bypasses most defenses.

A creature with the Invulnerability affix gains the following properties according to affix's level, which apply after resistances, immunities, and other damage reductions.

Invulnerability I: When the creature takes damage, it instead takes three-quarters of that damage (rounded down).
Epic Challenge Adjustment: +2

Invulnerability II: When the creature takes damage, it instead takes half damage (rounded down).
Epic Challenge Adjustment: +4

Invulnerability III: When the creature takes damage, it instead takes one-quarter of that damage (rounded down).
Epic Challenge Adjustment: +6

IRONGUARD

Creatures with the Ironguard affix are well protected from damage from weapons of certain materials or, in extreme cases, weapons without specific magical properties. This affix can prevent a dreadnought from using a favorite weapon, or protect against hordes of minions in a character's service.

A creature with the Ironguard affix gains the following properties according to the affix's level.

Ironguard I: The creature is immune to bludgeoning, slashing, and piercing damage from nonmagical attacks by weapons that are not made of a certain material (your choice).
Epic Challenge Adjustment: +1

Ironguard II: The creature is immune to bludgeoning, slashing, and piercing damage from nonmagical attacks.
Epic Challenge Adjustment: +2

Ironguard III: The creature is immune to bludgeoning, slashing, and piercing damage from nonmagical attacks and from magical weapons with a bonus to hit of +2 or lower.
Epic Challenge Adjustment: +3

PRIMAL CORE

A creature that contains one or more Primal Core affixes gains extraordinary immunity to certain types of damage. Monsters with a Primal Core affix select a single damage type from the following: acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder. This affix is useful against characters who favor certain damage types over others, and when pushed to extremes can even be used to turn that power against them.

A creature with the Primal Core affix gains the following properties according to the affix's level.

Primal Core I: The creature has resistance to damage of the chosen type.
Epic Challenge Adjustment: +1

Primal Core II: The creature is immune to damage of the chosen type.
Epic Challenge Adjustment: +2

Primal Core III: When the creature is subjected to damage from the chosen type, it instead takes no damage and regains a number of hit points equal to the damage it would have taken before factoring in resistance or immunities to that damage.
Epic Challenge Adjustment: +3

RESILIENCE

Creatures with the Resilience affix have improved saving throws, making them strong against characters who rely heavily on saving throws. This affix is useful if your monster has few immunities to conditions or poor saving throw proficiencies, dramatically improving its defenses.

A creature with the Resilience affix gains the following properties according to the affix's level.

Resilience I: The creature has a +3 bonus to all saving throws.
Epic Challenge Adjustment: +1

Resilience II: The creature has a +6 bonus to all saving throws.
Epic Challenge Adjustment: +2

Resilience III: The creature has a +9 bonus to all saving throws.
Epic Challenge Adjustment: +3

At Higher Levels. Additional levels of Resilience beyond Resilience III grant an additional +3 bonus to all saving throws and increase the creature's Epic challenge rating by 1 per level of Resilience beyond Resilience III.

Utility Affixes

ALACRITY

Creatures with the Alacrity affix take bonus actions that they previously could not. A feature or attack that required an action to use now requires a bonus action instead. The strength of this affix varies dramatically depending on what you improve, though as a rule you shouldn't make a bonus action stronger than the creature's action. This affix is useful for making the action economy of your creatures more efficient, allowing them to present greater and more cunning threats to characters.

A creature with the Alacrity affix gains the following properties according to the affix's level.

Alacrity I: The creature can take a Dash, Disengage, Dodge, or Hide action as a bonus action.
Epic Challenge Adjustment: +1

Alacrity II: The creature can take a single action of your choice (other than the Multiattack action) as a bonus action instead.
Epic Challenge Adjustment: +2

IMPROVED SPELLCASTING

Creatures with access to magic can be deadly enemies to Epic characters. But without improvements to their spells, such foes are likely to run out of fireballs long before the characters run out of hit points. The Improved Spellcasting affix is only for creatures with a Spellcasting trait and makes their sorcery more potent on the battlefield. In some cases, this affix can even grant creatures powerful Epic magic, a dire threat indeed. This affix is complicated to implement. You will need to potentially choose new spells for the creature to learn, which should be thematic to the creature and have synergy with its other abilities.

A creature with the Improved Spellcasting affix gains the following properties according to the affix's level.

Improved Spellcasting I: The creature has six additional uses of non-Epic spells it knows, or has six additional spell slots whose total combined level cannot be greater than 18. Additionally, the creature can add three spells from any spell list to the list of spells it knows.
Epic Challenge Adjustment: +2

Improved Spellcasting II: The creature has twelve additional uses of non-Epic spells it knows, or twelve additional spell slots whose total combined level cannot be greater than 36. Additionally, the creature can add six spells from any spell list to the list of spells it knows.
Epic Challenge Adjustment: +4

Improved Spellcasting III: In addition to the benefits of Improved Spellcasting II, the creature gains Epic magic and must pick one of the following options to add to its Spellcasting trait.

Innate Epic Magic. The creature can cast two tier 1 Epic spells of its choice, and can do so once per day for each spell.

Mastered Epic Magic. The creature has two tier 1 Epic spell slots. The creature learns three tier 1 Epic spells from any spell list.

Epic Challenge Adjustment: +6

Improved Spellcasting IV: In addition to the benefits of Improved Spellcasting III, the creature improves either its Innate Epic Magic or its Mastered Epic Magic.

Innate Epic Magic. The creature can cast a tier 1, tier 2, and tier 3 Epic spell of its choice, and can do so once per day for each spell.

Mastered Epic Magic. The creature has one tier 1, one tier 2, and one tier 3 Epic spell slots, and can learn three Epic spells from any spell list.

Epic Challenge Adjustment: +9

MOBILITY

Speed and mobility are essential tools in combat to gain advantage on opponents. This is equally true for both characters and monsters. Speedy characters under the effects of spells like *haste* or Epic monks can literally run circles around slower monsters. The Mobility affix can help prevent that from happening, allowing your monsters to chase cocky characters down with impunity.

A creature with the Mobility affix gains the following properties according to the affix's level.

Mobility I: The creature's speed increases by 30 feet for all modes of movement, and its speed cannot be reduced below half by non-Epic effects.
Epic Challenge Adjustment: +1

Mobility II: The creature's speed increases by 60 feet for all modes of movement and its speed cannot be reduced below half by non-Deific effects. Additionally, the creature ignores difficult terrain and can spend 5 feet of movement to escape nonmagical restraints or grapples.
Epic Challenge Adjustment: +2

Mobility III: The creature's speed increases by 90 feet for all modes of movement. Additionally, the creature can spend 5 feet of movement to end the grappled, prone, or restrained conditions and can move normally through non-Epic barriers that would prevent or inhibit movement. (For example, the creature can move normally through nonmagical or magical walls, the *forcecage* spell, or similar effects.)
Epic Challenge Adjustment: +4

PARAGON

Even with Epic affixes, creatures are still vulnerable to the power of Epic characters. The most extreme powers will not afford non-Epic foes a chance to resist their effects, leading to wholesale massacres. The Paragon affix makes a non-Epic creature into an Epic creature for the purposes of determining effects of Epic abilities and can protect your creatures against player abilities that would ordinarily trivialize encounters.

A creature with the Paragon affix gains the following property.

Paragon: The creature is an Epic creature.
Epic Challenge Adjustment: +1

PROFICIENT

A creature with the Proficient affix is a master of specific skills, foiling sneaky grifters and beguiling truespeakers alike. When this affix is applied, you must choose three skills to benefit from the affix. This affix can be applied more than once, affecting three new skills each time it is applied.

A creature with the Proficient affix gains the following properties according to the affix's level.

Proficient I: The creature is proficient in the chosen skills if it is not already and has a +5 bonus to ability checks made with those skills. The creature can attempt ability checks with the chosen skills as a bonus action instead of an action when applicable.
Epic Challenge Adjustment: +1

Proficient II: The creature is proficient in the chosen skills if it is not already, has advantage on ability checks with those skills, and has a +10 bonus to ability checks made with those skills. The creature can attempt ability checks with the chosen skills as a bonus action instead of an action when applicable.
Epic Challenge Adjustment: +2

Proficient III: In addition to the benefits of Proficient II, the creature always rolls 20 on ability checks with the chosen skills.
Epic Challenge Adjustment: +3

RAPID RECHARGE

Many of the most powerful monster abilities in 5th Edition must be recharged after use. If a creature has such an ability, a faster recharge rate will dramatically improve its effectiveness in battle. When selecting the Rapid Recharge affix for a creature, choose a single feature it possesses that can be recharged on a d6 roll at the start of its turn. This affix can be applied more than once, affecting a new rechargeable ability each time.

A creature with the Rapid Recharge affix gains the following property.

Rapid Recharge: The creature automatically recharges the chosen feature at the start of its turns.
Epic Challenge Adjustment: +2

SHARP SENSES

Epic characters can be artfully sneaky, able to avoid the most vigilant guards with ease. If characters are able to slip past many of your encounters without much trouble, this affix will help your monsters catch them in the act. When you select the Sharp Senses affix for a creature, you must choose one sense from the following: blindsight, darkvision, tremorsense, or truesight.

A creature with the Sharp Senses affix gains the following properties according to the affix's level.

Sharp Senses I: The creature has the chosen sense out to a range of 30 feet, or 60 feet if the sense is darkvision.
Epic Challenge Adjustment: +1

Sharp Senses II: The creature has the chosen sense out to a range of 60 feet, or 120 feet if the sense is darkvision.
Epic Challenge Adjustment: +2

Sharp Senses III: The creature has the chosen sense out to a range of 120 feet, or 360 feet if the sense is darkvision.
Epic Challenge Adjustment: +3

SPELLBORN

A spellborn creature is imbued with magic, allowing it to perform actions and abilities as though it were always under the effects of a spell or magical effect. The potency of this affix depends heavily on the magical effects the creature is benefiting from and how well they synergize with its abilities. When you select this affix, you must choose a single spell with a duration greater than 1 round and a range of touch or self, with a spell level according to the level of the affix. Effects that would dispel magic only suppress the properties of this affix for 1 round, and this affix does not function in areas of antimagic. This affix can be taken more than once.

A creature with the Spellborn affix gains the following properties according to the affix's level.

Spellborn I: The creature is always under the effects of a spell of 3rd level or lower.
Epic Challenge Adjustment: +1

Spellborn II: The creature is always under the effects of a spell of 6th level or lower.
Epic Challenge Adjustment: +2

Spellborn III: The creature is always under the effects of a spell of 9th level or lower.
Epic Challenge Adjustment: +3

Spellborn IV: The creature is always under the effects of a tier 1 Epic spell.
Epic Challenge Adjustment: +4

Spellborn V: The creature is always under the effects of a tier 2 Epic spell.
Epic Challenge Adjustment: +6

Spellborn VI: The creature is always under the effects of a tier 3 Epic spell.
Epic Challenge Adjustment: +8

CHAPTER SEVEN: RELICS

Magical items of Deific power, relics defy all reason with their extraordinary abilities. Relics contain power well beyond the strength of artifacts and can only be mastered by Epic beings brave enough or foolish enough to seek them out. If one unlocks a relic's power, it is an achievement of staggering proportions. Whatever a relic does, it does in excess. Their power is uncontestable and unstoppable, with those possessing them counted among the most dangerous in the multiverse. Relics can end worlds, forge dimensions, slay gods, and explore the frayed edges of reality at the behest of their wielders. The forces that spawn these objects are just as mighty: the divine might of gods, ancient magical techniques, or even the primordial will of the universe itself.

RELICS IN YOUR GAME

Relics are priceless treasures beyond value. Even long-lived beings such as dragons can spend a lifetime hunting for a relic and fall short. The obstacles between these objects and a potential wielder are always immense. Winning, forging, or discovering a relic is an adventure of epic proportions, with repercussions felt throughout the campaign's setting.

A relic should always be integral to your game's plot and story. These are no mere artifacts—they are primordial forces of the multiverse compressed into a wieldable form. A character wielding a relic is a figure of terror, reverence, and action. A party in possession of even a single relic will have godlike power at their beck and call. They will be watched, hunted, and opposed by all manner of creatures with a stake in how the relic is used. The history of a relic is often a bloody one, passing from one wielder to the next through assassination, theft, and other unsavory methods.

Each relic is not only powerful but interesting for characters to use. A *+10 vorpal greatsword* is mighty indeed, but it's not a relic. A relic must be unique, offering power that could not be achieved by any other means. When your players acquire a relic, they should experience excitement and dread, thrilled at the opportunity to use such a powerful item but immediately aware that what they just found is going to change everything about the game moving forward.

Detailed later in this chapter is a selection of relics for use in your game or for inspiration for creating your own. There is no upper limit on how powerful a relic can be—all that matters is that your relics complement the story and excite players.

RELIC PROPERTIES

Like artifacts, relics possess properties that apply to all items of their caliber. Each relic, no matter its nature or power level, always has these three characteristics:

1. **Relics cannot be destroyed or damaged** by anything short of Deific effects, and even then, only in specific circumstances.
2. **A relic's effects cannot be suppressed or prevented** unless a method of doing so is explicitly stated in its description.
3. **Non-Epic creatures cannot become attuned to a relic.**

All relics have two sets of properties—attuned and unattuned features—as well as a bane, the price a relic's wielder pays to utilize its power.

UNATTUNED FEATURES

Until a wielder becomes attuned to a relic, its power is significant, but muted. To unlock a relic's full potential, a wielder must become attuned to it. This is a difficult process which often involves making liberal use of a relic's powers to finally master the item. A relic's unattuned features are detailed in its "Properties" section.

ATTUNED FEATURES

One does not simply sit down and contemplate a relic to unlock its power. Each relic has a unique attunement process detailed in its "Attunement" section that must be completed to become attuned to the item.

When a wielder achieves attunement to a relic, the wielder becomes permanently bonded to the item, and it counts toward the number of magical items to which the character can attune. Most relics do not permit their wielders to become unattuned, with attunement persisting even through death, though there are exceptions.

BANE

Relics cannot be used without great cost, which is explained in the item's "Bane" section. A bane often turns the relic's formidable features back upon the wielder, the cost for irresponsible or reckless use of the relic to deter all but the most dedicated wielders. Each relic has details about when and how its bane can occur in its description, many of which are at the DM's discretion to allow for story-significant consequences when the relic is misused.

LIST OF RELICS

Detailed here is a small sample of the kinds of relics that can be found in a game of Epic Legacy.

AEGIS OF THE ETERNAL

Armor (plate), relic

Every warrior who dreams of armor that provides total protection against harm is inspired by legends of the relic known as the *Aegis of the Eternal.* Crafted by a trio of elven armor smiths in ages past, the relic is a testament to the might of the their once-unified people. High elf, wood elf, and dark elf combined their skills in magic and metallurgy to forge elegant armor for the Everqueen, beloved matriarch of all elves. Sadly, the relic could not protect their leader at all times, and the Everqueen was assassinated and the armor stolen, lost to history. Truly indestructible, no known force has even scratched the resplendent armor, which remains as pristine as the day it was forged. The armor is magnificent, its jade metal detailed with intricate arcane inscriptions written in Sylvan. When struck, the armor emits beautiful soft tones instead of the screeching sound of metal on metal.

Properties

While unattuned, the relic has the following properties.

- **Indestructible.** While wearing the armor, you are immune to damage.
- **Perfect Fit.** Once you have donned the armor, it cannot be removed by creatures other than you.
- **Resolute.** While wearing the armor, if an effect moves you against your will in any manner other than falling, you may use your reaction to prevent that movement.

Attunement

To become attuned to the relic, you must experience horrific punishment while wearing the armor. Each time you prevent damage from an Epic enemy creature, record that damage, up to a maximum of 500 damage per creature. After you have prevented 10,000 points of damage in this manner, you become attuned to the relic.

While attuned, the relic gains the following properties in addition to its unattuned properties.

- **True Immortality.** While wearing the armor, you cannot die.
- **Walking Fortress.** While wearing the armor, you have total cover against everything outside the armor.

Bane

You cannot benefit from the effects of a short or long rest while wearing the relic. Additionally, donning or doffing the armor takes 8 hours of strenuous activity which cannot be reduced by any means.

Brand, the Burning Cataclysm

Weapon (longsword), relic

Forged in the core of the material plane by forces unknown, this weapon's intent is impossible to mistake. A destroyer of worlds, the sword grants apocalyptic power to any and all who wield it. *Brand* is an item of two parts: the sword and its sheath. The latter is crafted from wood of the world treant Yggdrasil, with a starmetal pattern ornately woven into the scabbard.

The blade itself is over 3 feet long, curving gently and glowing white-hot as if fresh from the forge. At its hilt rests a single phoenix feather at the end of an adamantium chain, and its grip is bound in a hide of iridescent scales. The blade's history is marked by tragedy and the shattered remains of dead worlds. Of all the relics known, it is the most feared, for its presence in the hands of any creature is a risk few worlds can afford.

Properties

While unattuned, the relic has the following properties.

- **Cleaving Flame.** As an action while you wield *Brand*, you send a superheated burst of flame at a target within 30 feet of you. The target must succeed on a DC 26 Dexterity saving throw or suffer 20d6 fire damage, or half as much on a success.
- **Consuming Blaze.** Nonmagical objects and structures damaged by *Brand* catch fire, burning at a rate of 100 cubic feet of material per turn, regardless of the object's or structure's composition. This effect continues until the entire object or structure is destroyed.
- **Ignition.** While *Brand* is drawn, all other creatures within 30 feet of you catch fire. When a creature on fire starts each of its turns, it takes fire damage equal its Constitution score. A creature burns from this flame until *Brand* is sheathed.
- **Scarification.** Wounds inflicted by the relic leave permanent scars that glow with a red light.
- **Worldflame.** While you hold *Brand*, fire damage you deal ignores resistance and immunity to fire damage and enemies cannot regain hit points in response to fire damage dealt by you.

Attunement

Becoming attuned to the blade is an extraordinarily dangerous process. You must take *Brand* to a plane of existence and end all life upon it. This requires the death of at least one million of the plane's inhabitants by the relic. Using minions, armies, or other indirect methods are not acceptable.

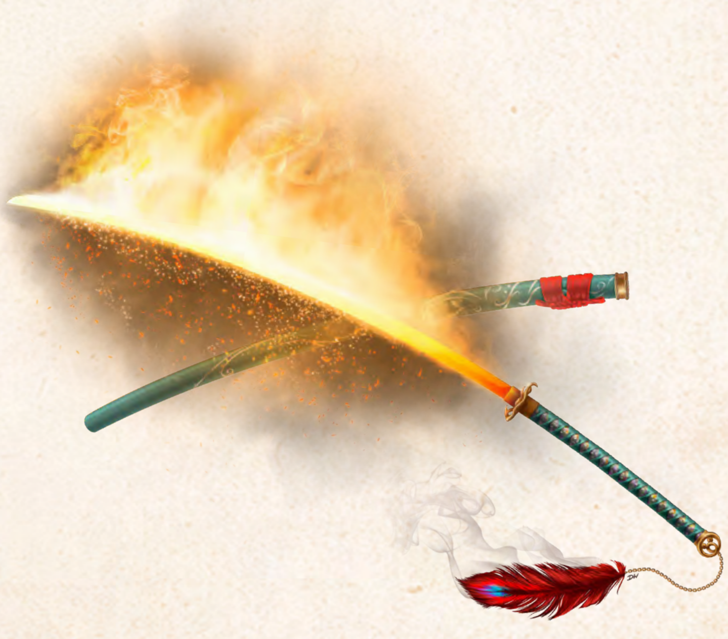
While attuned, *Brand* gains the following properties in addition to its unattuned properties.

- **Apocalypse Caller.** You cannot take damage from *Brand* or its effects.
- **Burning Strikes.** Brand deals an additional 8d6 fire damage to any target it hits.

Additionally, *Brand* grants you the ability to destroy a plane of existence. As an action, you can thrust the sword into the ground. *Brand* then pours apocalyptic energy into the plane, instantly casting the Epic ritual *apocalypse*.

Bane

If *Brand* is unsheathed for more than 1 minute in a day, the blade magically escapes the wielder's hand and instantly casts the Epic ritual *apocalypse*. When the ritual is in effect, *Brand* cannot be held and vanishes upon the ritual's conclusion. After vanishing in this manner, the relic reappears on the astral plane after 100 years.



Calligrapher's Chromvatic Spellbrush

Wondrous item, relic

Magic is a mysterious force. Whether explored through science, pacts with fell powers, or instinct, a devoted practitioner is bound by the methods of a particular craft. However, one spellcaster saw these various methods at work and was dismayed. Countless arcanists failed to grasp the true nature of magic. Its boundless forms and limitless power were to be admired and appreciated, not manipulated like some crude tool. Its various schools were gorgeous colors from which spells could paint illustrious wonders. The spellcaster sought to show fellow magic users this potential. The spellcaster poured skill, inspiration, and artistic creativity into everything, laboring day and night until magic itself took notice. In appreciation of effort to showcase its majesty, magic imbued a single paintbrush with extraordinary power. While the spellcaster died long ago, this legacy of labor lives on in the *Calligrapher's Chromatic Spellbrush*, a testament to the artistry of magic.

Properties

While unattuned, the relic has the following properties.

- **Artistic Impulse.** Immediately before you cast a spell, as a bonus action you may dip the brush in a jar of chromatic paint you are carrying. Doing so grants the spell you are about to cast special benefits according to the color of chromatic paint used, the effects of which are detailed in their respective descriptions. The benefits of the paint are lost if you fail to cast a spell immediately after applying the paint to the brush, and each effect lasts for the spell's duration.
- **Chromatic Paint.** You can use the brush to mix specific ingredients to create a magical substance known as chromatic paint, which is used in conjunction with the relic's Artistic Impulse feature to augment spells. When you first hold the *Spellbrush*, you gain knowledge of the recipes for creating chromatic paint. Creating chromatic paint from available ingredients requires 1 hour of strenuous activity. There are seven different colors of paint, and each set of ingredients creates enough paint for five applications with the brush.
  - **Molten Red.**
    - **Ingredients:** 5,000 gp worth of ruby dust, the scale of an ancient red dragon, molten lava
    - **Effect:** When you cast a spell benefiting from molten red paint, you gain a +3 bonus to spell attack rolls made with the spell, and its spell save DC increases by 3.
  - **Shimmering Orange.**
    - **Ingredients:** 5,000 gp worth of topaz dust, sap from a treant, wild bee honey
    - **Effect:** When you cast a spell with a duration of 1 minute or greater while benefiting from shimmering orange paint, the duration of the spell increases to 24 hours. If the spell's duration is greater than 24 hours, its duration increases to 1 year.
  - **Resonating Yellow.**
    - **Ingredients:** 5,000 gp worth of gold dust, cloud giant urine, candlewax
    - **Effect:** When you cast a non-Epic spell benefiting from resonating yellow paint, the spell is cast as a 9th-level spell.
  - **Concealing Green.**
    - **Ingredients:** 5,000 gp worth of emerald dust, an earth elemental's eye, a leaf from an oak tree more than five hundred years old
    - **Effect:** When you cast a spell benefiting from concealing green paint, the effects of the spell are invisible.
  - **Loquacious Blue.**
    - **Ingredients:** 5,000 gp worth of sapphire dust, coral from the sea floor, water from a drowned humanoid's lungs
    - **Effect:** When you cast a spell benefiting from loquacious blue paint, when the spell's duration ends all affected creatures forget the spell was ever cast, along with everything they experienced as a result of being affected by the spell.
  - **Scheming Indigo.**
    - **Ingredients:** 5,000 gp worth of opal dust, a one-thousand-year-old piece of ice, a bottle of red wine
    - **Effect:** When you cast a spell benefiting from scheming indigo paint, the casting time of the spell increases by 1 hour and you cast the spell without the need for any verbal or somatic components. Over the course of this casting, it is impossible for other creatures to perceive by nonmagical means that you are casting a spell.
  - **Shining Violet.**
    - **Ingredients:** 5,000 gp worth of crushed amethysts, ten purple tulip petals, molten glass
    - **Effect:** When you cast a spell benefiting from shining violet paint, the spell's range increases by 100 feet and you can target creatures you cannot perceive within range.
- **Tool of the Master.** While you hold the brush, you may use it as a spellcasting focus. Additionally, you are proficient with calligrapher's tools, and your proficiency bonus is doubled for any ability check you attempt using those tools.

Attunement

To become attuned to the relic, you must paint a portrait of extraordinary quality using the magic of chromatic paint. The portrait requires at least one hundred applications of chromatic paint to complete and once finished, you become attuned to the relic.

While attuned, the relic has the following properties in addition to its unattuned properties.

- **Double Dipping.** When you take a bonus action to apply chromatic paint to the brush using the Artistic Impulse feature, you may apply a second color of chromatic paint as a part of that bonus action.
- **Efficient Artisan.** When you create a batch of chromatic paint, you are able to create enough paint for ten applications instead of five.
- **Mysterious White Paint.** You can create an additional special type of chromatic paint called mysterious white paint using the relic's Chromatic Paint feature.
  - **Ingredients:** 500,000 gp in powdered diamonds, an angel's soul, tea brewed for one hundred years
    - **Effect:** When you cast a spell benefitting from mysterious white paint, the spell's effects and damage cannot be reduced or prevented in any way, you automatically hit with any spell attacks made with the spell, and creatures cannot succeed on saving throws against the spell.

Bane

If the portrait you created to attune yourself to the *Spellbrush* is destroyed, you immediately become unattuned to the relic. The portrait must be viewed by a creature who has never seen it before once per day, otherwise the *Spellbrush* is magically transported into the hands of a more selfless artist somewhere in the multiverse.

DECK OF INFINITE WONDERS

Wondrous item, relic

Appearing as a simple deck of fifty-four playing cards, this relic unleashes bizarre effects each time one of its mysterious cards is drawn. The backs of the cards are inlaid with gold leaf, while the picture on each of the face cards is a different dragon detailed with glistening metallic paint. The *Deck of Infinite Wonders* is an item of terrifying randomness and staggering power. Only the extraordinarily brave, lucky, or foolhardy dare draw its cards, and more than one Epic hero has met an end from an unlucky hand. It is theorized the deck was formed over the centuries, passed between various card sharks, con artists, grifters, cheats, and gamblers. Each time it changed hands, the deck's history and legend grew, until finally it was used in a high-stakes game of hearts between gods. The participants and result of the game is unknown, but the deck emerged endowed with godlike power and a legendary reputation.

Properties

While unattuned, the *Deck of Infinite Wonders* has the following properties.

- **Dangerous Game.** The deck can be used as a weapon by throwing the cards. Throwing a card from the deck is a ranged weapon attack, and you have a +5 bonus to attack and damage rolls made with the cards. The cards are simple magical weapons that have the following weapon properties.

Name	Cost	Damage	Weight	Properties
Card of Infinite Wonders	–	1d6 slashing	–	Ammunition, light, thrown (range 20/60 feet)

- **Fair Game.** The deck is honorable, demanding those that tempt fate suffer with dignity. Creatures that attempt to manipulate the probability of drawing cards from the deck in any way—such as through magic, cheating, or sleight of hand—immediately suffer the relic's bane.
- **Faithful Cards.** If cards from the deck are lost or scattered for more than 1 minute they magically reappear in the deck.
- **Game of Dragons.** All of the deck's face cards (jacks, queens, kings, jokers) are replaced with cards featuring dragons instead of their usual iconography. All cards still adhere to the same suit and value as their normal counterparts. When the deck is used to play a single round of the card game hearts, the round's victor can immediately declare a "day of the dragon" and shuffle the deck. The victor then draws a single card from the deck, causing that card's effect according to the Day of the Dragon Effect column of the Game of Dragons table. Failure to draw after declaring a day of the dragon causes the victor to immediately suffer the relic's bane. All of the card's effects are permanent unless stated otherwise and occur immediately as detailed in the Day of the Dragon Effect column of the Game of Dragons table. Once a card has been drawn, it is reshuffled into the deck once the day of the dragon has ended.

  Additionally, each other creature that played in the game may immediately draw a single card from the deck, incurring its corresponding effect. Players other than the victor do not incur the relic's bane if they choose not to draw.

  Once each participating creature has drawn a single card or the victor does not declare a day of the dragon, this feature cannot be used again for a period of 1 year.

Attunement

To become attuned to the relic, you must win seven games of hearts with the deck, after each of which you declare a day of the dragon. Twenty-four hours after you declare your seventh day of the dragon and draw a card, you become attuned to the relic.

While attuned, the relic has the following properties, in addition to its unattuned properties.

- **Luck of the Draw.** Once per day when you draw a card from the deck during a day of the dragon, you may choose to prevent that card's effect from occurring and shuffle the card back into the deck. You must then immediately draw another card or suffer the relic's bane.
- **Master of Games.** Instead of playing hearts to declare a day of the dragon, you can choose to play another card game you know that utilizes all fifty-four cards of the deck. The game must have a single victor and involve at least four players. The winner of the game can declare a day of the dragon per the Game of Dragons feature.

Bane

When relic's bane occurs, the deck magically appears before the offending creature in a storm of swirling cards. From the storm, three cards emerge and present themselves face down before the creature, who must then choose one to flip over, suffering the effect as though it had drawn the card during a day of the dragon. The cards from this selection are always from the clubs or spades suits. If the creature does not immediately flip one of the three cards, all three cards flip over to reveal their faces, and the creature suffers the effects of each card.

DREAMCATCHER

Ring, relic

A band of iridescent rainbow metal, the substance and shape of this peculiar ring is unnatural and disconnected from the world around it. Known only as *Dreamcatcher*, this relic has the power to create fantastical realities from one's own imagination. These experiences take the form of particularly lucid dreams in which a creature and its companions can have fantastical adventures in the mysterious realm of dreams. Those who have experienced the wonderous magic of *Dreamcatcher* are forever changed, awed and enchanted by their bizarre adventures with limitless possibilities. It is believed that *Dreamcatcher* is a concentrated fragment of the realm of dreams, existing in reality through powerful magic. Why and how this is possible remains a mystery, but the relic is sought by all manner of creatures who wish to test the limits of their ambitions and desires.

Properties

While unattuned, the relic has the following properties.

- **Dream Magic.** While you wear *Dreamcatcher*, you are always under the effects of the *dreamscape* Epic spell.

Game of Dragons

Playing Card	Dragon Card Equivalent	Day of the Dragon Effect
Jack of Hearts	Silver Dragon	A race of tiny humanoids is created in your image. The humanoid civilization comes into existence on an object in your possession (determined by the DM) and is destroyed if the object is destroyed. The civilization advances quickly, looking to you for guidance and protection. If the civilization survives for 1 year, it vanishes into another dimension and you gain 1 Epic level.
Queen of Hearts	Gold Dragon	You learn the location of a vast treasure worth at least 1 million gp not known to any other creature.
King of Hearts	Platinum Dragon	An ability score of your choice becomes 30. If you ever knowingly perform an act of evil, that ability score becomes 1.
Jack of Spades	Blue Dragon	Non-Epic creatures are always frightened of you and will not willingly cooperate with you unless coerced.
Queen of Spades	Chromatic Dragon Queen	You and each creature within 30 feet of you when you draw this card become cursed with an Epic curse. While cursed, you cannot gain Epic levels until you perform an act of evil in service to an evil deity of the DM's choice. The nature of the act is determined by the deity, and performing the act removes the curse.
King of Spades	Red Dragon	A dark prophecy becomes known to the world at large, foretelling apocalyptic destruction if you do not willingly sacrifice yourself. One year after you draw the card, a cataclysm of epic proportions occurs on your home plane, killing millions. The nature of the cataclysm is determined by the DM, and can be prevented if you take your own life before it occurs and remain dead for 100 years. If any force brings you back to life before 100 years have elapsed, the cataclysm begins immediately.
Jack of Diamonds	Copper Dragon	You begin an epic game of tag between you and every Epic creature within 30 feet of you when you draw this card. The game lasts for 1 year, at the end of which any participants who are not "it" gain an Epic feat of their choice.
Queen of Diamonds	Brass Dragon	Everything you've ever done, experienced, and learned is written down in a book which appears in front of you. This book is an artifact that can read by a non-Epic humanoid without any class levels for an extraordinary benefit. Reading the book takes 1 uninterrupted year of study during which the humanoid must spend 8 hours of strenuous activity each day learning everything there is to know about you. At the end of that year the humanoid gains 20 levels in a non-Epic core class in which you also have levels. After this effect has occurred or 1 year has passed, the book fades from existence.
King of Diamonds	Bronze Dragon	A new star appears in the sky and shines for a period of 1 year. While you can see the star, you have Epic advantage on all saving throws, attack rolls, and ability checks.
Jack of Clubs	White Dragon	You are afflicted with an overpowering ravenous hunger for a period of 1 year. During this time, you attempt to consume the corpses of your fallen enemies at the first available opportunity, regardless of composition.
Queen of Clubs	Black Dragon	A twin identical to you in every way appears somewhere on your plane of existence. The twin's alignment is opposite to yours (for example, if you are chaotic good the creature would be lawful evil) and seeks your destruction. The creature cannot be persuaded otherwise by any means and does everything in its power to permanently end your existence.
King of Clubs	Green Dragon	All your worldly possessions other than the deck vanish and appear in the hands of your most powerful enemy.
Joker (2)	Faerie Dragon	When you draw this card, you must flip it as though it were a coin. One year after drawing the card, an Epic effect of the DM's design occurs. If the card landed heads when it was flipped, the effect is beneficial to you and your allies. If the card landed tails when it was flipped, the effect is harmful to you and your allies.
Ace (Spades and Clubs)	–	One allied Epic creature of your choice within 30 feet of you dies instantly. If the creature is returned to life, it cannot be considered an ally of yours for a period of 1 year.
8–10 (Spades and Clubs)	–	Your hit point maximum is reduced by 100 for a period of 1 year. If this effect reduces your hit point maximum to 0, you die and cannot be restored to life by non-Deific means.
5–7 (Spades and Clubs)	–	For a period of 1 year, attacks against you score a critical hit on a 15–20.
2–4 (Spades and Clubs)	–	For a period of 1 year, you must pay double the price for all purchases, components, and other expenses.
Ace (Diamonds and Hearts)	–	A single non-mythic creature of your choice becomes friendly toward you. Its nature changes according to your desires as you choose new motivations, alignment, and personality traits for it.
8–10 (Diamonds and Hearts)	–	The next time you are slain, your soul rests in an existing afterlife of your choosing.
5–7 (Diamonds and Hearts)	–	A mystical key appears in your possession. You can press the key to any locked door or portal and open it automatically. Once this feature has been used or 1 year passes, the key vanishes.
2–4 (Diamonds and Hearts)	–	You immediately make a wish as though you had instantly cast the *wish* spell. You do not suffer any stress effects from casting the spell.

- **Dreamwalker.** While wearing the ring, when you begin a long rest you may choose to project your mind into the realm of dreams, a strange plane formed from the minds of dreaming mortals. You can remain on the plane for as long as you like, but you gain no benefits from resting while you do so. When you enter the realm of dreams, you may bring the minds of up to five other unconscious creatures within 50 feet of you.

  While on the plane, a creature's body is left behind and remains unconscious for as long as it remains on the plane. Its mind forms a new body, identical to its physical body, from the material of the realm of dreams, including any equipment it was wearing at the time. However, when you enter the realm of dreams, the relic disappears from your material body and appears on your new form. If you remove *Dreamcatcher* while in the realm of dreams, the relic's bane immediately occurs.

  Inside the realm of dreams, time passes at one-seventh its normal rate and reality can be manipulated at will. The plane is typically a mass of unformed material called somnium which appears as glowing ethereal matter. In its natural state, somnium is a fluid through which creatures can travel safely by swimming. There are few natural features on the realm of dreams. Moving about the plane, one may be able to find other dreamers who, whether by accident or by choice, have made their way to plane. Only the most powerful of such creatures are aware that what they are experiencing is another plane of existence and not just a dream. Occasionally, one may encounter an area of deep sleep, super-dense sections of the plane that inherently form around dreaming creatures from their subconscious minds. These areas are often bizarre and surreal, reflecting twisted perspectives driven by partially formed thoughts. Even more rare are nightmare zones, which are detailed in the relic's bane.

  In its natural state, somnium cannot be shaped by creatures not native to the realm of dreams outside of areas of deep sleep. However, while you wear *Dreamcatcher*, you may influence the unformed somnium around you in a 300-foot radius to take the form of any terrain, objects (including magic items, but not relics), or structures you desire. You cannot change the nature of somnium that has already been shaped, whether by you or other creatures. This transformation occurs at a rate of your choice, and any formed material that leaves the area instantly reverts back to somnium. Additionally, as an action you can form a creature you have encountered before from somnium. The creature has the same statistics, personality, and properties as the real version you encountered but is not aware of its true nature.

  Few things that occur in the realm of dreams are permanent. Death, mutilation, or other harmful effects immediately end when you return to the waking world. This allows the plane to simulate various magical effects, battles, or other encounters without any actual risk. However, you cannot retain any benefits—other than the memory of your experiences—gained in the realm of dreams, such as class levels, spells, or other features. A creature's mind leaves the plane when it is slain or if its material body is awoken. Once you have used this feature to enter the realm of dreams, you cannot do so again for a period of 1 week.

Running Encounters in the Realm of Dreams

Because the realm of dreams is a plane of infinite possibilities, this can be a massive headache for a DM that doesn't have the desired materials prepared for a scenario made with *Dreamcatcher*. To prevent this problem, let your DM know in advance what kind of encounter you would like to run in the realm of dreams so there is ample time to prepare.

Attunement

Attuning oneself to *Dreamcatcher* involves living a life caught between the realm of dreams and the waking world. After you have spent a year in the realm of dreams (using time as it passes in that plane), you become attuned to *Dreamcatcher*.

While attuned the relic has the following properties, in addition to its unattuned properties.

- **Dream Manifestation.** When you leave the realm of dreams, you can choose to take your creations fashioned from somnium into the waking world. Each object, creature, structure, and terrain feature within 300 feet of you when you leave the plane appears in the material world in a 300-foot radius around your material body, permanently changing the nature of reality within the area. If any of the creations are removed from the area, they instantly fade into nothingness. Once you have used this feature, you must wait 1 year before you can use it again.
- **Wonderous Incarceration.** While wearing the ring, as an action you can force a creature within 300 feet of you to succeed on a DC 35 Wisdom saving throw or become unconscious and have its mind pulled into the realm of dreams. The creature appears in an area of deep sleep and remains there until it is awakened. Each time the creature would awaken (such as from taking damage or getting slapped), it must succeed on a DC 35 Constitution saving throw or fail to awaken.

Bane

The realm of dreams has one true hazard, known as nightmare zones. These sections of the plane are areas of raw terror that destroy the minds of those exploring the realm of dreams. This danger is compounded by the fact that nightmare zones are difficult to detect until it is too late. You can only suffer the relic's bane while in the realm of dreams, and each time you use the relic's Dreamwalker feature to journey to the plane, there is a 5 percent chance the bane will occur. When the bane occurs, the area within a 1-mile radius of you becomes a nightmare zone. A creature that is slain in a nightmare zone instantly experiences death in the material world. Every hour a creature spends in a nightmare zone, the DM secretly attempts a DC 35 Intelligence saving throw for that creature. On a success, the creature realizes that something is amiss; the somnium around the creature becomes a sickly purple, and sinister and dangerous creations appear. On a failure, a creature assumes any odd activity is due to the mystical nature of the plane. Additionally, dangerous creatures, terrain, or objects may appear spontaneously in a nightmare zone. These creations are always powerful enough to threaten creatures in the zone and can be absurd creations of nonsensical power (such as a jack-in-the-box that explodes with the yield of a *meteor swarm* spell when opened). The nature and strength of a nightmare zone is at the DM's discretion, but legends tell of particularly dense zones of terrifying power, manifesting horrors beyond anything seen in the material world.

Enigma of Nyarlathotep

Wondrous item, relic

Worlds tremble before the power of the Great Old Ones. Their power is at best Deific, and at worse far greater. Thankfully, these beings have little cause to affect the sane universe, choosing to dwell in realms outside conception. But there is one among them who has taken a keen interest in the affairs of lesser creatures, the enigmatic and mischievous Nyarlathotep. This Great Old One walked the mortal worlds, reveling in its reality-shattering power. Through titanic effort Nyarlathotep was banished from the universe, a struggle that claimed the sanity of millions. In the wake of the battle, a most unusual device was discovered: a puzzle box covered in iconography of the Great Old Ones, whose purpose and power are complete mysteries. Many have tried to solve the puzzle box, and all have failed. Its maddening properties are intolerable to the sound of mind, and the *Enigma of Nyarlathotep* is impossible to quarantine, appearing in possession of random creatures throughout the planes. The box is a 1-foot cube fashioned from purple metal that appears to undulate when exposed to dim light. Four of the box's faces display eldritch iconography waxing maddening poetry about the power of the Great Old Ones. The fifth face is a mysterious puzzle in honor of the Great Old Ones. The sixth face is a combination dial for a number with six digits, with a poem written in Common inscribed above the tumblers.

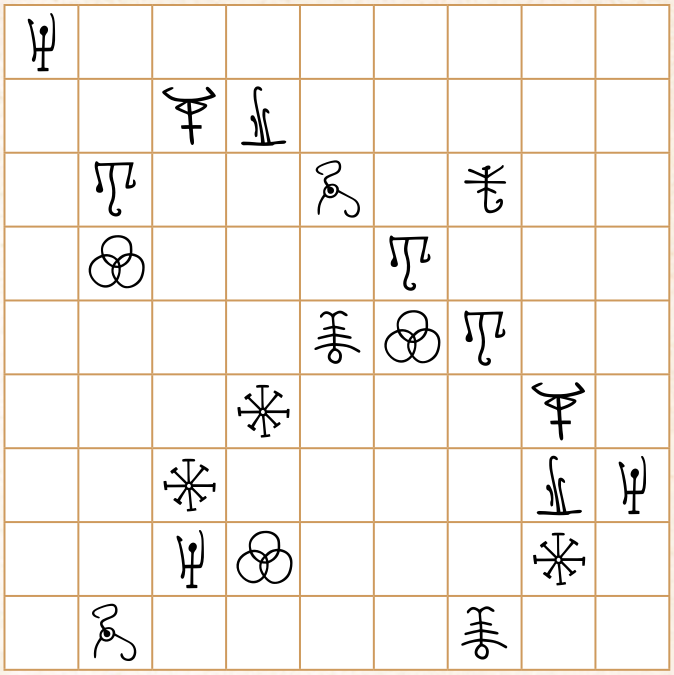
Properties

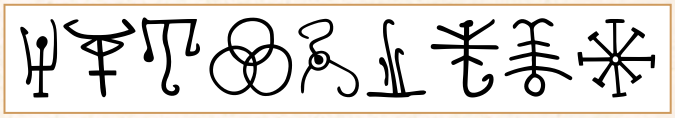
While unattuned, the relic has the following properties.

- **Dark Obsession.** When you attempt to solve the puzzle box, you must hold the relic in your bare hands.
- **Eldritch Communion.** While holding the relic, you can communicate directly with any Great Old One you are aware of as though you were in its presence. Doing so does not guarantee the Great Old One will respond or interact with you in any way, and you perceive the Great Old One you are addressing as though it were within 5 feet of you. If your Wisdom score is 20 or less when you use this feature, you immediately suffer the relic's bane.
- **It Must Be Watched.** If a sane creature does hold the relic in person at least once per day, it mysteriously vanishes. It then appears in possession of another creature chosen by the Great Old Ones within 1d20 days.
- **Language of Madness.** If the puzzle box is in your possession, you can perfectly understand and communicate with creatures suffering from Epic madness.

Attunement

To become attuned to the relic you must solve the puzzles present on the fifth and sixth sides of the box. The puzzles and their solutions are detailed here.





Fifth-Side Puzzle: Mindwarper. This side of the puzzle box has a 9-inch-by-9-inch grid carved into its surface, with select squares filled with strange eldritch symbols. Additionally, nine different eldritch symbols are detailed below the grid in a specific order, all of which are identical to at least some of the symbols already present in the grid. While holding the box, touching empty squares on the grid causes one of the nine symbols of your choice to appear in that square and remain there until changed or if you will them to disappear.

Sixth-Side Puzzle: Measure of Power. This side of the puzzle box has six small disks which can be rotated independently of one another. On the tumblers are carved the numbers zero through nine, creating a combination lock. By aligning numbers on the disks, you are able to create a six-number sequence (one number from each disk), using any combination of the numbers from each disk.

Additionally, this side of the box shows a single poem inscribed in Common.

Know our power, mortal minds
Whose strength is measured in our names
With syllables that turn and wind
Their summary, our lyric's games
Compounded by our order's count
Combined is madness yet untold
Until Azathoth's great form is crowned
And brings us glory a thousandfold

While attuned, the relic has the following properties, in addition to its unattuned properties.

- **Invoke the Great Old Ones.** While you hold the puzzle box, as an action you can entreat one of the nine Great Old Ones whose symbol appears on the puzzle box. When you do so, the Great Old One intervenes on your behalf, allowing you to instantly cast a mighty Epic spell according to which Great Old One you entreat. These spells are Deific effects, do not require any components or concentration to maintain their effects, are always cast as tier 3 Epic spells, and cannot be countered, dispelled, or prevented by any known means. The spell save DC for these effects (when applicable) is always 35. Once you have used this feature twice within 8 hours, you immediately suffer the relic's bane.

- **Nyarlathotep** – *crimson winds of havoc*
- **Shub-Niggurath** – *transmogrification*
- **Cthulhu** – *dreamscape*
- **Yog-Sothoth** – *night terror*
- **Hastur** – *infinity room*
- **Tuzlscha** – *pyroclastic cannon*
- **Chaugnar Faugn** – *soul harvest*
- **Dagon** – *phenomenal cosmic power*
- **Azathoth** – *sphere of ultimate destruction*

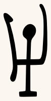
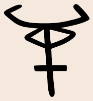
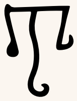
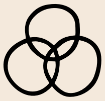
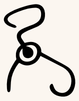
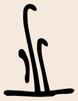
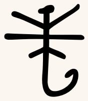
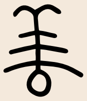
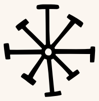
- **Spreading Madness.** When you work with the puzzle box for 1 hour, each creature of your choice in a 300-foot radius centered on you can choose to lose one or more levels of the Epic madness condition (see the relic's "Bane" section). However, each level of Epic madness lost in this manner must then be gained by another creature in the area. You decided which creatures in the area gain these levels of Epic madness, and a single creature cannot gain more than six levels of Epic madness in this manner.

SPOILER WARNING! The details of the Mindwarper and Measure of Power puzzles and their solutions are found here. If you are a player in a game containing this relic, do not read the next section to avoid spoiling the puzzle's solution.

Mindwarper Details. Each of the nine eldritch symbols is a sign corresponding to a Great Old One. They are presented in the Great Old Ones table in the order in which their symbols appear beneath the grid.

If you are familiar with the math puzzle sudoku, this system is identical, but uses symbols instead of numbers. Each square on the grid can contain only a single symbol, and the grid is divided

Great Old Ones

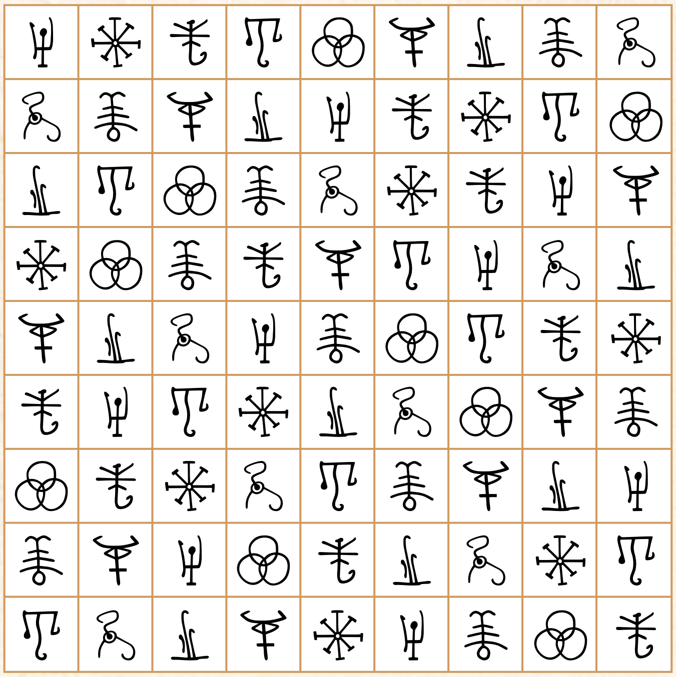
Great Old One Symbol	Great Old One Details
	**Nyarlathotep.** The crawling chaos, child of Azathoth, and bane of worlds. A master of deception and manipulation, Nyarlathotep is known to fulfill the dark desires of the savage and insane.
	**Shub-Niggurath.** Black goat of the woods, mother of horrors, and perverter of flesh. Shub-Niggurath is responsible for many of the monstrous aberrations that plague the world.
	**Cthulhu.** *"That is not dead which can eternal lie."* The power of Cthulhu, a tentacle-faced horror of the depths, is so intense that even the most Epic heroes are reduced to gibbering wretches by its presence.
	**Yog-Sothoth.** Omniscient lord of the occult, Yog-Sothoth's power can be called upon through profane rituals of utter depravity. Its worshipers are forever twisted by their faith.
	**Hastur.** The unspeakable king in yellow, Hastur is the patron of artistic madness, whose followers inscribe its yellow sign onto bizarre creations of twisted beauty.
	**Tulzscha.** A living sphere of emerald flame, Tulzscha incinerates the souls of those who behold it, leaving behind blasted shells filled with noxious, eternal fire.
	**Chaugnar Faugn.** A repulsive parasite that feeds on the life of all other beings. With each successful hunt, "the feeder" grows in strength, to what horrible end none can say.
	**Dagon.** Lord of the seas and master of the cult of the deep, Dagon is lord of all things foul that lurk in the lightless void deep beneath the waves. Its cultists are horrific mutants who seek to bring all of existence to a watery end.
	**Azathoth.** *"Outside the ordered universe, that amorphous blight of nethermost confusion which blasphemes and bubbles at the center of all infinity—the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily at the inconceivable."* – Renowned archmage of the Eldritch Cabal, H. P. Lovecraft

into nine blocks, each containing nine squares. To solve the puzzle, each of the nine blocks must contain one of each eldritch symbol within its squares. Additionally, each symbol can only appear once in a single row or column throughout the entire grid. The puzzle is solved when the grid is completely filled with symbols and does not violate any of the aforementioned parameters.

Characters attempting to solve the puzzle require 8 hours of strenuous activity in which they do nothing else. When a player's character attempts to solve the puzzle in this manner, the DM gives all players whose characters are attempting to solve the puzzle a number of minutes in real time equal to the combined value of their characters' Intelligence scores divided by the number of characters. This time must be spent attempting to solve the puzzle using only a pen, paper, and coordination between the players. A DM may award or remove time for this process based on any advantages, disadvantages, experience, or other factors influencing the characters attempting to solve the puzzle.

When a character attempts to solve this puzzle, the relic's Eldritch Communion feature allows for one of the nine Great Old Ones whose symbols appear on the puzzle to communicate with the player. The Great Old One may offer assistance and fill in one of the squares that its symbol would occupy when the puzzle is correctly solved (see the puzzle's solution for details). A character who accepts this offer immediately suffers the relic's bane.

Mindwarper Solution.



Measure of Power Details. This puzzle can only be solved by aligning the disks to form the appropriate six-digit number. The poem provides hints as to how to generate this number, a process that takes several steps. Attempting to solve the puzzle without knowing the answer (such as by flipping through random numbers hoping to get the solution) automatically fails.

Measure of Power Solution. The following steps explain how to solve the puzzle and come to the correct code: 120000.

Optional Difficulty Increase

This puzzle assumes that an Epic character is able to associate an eldritch symbol with the name of a Great Old One. Since the names of nine Great Old Ones are required to solve the Measure of Power puzzle, already having this information substantially reduces the difficulty. To make it more challenging, make the names of the Great Old Ones difficult to discover or unknown to the characters. The eldritch symbols present on the puzzle provide a good starting point for characters to seek out information about the beings they represent. Depending on how difficult you make these names to find, this can add levels of complexity, adventure, and intrigue to solving the puzzle.

Step 1: Identifying the Great Old One's "Power"

"Know our power, mortal minds
Whose strength is measured in our names
With syllables that turn and wind
Their summary, our lyric's games"

The "power" in the poem refers to a number that can be determined by examining each of the Great Old One's names. The phrase "with syllables that turn and wind" refers to the number of syllables in each Great Old One's name. "Their summary, our lyric's games" instructs the reader to add the number of syllables together to create a value for that Great Old One, its "power." Each of the Great Old One's powers are detailed in the Power column of the Measure of Power Solution table. Note that these powers are not meant to be literal comparisons of power, simply figures.

Measure of Power Solution

Great Old One	Power	Count	Compound
Nyarlathotep	5	1	5
Shub-Niggurath	4	2	8
Cthulu	3	3	9
Yog-Sothoth	3	4	12
Hastur	2	5	10
Tulzscha	2	6	12
Chaugnar Faugn	3	7	21
Dagon	2	8	16
Azathoth	3	9	27

Step 2: Combining the Value

"Compounded by our order's count
Combined is madness yet untold"

This section of the poem asks that the reader then compound the "power" of each Great Old One in the order presented in the Mindwarper puzzle below the grid. The count of each Great Old One is detailed in the Count column of the Measure of Power Solution table, which is then multiplied by the respective power. This value is detailed in the Compound Column of the Measure of Power Solution table. With these compound values, the poem then asks the reader to combine them together before proceeding to the next step of the puzzle. The combined value of all of these numbers is 120 (5 + 8 + 9 + 12 + 10 + 12 + 21 + 16 + 27).

Step 3: Azathoth's Influence

"Until Azathoth's great form is crowned
And brings us glory a thousandfold"

Now that we have a combined value, all that remains is to follow the poem's instructions and multiply 120 by 1,000 to reach a total of 120,000.

Bane

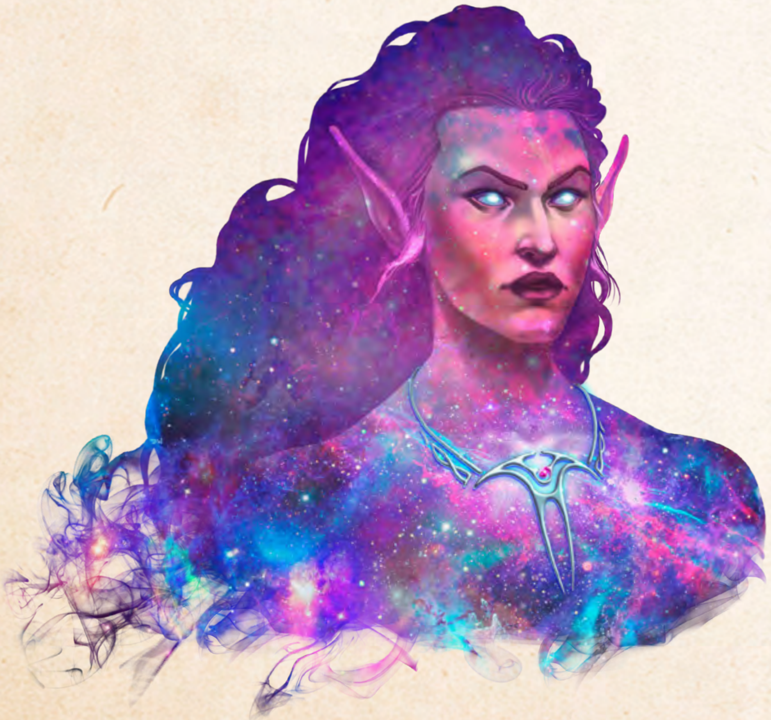
The power of the Great Old Ones is dangerous and madness inducing. When you use the relic, you are closer to the minds of these alien entities than any sane creature ought to be. This can inflict a unique condition called Epic madness, which is measured in six levels. When a creature suffers the relic's bane, it gains a level of Epic madness. At the DM's discretion, other interactions with the relic can inflict levels of Epic madness, such as looking at the relic too long, attempting to damage it, or hiding it away from the world. Epic madness is a special condition which cannot be removed by non-Deific means.

If a creature would be immune to the Epic madness condition, it is instead not immune. A creature suffers the effect of its current level of Epic madness as well as all lower levels.

Abilities, effects, or spells that would remove Epic madness instead reduce its level by one. All Epic madness effects end if a creature's Epic madness level is reduced below one.

Epic Madness

Level	Effect
1	The affected creature cannot communicate coherently with other creatures, instead uttering insane babble.
2	When the affected creature takes damage, it must immediately take its reaction (if available) to have a brief seizure.
3	The affected creature cannot consider other creatures allies.
4	The affected creature cannot understand sane creatures.
5	The affected creature automatically fails Wisdom saving throws.
6	The affected creature cannot take actions unless a Great Old One directly allows it.



LEGACY OF WRATH

Wondrous item, relic

Forged by an ancient race, the *Legacy of Wrath* is all that remains of a once-mighty people from a time when the world was young. This amulet of imbued steel comprises two parts—a chain inscribed with arcane inscriptions of transmutation magic and a glass sphere pendant containing a swirling mass of iridescent ink, sparkling in its container. This ink slowly leaks into the wearer's skin the longer the amulet it is worn, forming intricate tattoos of the same strange symbols.

Called the atharan, the makers of the relic were a race of beauty and power. As a final act before vanishing from the world, they forged the *Legacy of Wrath* to one day bring their people back from extinction. One of the first mortal races to walk the planes, the atharan were favored by the gods for their extraordinary abilities and magnificent culture. At some point their glorious society erred and was smote by divine wrath so extreme as to obliterate all record of their existence. Why this would be done remains a source of great speculation and concern about the relic's use.

The *Legacy of Wrath* grants the wearer the power of the atharan through a slow and painful transformation, bringing their race back from extinction.

Properties

While unattuned, the relic has the following properties.

- **Astral Shifting.** When you spend movement to move, instead of your normal movement you may choose to magically teleport 5 feet for every 5 feet of movement you expend.
- **Epic Language.** You can read and write the Epic language Atharasil.
- **Imbued Attacks.** Your attacks are magical, and if your weapon attacks would have a bonus to their attack and damage rolls lower than +3, they instead have a +3 bonus.
- **Perfection of Form.** When you first put on the amulet, you must designate a single ability score of your choice as your perfection score. Once per round, when you would fail an ability check or saving throw using that score, you may choose to succeed instead. Once you have designated an ability score as your perfection score, it is always that ability score whenever you wear the amulet.

Epic Language: Atharasil

Language Prerequisites: member of the atharan race, cannot worship or be a devoted follower of deity

The ancient language of the long-extinct atharan people, this language is communicated by moving the astral formations that cover an atharan's skin in complex and intricate patterns. This communicates a speaker's intent visually, but another creature must be able to see the "speaker" to understand them. Spells with a verbal component can be cast while "speaking" Atharasil, effectively removing the need for spoken words using that component.

Attunement

Becoming attuned to the relic is a painful and arduous process. As the magical tattoos snake across your skin, when you take a rest you experience visions of the atharan's ancient society. These visions become clearer with each passing day, and after 1 year show you the location of a secret dungeon fashioned eons ago. You are unable to communicate or record what you see in the visions in any way. If you remove the amulet during this process, you forget everything you saw in the visions and must begin the process anew.

The dungeon was intended save the atharan and was hidden from even the gods. At the heart of this dungeon—past layers of monsters, traps, and magical protections—is a single inscription carved into a wall of mithral. Appearing as a combination of intricate constellations, the visions never show the inscription in enough detail to be read; you instinctively sense that should you read the passage, you could unlock the relic's full power. Any attempt to communicate with others about the visions automatically fails.

If you read the passage seen in your vision in person, you become attuned to the relic.

If you are attuned to and wearing the relic, it cannot be removed by any means while you live and has the following properties, in addition to its unattuned properties.

- You permanently transform into an atharan. Atharan are humanoid beings of cosmic force whose bodies are made up of what appears to be a starry night sky. Their eyes glow with the fire of suns, and their hair is like the trail of a comet. You lose your racial traits and instead gain those of the atharan race, which are detailed blow.
  - **Epic Humanoid.** Your creature type is humanoid, and you are considered an Epic creature.
  - **Ability Score Increase.** You increase four different ability scores of your choice by 2, up to a maximum of 30.
  - **Age.** Atharan mature at around 30 years old and can live to be well over 2,000 years old.
  - **Alignment.** Atharan can be any alignment, but tend toward chaos and the freedom it brings.
  - **Size.** You can adjust the size or shape of your body according to your preferences. Your size is Medium, but you can assume a humanoid shape of any dimension, as long as your size remains Medium.
  - **Speed.** Your base walking speed is 30 feet.
  - **Language.** You can speak, read, and write Atharasil.
  - **Progeny.** Any children you bear or sire are always atharan.
  - **Subrace.** You become a subrace of atharan according to the perfection score you selected when you first put on the amulet, granting you the following benefits according to what subrace you become.
    - **Viriban (Strength).** Atharan of exceptional physical power. Your form is always muscular. You are considered a Gargantuan creature for purposes of grappling and determining your carrying capacity.
    - **Celeritan (Dexterity).** Atharan of extraordinary speed and reflexes. Your form is always lithe and your movement a blur. Your speed increases by 30 feet and you cannot have your speed reduced below half.
    - **Salutan (Constitution).** Atharan of great health and fortitude. Your form is always perfect and shows no sign of damage when you are injured. When you take 20 or less damage in a single instance, you instead take no damage.
    - **Capitiosan (Intelligence).** Atharan of exceptional brilliance. Your form shines with ideas of sparkling lights across your skin. When you touch written text, you can read its entire contents instantly. Additionally, when you roll a 9 or lower on an Intelligence ability check, you instead roll a 10.
    - **Prospician (Wisdom).** Contemplative atharan who are considerate and patient. Your form is always tranquil and at peace, showing no sign of emotion unless you will it. You add half your proficiency to any ability check or saving throw you attempt in which you are not proficient.
    - **Loquian (Charisma).** Bombastic atharan of exceptional speaking ability. Your form flares with cosmic phenomena across your entire body whenever you are excited. When you succeed on a Charisma ability check against one or more creatures, you can choose to make those creatures frightened or charmed by you until you become their enemy.

Bane

The atharan designed the *Legacy of Wrath* to not only save their race but to enact a terrible vengeance against those who wronged them. While you wear the relic, you are filled with all the bitterness and rage the entire race felt at the moment of their destruction, granting you the following flaw.

> **Flaw: Xenophobia.** The atharan were people of peace and culture—and look what that brought them. I will not make the same mistake. I will carve out a place in this world for my people at the expense of all lesser beings.

Additionally, you cannot be considered an allied creature to those who are not the same race as you.

MORTAL MEMENTO

Weapon (longbow), relic

The scourge of old age has claimed the lives of countless mortals. While humans, dwarves, and elves expire by the thousands, beings from other planes enjoy an immortal existence. An infamous Epic assassin looked upon this tragedy and was inspired. If dying of old age was such a brutal fate for mortal creatures, what would it mean to those who had never experienced its ravages? With fortunes gained from a lifetime of deadly proficiency, the assassin brewed a poison of devious cruelty. The first victim was a mighty solar who cried out in horror, its ageless form withering to dust. The assassin poured the remaining toxin over the angel's bow, twisting the celestial weapon into the deadly relic known only as *Mortal Memento*. This terrifying weapon is cruel but elegant. Faces of screaming celestials, fiends, and other immortal creatures are carved into its surface. Over the arrow rest hangs a vicious fang from which drips a noxious poison, ensuring a deadly payload is delivered with lethal precision.

Properties

While unattuned, the relic has the following properties.

- **Crackshot.** You gain a +5 bonus to attack rolls made with this magical weapon.
- **Desolate Shot.** As a bonus action, you can imbue the next ranged weapon attack made with the bow with a deadly poison called desolation. If you do not make a ranged weapon attack with the weapon within 1 minute of using this feature, the benefit is lost. The poison has the following property.
  - **Ceaseless Desolation.** This poison of unknown origin zombifies the structure of a creature's body, forcing it to produce more of the poison. A creature subjected to this poison must succeed on a DC 30 Constitution saving throw or be poisoned. While a creature is poisoned by desolation, it must succeed on a DC 30 Constitution saving throw every minute or take 20d8 poison damage, or half as much on a success. If a creature fails this saving throw by 10 or more, it takes an additional 10d8 poison damage for each time it failed a saving throw against the poison over its duration. If a creature slain by desolation is returned to life, it returns still poisoned by desolation.
- **Toxic Avenger.** When you use the bow to make a successful ranged weapon attack against a creature and expose the creature to a poison as a part of that attack, the creature cannot be immune to that poison or its effects for the duration. If a creature poisoned in this manner is immune to poison damage, it instead has resistance. Additionally, if a poison exposed to a creature in this manner has a saving throw DC less than 25 as a part of its effects, the saving throw DC is instead 25.

Attunement

To become attuned to *Mortal Memento*, you must slay a variety of creatures using the relic's desolation poison. Your targets include one Epic creature of each of the following types: aberration, celestial, construct, dragon, elemental, fey, fiend, and undead, though at the DM's discretion you may need to kill additional creature types. Each creature must be immune to the harmful effects of aging and be unable to die of old age. Once you have slain one Epic creature of each type, you become attuned to the relic.

While attuned, the relic has the following properties in addition to its unattuned properties.

- **Decaying Coating.** As an action, you can cause the bow to secrete a special poison called century venom. The weapon secretes enough poison to coat up to five pieces of ammunition. Once you have used this feature, you cannot use it again until 1 year has passed. Century venom has the following properties.
  - **Century Venom (Contact).** This magical poison causes any creature exposed through direct contact to experience rapid aging in a matter of seconds. A creature subjected to this poison must succeed on a DC 35 Constitution saving throw or become poisoned. The poisoned creature has Epic disadvantage on Intelligence, Wisdom, and Charisma saving throws, and loses 10d10 hit points at the start of each of its turns as it ages rapidly. If the creature is immune the effects of aging or does not age, it instead loses half as many hit points.
- **Crippling Poisons.** Creatures poisoned by you are vulnerable to poison damage dealt by you.
- **Incurable Afflictions.** When a creature attempts to cure or remove a poison from inflicted by the relic, it must succeed on a DC 30 Wisdom (Medicine) ability check or the attempt fails.

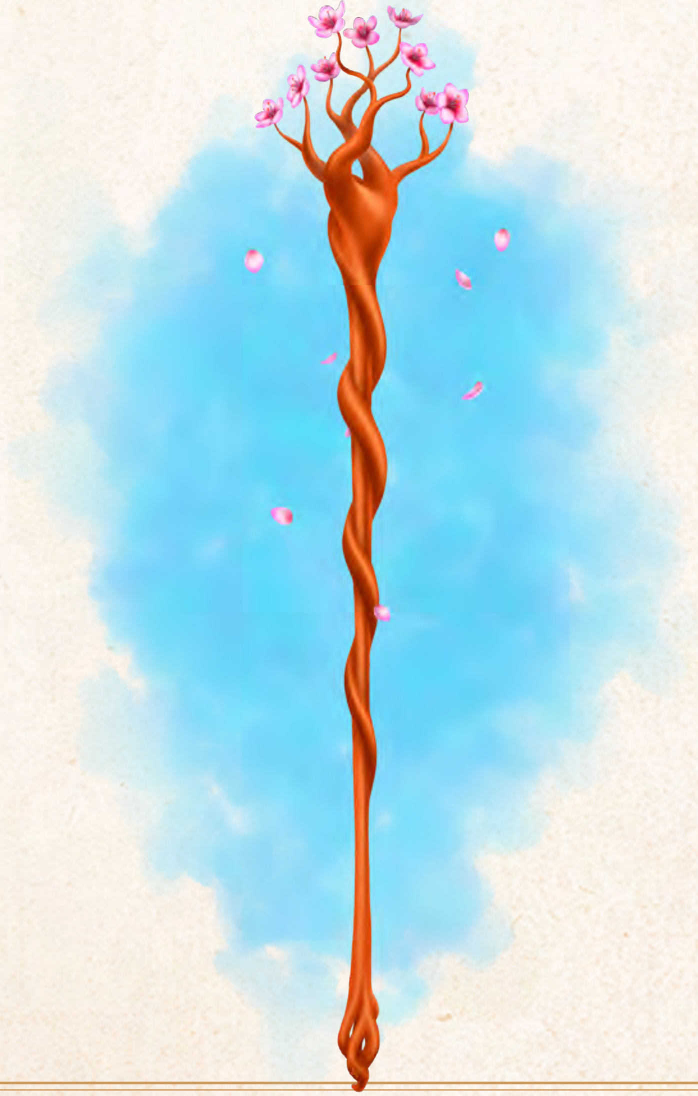
Bane

Mortal Memento is never to be used against creatures who suffer the burden of a mortal existence. Creatures that are not immune to the effects of aging automatically succeed on saving throws against effects produced by the relic and against poisons they are subjected to via the relic.

NEMETON, STAFF OF THE HIEROPHANTS

Staff, relic

In ancient times, fey creatures ruled much of the material plane from their twilight courts. Powerful and proud, these creatures perverted nature to suit their own whims and the world suffered greatly for their amusements. However, many cared seriously for the plight of the natural world, among them a nature deity who called together those who shared a passion for the wilds. This summit was the beginning of the first druidic circle, and from its inception the staff *Nemeton* was grown. A weapon to drive the fey from the world, its magic would be a dauntless ally to the defenders of the material plane.



Over the course of one hundred years, *Nemeton* was grown. A perfect cherrywood staff with nine blossoms in perpetual bloom at its head, *Nemeton* fulfilled its destiny by laying waste to fey who had abused the land. While this effort caused the staff to wither and fade, the power of *Nemeton* would grow again. Until the staff chooses to reveal itself, it takes the form of a slender cherry tree forever blooming, awaiting the next great planar peril to reveal itself. When taken up by a defender of the natural world, *Nemeton* is overwhelmingly powerful, particularly against fey and other outsiders who would pervert the material plane to vile ends.

Properties

While unattuned, *Nemeton* has the following properties.

- **Druidic Spellcasting.** The staff has 50 charges. To regain charges, you must bequeath some of your life force to *Nemeton*. At the end of a long rest, you can expend a number of Hit Dice equal to the number of charges you wish to regain. You do not regain Hit Dice spent in this fashion until the end of your next long rest. While holding the staff, you can use an action to expend 1 or more charges to perform one of the following effects.
    - **Reclamation.** You expend 5 charges to undo all damage and harmful effects dealt to the environment in the last year in a 10-mile radius, centered on you. This effect restores plants to life, heals wounded animals, removes foreign material, and restores the area to pristine condition.
    - **Spellcasting.** You expend charges to cast spells from the staff. The spell save DC is 26 or your own spell save DC, whichever is higher.
        - Non-Epic Spells
            - *bones of the earth*[*] (3 charges)
            - *control weather* (4 charges)
            - *earthquake* (4 charges)
            - *maelstrom*[†] (2 charges)
            - *sunburst* (4 charges)
            - *wall of thorns* (3 charges)
            - *whirlwind*[‡] (3 charges)
        - Epic Spells
            - *crown of vermin* (7 charges, tier 2)
            - *megalith* (7 charges, tier 2)
            - *obsidian tombs* (7 charges, tier 2)
- **Green Walker.** While on the material plane and holding the staff, you may move between trees as if you were always under the effects of the *treestride* spell. This is a Deific effect that cannot be prevented by any means.
- **Intrusion Awareness.** While on the material plane and holding the staff, you can sense the presence of any creature that is not native to the material plane. You can determine a creature's plane of origin, level of power (non-Epic, Epic, Deific), and alignment after sensing it for at least 1 continuous minute.
- **Mighty Focus.** While holding the staff you have Epic advantage on Constitution saving throws you attempt in order to maintain concentration.
- **One with the World.** While holding the staff you are immune to the harmful effects of nonmagical terrain and damage from natural hazards on the material plane. This includes extreme environments such as the caldera of a volcano or the crushing pressure at the bottom of the ocean.

Attunement

Attunement to *Nemeton* requires an extreme act of xenophobia. You must remove every creature of a single race (the number of which must be greater than one thousand individuals) from the material plane, either by slaying, deporting, or banishing them. The race must be one not native to the material plane. Once all such creatures are gone from the material plane, you become attuned to *Nemeton.*

While attuned the relic has the following properties in addition to its unattuned properties.

- **Eternal Exile.** While you hold the staff, extraplanar creatures slain by you on the material plane can never return by any means. This is a Deific effect.
- **Improved Spellcasting.** When you expend charges to cast spells from the staff, you can use the spell save DC of 32 or your own spell save DC, whichever is higher. Additionally, when you cast a spell from the staff that requires concentration, you may expend 5 additional charges to remove the concentration component from the spell for its duration.
    - Epic Spells
        - *hail of deadly blossoms* (10 charges, tier 3)
        - *release the kraken* (10 charges, tier 3)

Bane

If *Nemeton* comes into the possession of a creature not native to the material plane or if *Nemeton* is removed from the material plane for longer than 2 weeks, the staff withers and dies, losing all of its properties.

Furthermore, should either of these events occur, you are immediately and forever banished from the material plane. Whenever *Nemeton* withers and dies, it regrows somewhere on the material plane over the course of the next 100 years.

Shock and Awe

Wondrous item, relic

These masterwork gloves are crafted of flawless blue dragon scales, wrapped with cords of steel wire, and engraved with mystic symbols of ki. Crafted at a secret monastery run by enlightened fists, this relic was born of a contest between the monks and a mighty storm giant warrior named Garuun.

A warrior who reveled in martial combat, Garuun would hold famous boxing matches at his home atop the world's tallest mountain. The giant claimed that no creature could best him in unarmed combat, and he backed up his claim with a parade of victories against those who dared challenge him. However, few were willing to climb the peak just to be bludgeoned into unconsciousness by a giant, and Garuun soon became bored. Peering down the peak, Garuun spied the Stormriven Monastery hiding on his mountainside. The monks had no quarrel with the giant; they had nothing to prove, preferring to focus their skills inward in pursuit of enlightenment.

Bellowing at the enlightened fists, Garuun mocked them both day and night, laughing at their complacency and cowardice. At first the monks were unperturbed, but after six months of ceaseless abuse, a response was required. The leader of the monastery accepted the challenge and battle was joined. For seven days the warriors fought, and the monk emerged wounded but victorious. In vengeance, Garuun's body and spirit was split and bound into a pair of gloves. The left (Awe) channeled the giant's cunning, the right (Shock) his strength. Together, the gloves would grant their wielders the power to win almost any battle with only their fists, with a giant-sized ego to match.

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[*] This spell can be found in the official 5E supplement, *XGE*.

[†] This spell can be found in the official 5E supplement, *XGE*.

[‡] This spell can be found in the official 5E supplement, *XGE*.

Properties

While unattuned, the relic has the following properties.

- **Concussive Blows.** While wearing the gloves, when you score a critical hit against a creature with an unarmed strike it is stunned until the start of its next turn.
- **Magical Strikes.** While wearing the gloves, you gain a +3 bonus to attack and damage rolls made with your unarmed strikes.
- **Personality.** *Shock and Awe* are arrogant and lack respect for almost everything. The gloves ruthlessly desire to put themselves into the faces of potentially worthy foes. Shock prefers the direct approach to combat while Awe is more subtle, preferring to deliver sucker punches with comedic timing. Conflict occurs when you pass up the opportunity to fight a creature one on one, no matter how stupid or ridiculous the situation. Both weapons have fragile egos and will continue a conflict for weeks at a time, particularly if you passed up what would have been a great fight.
- **Relentless Combatant.** You are immune to the unconscious condition. While you have 0 hit points, you have Epic advantage on attack rolls, saving throws, and ability checks.
- **Sentience.** The relic is a pair of sentient chaotic neutral wondrous items that can be worn on the hands. Each glove has an Intelligence of 18, a Wisdom of 8, and a Charisma of 29. The gloves have awareness of anything you can perceive.

  The gloves can read, write, and understand Common and Giant. They cannot communicate verbally but can write their desires down if given a proper tool. In most cases, the gloves communicate only by clenching their fists or making offensive gestures.
- **Thunder and Lightning.** When you make a successful unarmed strike with a limb wearing Shock, you deal an extra 1d8 lightning damage. When you make a successful unarmed strike with a limb wearing Awe, you deal an extra 1d8 thunder damage.

Attunement

To become attuned to the relic, you must prove your worth to both gloves. To do so, you must challenge a willing Epic creature to single combat in which neither participant can benefit from equipment, magical items, spells, magical effects, or other "unnatural" advantages, with one exception. You must give *Shock and Awe* to your opponent, who must use the relic for the duration of the bout. If you are able to defeat your foe, you must then use the relic to commit a dishonorable act and execute your opponent. Once you have done so, you become attuned to *Shock and Awe*.

While attuned the relic has the following properties, in addition to its other unattuned properties.

- **Brutal and Cunning.** While you wear the gloves, your Strength score is equal to your Dexterity score, or vice versa, whichever is higher.
- **Slippery like a Fish.** As a reaction when you are attacked, you may cause the attack to automatically miss.
- **Thundering Finish.** At the end of each of your turns in which you make a successful unarmed strike while wearing *Shock and Awe*, you can unleash a blast of thunder in a 30-foot radius centered on you. Each creature other than you in the area takes 2d8 thunder damage for each successful unarmed strike you made that turn.

Bane

While you wear the relic, you cannot wield weapons and cannot use a shield. If you are attuned to the relic and wield weapons or use a shield, you cause a conflict with the relic. Additionally, if you are defeated by a worthy enemy in combat, you become unattuned to *Shock and Awe* and cannot attune to the relic again for a period of 1 year.

Sin of the All-Father

Armor (shield), relic

An ancient stone slab covered in mysterious Dwarvish runes, this venerable relic is a monument to a now-vanished clan of dwarves known as the stoneweavers. Once a mighty people, the stoneweaver clan could work earthen materials like no other, eschewing tools and picks in favor of powerful magic and miraculous science. Their halls were the envy of all other dwarves, with architectural and artistic achievements surpassing all others.

The deity that created the dwarves looked down in wonder at what his creations had accomplished, marveling at their genius and ingenuity. The stoneweavers had a particular affinity for overcoming challenges, seeking to improve their craft through adversity and hardship. Seeing this, the dwarven god issued the All-Father's challenge, his curiosity piqued by the ambitious clan. The stoneweavers would have one century to complete a single architectural marvel fit for the god's divine halls. Should they succeed, the entire stoneweaver clan would forever have the All-Father's blessing and be favored above all other dwarves. The clan eagerly accepted, and one century later unveiled their creation to an eager god.

But what the stoneweavers had wrought was beyond conception. They had fashioned a new dwarven goddess from the stone of the earth, wholly alive and possessing Deific power. The All-Father was enraged. This was blasphemy of the highest order and a direct challenge to his divine rule. As the new goddess rushed to embrace him, the All-Father smote her in an act of fear and rage. The resulting explosion destroyed the entire stoneweaver clan, leaving only ruins and no witnesses. Ashamed, the dwarven god inscribed the tale of his sin upon a surviving piece of the goddess's form, which became the relic known as the *Sin of the All-Father*.

Properties

While unattuned, the relic has the following properties.

- **Aura of Petrification.** While holding the shield, at the start of each of your turns each creature of your choice within 30 feet of you must succeed on a DC 26 Constitution saving throw or become petrified as they are turned to stone. You can use an action to touch a petrified creature within reach and end the effect.
- **Hands of the Stoneweavers.** You are proficient in mason's tools, and you can use your hands as mason's tools. When you attempt an ability check using mason's tools, you do so in one-tenth the time it would require

BLOODSWORN AVENGER

Medium Epic humanoid (dwarf), any alignment

Armor Class 32 (Epic armor)
Hit Points 500 (40d8 + 320)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	27 (+8)	16 (+3)	22 (+6)	8 (-1)

Saving Throws Str +21, Con +19, Int +14, Wis +17, Cha +10
Skills Athletics +32, History +14, Intimidation +10, Perception +17, Religion +14
Damage Resistances poison, thunder; bludgeoning, piercing, and slashing
Damage Immunities all damage from non-Epic sources
Condition Immunities petrified, stunned, unconscious
Senses darkvision 60 ft., truesight 60 ft. passive Perception 27
Languages Druidic, Terran
Challenge Epic 4

TRAITS

Aura of Caging. Hostile creatures within 60 feet of the avenger cannot willingly move away from it by any means.

Bane of Sinners. The avenger has Epic advantage on attack rolls, saving throws, and ability checks against a creature attuned to the relic and its allies.

Brutal Hammering. The avenger's attacks are magical and score a critical hit on a 16–20. A creature critically hit by the avenger is stunned until the end of its next turn.

Centripetal Force. As a bonus action, the avenger can spin its hammer around its head and then loose it in a direction of its choice. The avenger is then thrown up to 300 feet in a straight line in that direction and does not land prone.

Legendary Resistance (5/Day). When the avenger fails a saving throw, it can choose to succeed instead.

Sworn Pursuit. If a creature is attuned to the relic, the avenger always knows the exact location of that creature. The creature cannot be hidden from the avenger by any means and cannot conceal its location from the avenger.

ACTIONS

Multiattack. The avenger makes four attacks, or makes two attacks and takes a legendary action.

Headbutt (Recharge 5–6). *Melee Weapon Attack:* +21 to hit, reach 5 ft., one creature. *Hit:* 45 (10d8) bludgeoning damage and the creature must succeed on a DC 29 Constitution saving throw or be knocked unconscious for 1 minute. At the end of each of its turns, an unconscious creature can repeat this saving throw, ending the effect on a success.

Stormhammer. *Melee or Ranged Weapon Attack:* +21 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 23 (2d12 + 10) bludgeoning damage and 22 (4d10) lightning damage. A creature stunned by this attack takes an additional 33 (6d10) lightning damage.

LEGENDARY ACTIONS

The avenger can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn or when the avenger takes its Multiattack action. The avenger regains spent legendary actions at the start of its turn.

Divine Intervention (Costs 3 Actions). The avenger casts the spell *wish*. The spellcasting ability for this spell is Wisdom (spell save DC 25, +17 to hit with spell attacks).

Hammering. The avenger makes a single attack with its Stormhammer.

Magic Immunity. The avenger becomes immune to spells or magical effects of 9th level or lower unless it wishes to be affected. This benefit lasts until the end of the avenger's next turn.

Recall Hammer. The avenger magically teleports its stormhammer into its empty hand.

Surge of Fury. The avenger surges with power, granting it a +20 bonus to its next attack roll, damage roll, or Strength ability check.

normally (minimum of an action). Additionally, your hands can work any stone material regardless of durability or properties.

- **Magical Enhancement.** While holding this shield, you have a +5 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC.
- **Stone Form.** Your flesh becomes like stone. You are immune to damage from non-Epic creatures and the petrified condition.

Attunement

To become attuned to the relic, you must emulate the All-Father and commit an atrocity against dwarvenkind. Doing so involves tearing out the heart of an Epic dwarven clan leader and crushing it over the surface of the shield. Doing so awakens a brutal ire in all dwarves of that clan, who become your sworn enemy and recognize you on sight regardless of what form you take. Additionally, a single dwarf member of that clan instantly becomes magically empowered. This transforms the dwarf into a bloodsworn avenger, which is detailed in the relic's bane description.

While attuned, the relic has the following properties, in addition to its unattuned properties.

- **Dwarven Legacy.** You gain inherent knowledge of dwarven genealogy. You can perfectly recite the family tree and clan history of every dwarf you are aware of. Additionally, you gain Dwarvish as a language.
- **Master Earth.** When an effect would attempt to alter the ground, earth, or stone within sight of you, you may take a reaction to prevent that effect.
- **Stonelord.** While you hold the shield and have at least one free hand, you can use an action to cast the following spells from the shield, using your spell save DC and spell attack modifier (when applicable), or a spell save DC of 30, whichever is higher. The non-Epic spells are always cast as 9th-level spells and do not require concentration to maintain their effects for the duration. The spellcasting ability for these spells is always Wisdom.

- Non-Epic Spells
  - *hungry fissure* (tier 2)
  - *obsidian tombs* (tier 2)
- Epic Spells
  - *earthquake*
  - *move earth*
  - *stone shape*
  - *transmute rock**
  - *wall of stone*

Bane

When you attune to the relic you become cursed, which empowers the surviving members of the clan whose leader you slew as a part of the relic's attunement process. This curse persists until there are no surviving members of the clan. An empowered dwarf becomes a bloodsworn avenger. When an avenger is slain, a new one is created from the surviving members of the clan.

SKULL OF ZEK-HAMA

Wondrous item, relic

Evil can be its own worst enemy. Few legends exemplify this lesson better than the tale of Zek-Hama, former supreme commander of the armies of the hells. A strategic genius who guaranteed the loyalty of those who followed him, Zek-Hama waged war on a planar scale. His greatest achievement consisted of a glorious invasion of the abyssal planes, a fiendish crusade that caused his popularity to skyrocket. This was Zek-Hama's second mistake; his first was being a rakshasa. Asmodeus could not abide a challenge to his power, especially from a non-devil.

To celebrate the rakshasa's achievements, Asmodeus held a celebration to honor the mighty general. Zek-Hama was no fool and brought with him eight of his most loyal generals as protection. As Zek-Hama took a knee to accept the honor bestowed by Asmodeus, he felt the sting of knives, eight in total, piercing his form and pinning him to the ground. The rakshasa was betrayed—not by Asmodeus, but by his generals who had fought by his side. In the hells, Zek-Hama's sin was trust, and Asmodeus observed this betrayal with a wry smile. As punishment for Zek-Hama's foolishness, Asmodeus beheaded the general personally and bound his essence inside his skull, an eternity of torment from which Zek-Hama can never escape.

The eight generals went on to become archdevils—many of them survive to this day, the fear of Zek-Hama haunting their darkest dreams. The *Skull of Zek-Hama* is an intelligent relic containing the soul of the fallen rakshasa, seeking vengeance by empowering its wielders with fiendish might. When the relic communicates or produces an effect, its eyes blaze with infernal hellfire.

Properties

While unattuned, the relic has the following properties.

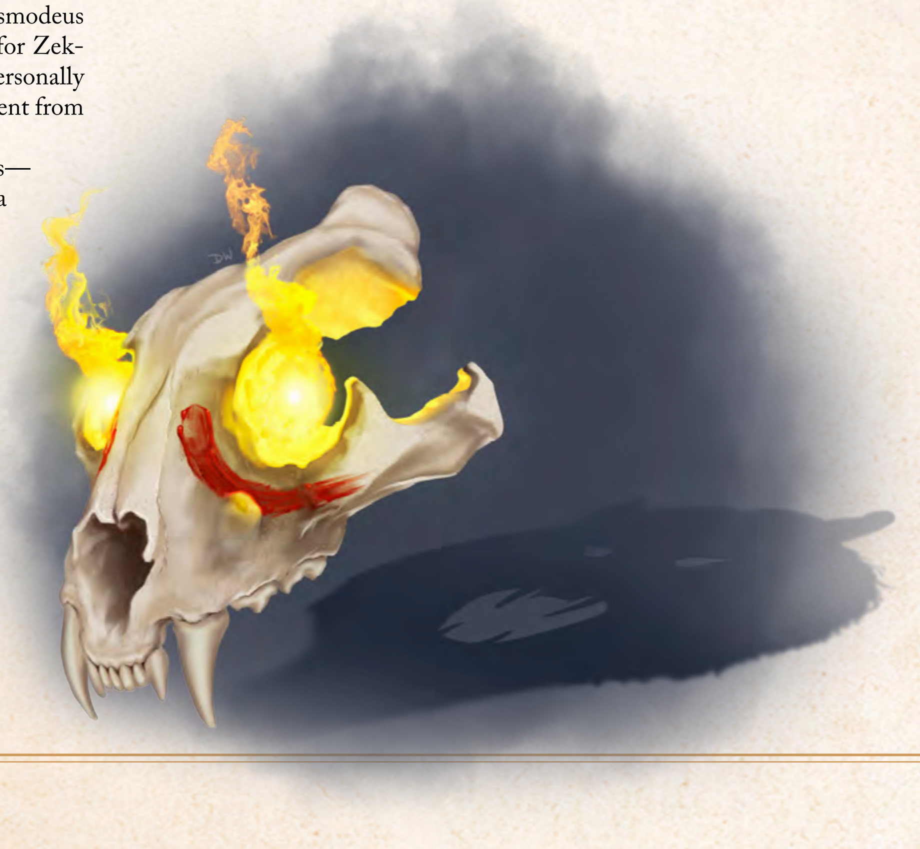
- **Commanding Presence.** You gain proficiency in Charisma (Intimidation) ability checks, and your proficiency bonus is doubled for any Charisma (Intimidation) ability checks you attempt.
- **Fury of the Betrayed.** At the start of each of your turns, you gain one special die called an infernal die, a d6, for every 20 hit points you are missing below your hit point maximum. On each of your turns when you deal damage, you may roll any number of your infernal dice and deal additional fire damage equal to the amount rolled. Any infernal dice remaining at the end of each of your turns are lost.
- **Personality.** The relic retains all the arrogance and authority it once had in life. The skull's purpose is to get revenge on its traitorous generals and prove Asmodeus made a grievous error in condemning Zek-Hama. The skull's desire for vengeance is perilously strong, and if its wielder passes up opportunities to act against the former generals turned archdevils, the relic's bane occurs.

  Additionally, the skull afflicts you with a violent fear of betrayal. You gain the following flaw.

> **Flaw: Fear of Betrayal.** I cannot turn my back for a second on anyone. Every act of benevolence toward me is just a ploy to gain my trust. I must strike first or risk losing everything I've worked for.

- **Purity of Evil.** The skull allows you to command hellfire, a dangerous substance of pure evil. When you deal fire damage, you may convert half of that damage into vile damage.
- **Sentience.** The relic is a sentient, lawful evil relic that can be worn like a helmet, with an Intelligence of 24, a Wisdom of 16, and a Charisma of 32. It has truesight out to range of 120 feet.

  The relic can speak, read, and understand Common, Ignan, Infernal, and the Epic language Dark Speech. While you are wearing the relic, it can communicate with you telepathically. Its voice is snarling and commanding, full of spite and bitterness.



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* This spell can be found in the official 5E supplement, *XGE*.

- **Superior Magic Immunity.** You are immune to spells of 9th level or lower unless you wish to be affected.
- **Tongue of Evil.** You can speak the language of primordial evil, Dark Speech, even if you do not meet the necessary prerequisites.

Epic Language: Dark Speech

Language Prerequisites: Epic creature, evil alignment, Charisma score of 20

When evil was born, it took many hateful forms as it spread across the multiverse, infecting countless worlds with its vile presence. While few evil beings remember this era from eons past, a hateful few recall and speak this atrocity of a language. Uttering Dark Speech is to describe evil in its purest form and its sound is hateful to all decent creatures. When speaking Dark Speech, you have Epic advantage on Charisma (Intimidation) ability checks, and Epic evil creatures always perfectly understand words spoken to them in Dark Speech. Non-Epic good creatures that hear you utter Dark Speech become incapacitated for as long they can hear you speaking the language.

Attunement

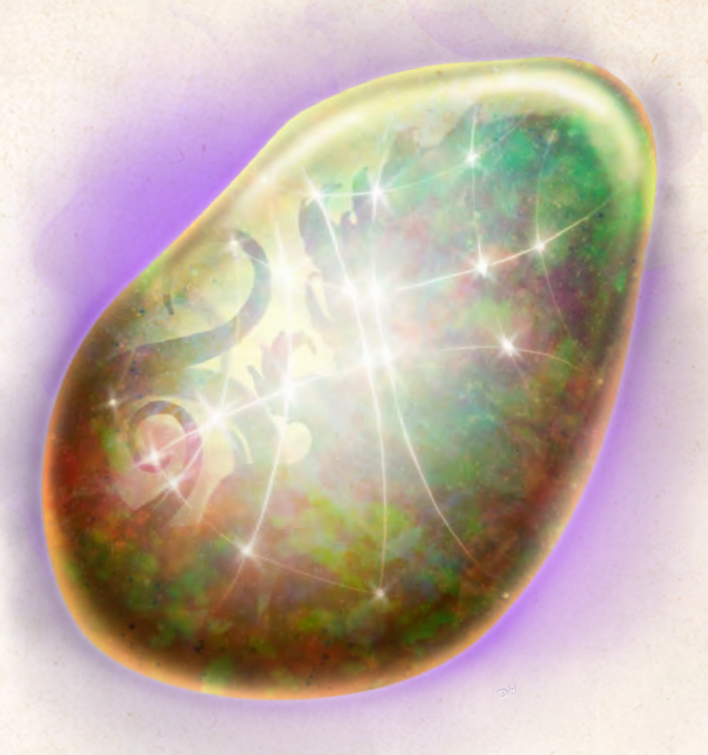
Attunement to the relic requires the destruction of seven powerful Epic devils in service to an archdevil that betrayed Zek-Hama, or the death of a single traitorous archdevil by your hand. It is not enough to simply defeat the fiends in combat, they must be destroyed utterly and prevented from being restored to life. Epic devils typically have an Epic challenge rating of 21–25, while archdevils typically have a mythic challenge rating of 5 or higher.

While attuned, the relic loses its Fury of the Betrayed property and gains the following properties, in addition to its other unattuned properties.

- **Absolute Authority.** When you succeed on a Charisma (Intimidation) ability check against a creature which use Dark Speech as a language, you may immediately cast the Epic spell *hideous mandate* (no action required) as a tier 1 Epic spell targeting a creature you just intimidated within range. The spell save DC of this effect is equal to your spell save DC or DC 26, whichever is higher. This effect cannot occur more than once per turn.
- **Fiendish Aspect.** You are immune to fire damage and vile damage.
- **Fires of Vengeance.** Once per turn when a creature damages you, you may deal 10d6 fire damage to that creature regardless of the distance between you.

Bane

Whenever you have conflict with the relic, it always attempts to take control of you. This effect is especially powerful, with a saving throw DC of 36 to resist its effects. Additionally, you cannot be immune to this effect by any means, and the control always persists for 12 hours. While controlled by the skull, your form assumes the appearance of a black-haired rakshasa, and you share of all of Zek-Hama's memories and experiences. In this state, the skull will force you to seek out and slay powerful devils at any cost, with no concern for your safety or that of your companions.



SOUL STAR

Wondrous item, relic

A standard of Deific power is the ability to forge existence on a cosmic level. Some gods create worlds, others races and magic. But once an eon, a god sires a divine child. This infant must be nurtured with care under the protection of mighty beings, for a child can be raised to walk a dark path. A relic known as the *Soul Star* contains within its crystal lattice such an infant deity, awaiting a parent to raise it.

The origin of the *Soul Star* is unknown, but scholars believe it to be the orphaned offspring of a long-dead deity. The potential contained within is extraordinary, allowing mortals the chance to sire a god through extraordinary hard work, patience, and personal strength. The *Soul Star* resembles a magnificently cut gem the size of a melon, egglike in shape, with latticed filaments of fine crystal etched across its surface. Within its structure a shape can be observed resting comfortably, oblivious to the world around it.

Many seek the power of the *Soul Star* to change the world, for the god within is unformed and malleable. The personality of the parent will undoubtedly affect the infant, changing the face of the multiverse upon its birth.

Properties

While unattuned, the relic has the following properties.

- **Caretaker.** You can "wear" the relic by taking an action to toss it into the air, where it orbits your head at a distance of 2 feet. Thereafter, another creature must use an action to grasp or net the relic to separate it from you, either by making a successful attack roll against AC 30 or a successful DC 30 Dexterity (Acrobatics) ability check. You can use an action to seize and stow the relic, ending its effects. While the relic is worn, it causes the following effects.
  - **Cry of Distress.** If a creature other than you touches the relic, you take 55 (10d10) psychic damage from the divine cries of the developing child. This effect cannot

occur more than once per turn. If you lose possession of the relic this affect occurs again every hour for 24 hours until it is back in your possession.

- **Godspawn.** Effects produced by the relic are Deific effects.
- **Light of Innocence.** The relic sheds bright light in a 300-foot radius. You and all allied creatures in the area have a fly speed equal to your walking speed. Additionally, creatures within the area cannot be hidden or invisible.

Attunement

Unlike most relics, attunement to the *Soul Star* is remarkably easy. Wearing the relic for 8 continuous hours attunes you to the relic. While attuned to you, the relic gains following property in addition to its unattuned properties.

- **Safeguard.** As a bonus action, you can move the relic up to 60 feet in a direction of your choice. The relic flies and is immune to all non-Deific effects that would prevent its movement.

Bane

While the relic is attuned, the child within begins to gestate. You must attend to the Deific offspring within through meditation, consisting of 8 hours of strenuous activity each day. Should care for the relic in this fashion occur daily for 3 straight years, it births a new deity into the world. If another creature attunes to the relic during this 3-year period or a single day is missed, the process begins anew.

If you do not provide this care for a continuous full week during the 3-year period, the deity is born prematurely, an angry and insane god. If born from this neglect, the deity does everything in its power to end you and those associated with you—the severity of the deity's attempt is at your DM's discretion.

If born under proper care, the young god quickly takes its place among the pantheon but remembers you as a valued friend and parent. It grants you any one of the following boons (your choice) at the time of its birth:

- You gain an Epic level in an Epic prestige class of your choice for which you meet the necessary prerequisites.
- You increase an ability score of your choice to 30.
- You gain two Epic feats of your choice.
- You gain proficiency in all skills and saving throws.
- You gain a single artifact of your choice.
- You gain 10 million gp.
- A single non-Deific creature of your choice is obliterated instantly and cannot be returned to life by non-Deific means.
- You maintain permanent telepathic communication with the young god, granting you the ability to discuss with it always and query it as with the spells *divination* and *commune*. There are no limits to the number of times you can use each of these effects per day, the spells never have a chance of failure, and the deity has your best interests at heart when providing you with answers.

STORMCLEAVER

Weapon (glaive), relic

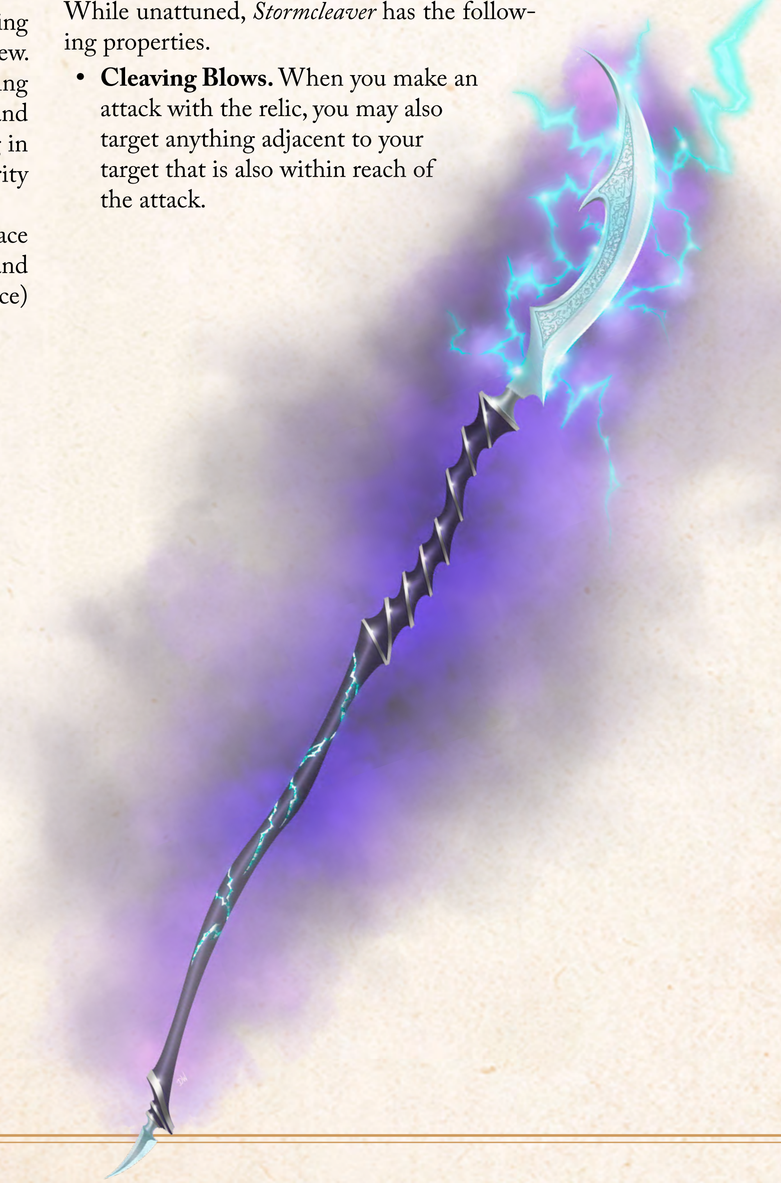
A weapon born of chaos and destruction, *Stormcleaver* is a lesson for those who take competition too far. For millennia, two gods, one of earth and one of sky, reveled in the struggle between the natural ebb and flow of storm against earth. Erosion wore at the mountains, and the mountains pierced the sky in turn, a climatic struggle between two unstoppable forces of nature. Seeking to claim ultimate victory, the sky deity retreated to its home within a great storm and conceived of a weapon. Imbued with the force of ten thousand storms over ninety-nine years, the god's gamechanger was revealed. It was *Stormcleaver*, a tool to cut through stone the way a farmer cuts through wheat.

With a single blow the scythe split mountains in two, wreaking horrific devastation upon the earth deity's domain. Despite this victory, the sky god's triumph was hollow. No longer could their contest continue, for the world had been rent asunder for the sake of ego. Regrettably, the weapon could not be unmade and was hidden away by devotees of both gods before fading into memory. The relic is an elegant, straight-handled glaive made of a black ceramic. The haft is detailed with lightning bolts fashioned from diamonds, and its blade is razor-sharp adamantine.

Properties

While unattuned, *Stormcleaver* has the following properties.

- **Cleaving Blows.** When you make an attack with the relic, you may also target anything adjacent to your target that is also within reach of the attack.



- **Devastator.** The weapon deals quadruple damage to objects and structures. If damage dealt by the relic reduces an object or structure to 0 hit points, the object or structure explodes in a cacophony of thunder and debris. Each creature within 50 feet of the destroyed target must succeed on a DC 28 Dexterity saving throw or take 10d10 bludgeoning damage and 10d10 thunder damage, or half as much on a success.
- **Eye of the Storm.** The weather in a 5-mile radius around the weapon is a perpetual thunderstorm which reduces visibility within to 120 feet.
- **Magical Blade.** You gain a +5 bonus to attack and damage rolls made with the weapon.
- **Stormflight.** While you hold the relic, you have a fly speed equal to your walking speed. This property works only in short bursts: you fall if you end your turn in the air and nothing else is holding you aloft.

Attunement

Attunement to *Stormcleaver* is a time-consuming and dangerous process. Once per month for an entire year, you must call down a bolt of lightning as an action while holding the scythe. The lightning strikes the head of the scythe, electrocuting you for 4d10 lightning damage, which increases by 4d10 for each consecutive month this action is performed. This damage bypasses resistance or immunity to lightning damage. If you are killed by the damage or fail to be struck by lightning in this manner for a month, you must start again from the beginning. Once you have survived this effect for an entire year, you become attuned to *Stormcleaver*.

While attuned, the relic has the following properties in addition to its unattuned properties.

- **Blessing of the Storm.** While you hold the scythe, you are immune to lightning and thunder damage.
- **Cataclysmic Strike.** Once per year, the weapon can make a mighty attack of impossible strength, channeling the power of a thousand storms. As an action you can make a single weapon attack. The attack automatically hits, dealing slashing damage equal to the target's hit point maximum.
- **Great Blade.** On a successful hit, *Stormcleaver* does an extra 1d10 slashing damage.
- **Weather Mastery.** You gain perfect control of the weather within a 5-mile radius of the weapon as though it were always under the effects of a *control weather* spell cast by you. When changing the weather in this way, such changes occur in 1 minute. If you are unconscious, the weather around the weapon reverts to a raging thunderstorm within 1 minute.

Bane

Stormcleaver is a tool of destruction that was never meant to be wielded again, let alone by lesser creatures. When the weapon successfully destroys an object or structure, there is a 10 percent chance the gods of earth and sky take notice and unleash their wrath. You are immediately subjected to the effects of the *obsidian tombs* and *flash freeze* Epic spells (spell save DC 33), which are cast as tier 3 Epic spells and last for their durations. These spells are Deific effects.

THE CRIMSON VIOL

Wondrous item, relic

A relic of tragedy and loss, the *The Crimson Viol* is a cursed instrument of evil upon which unique melodies can be played. To those unfortunate enough to hear its haunting tunes, death soon follows. The relic's power is as lethal as it is beautiful, and few creatures have the talent and courage to play upon its strings. Believed to be the literal instrument of death itself, the *The Crimson Viol* is carved from blood-soaked wood and varnished to a flawless sheen. Each sound the viol makes echoes regardless of its surroundings, allowing for unique musical effects when played. The bow is strung with black hair from a rare ebon unicorn, and the stick engraved with silver letters written in an ancient language lost to time.

Properties

While unattuned, the relic has the following properties.

- **Censure Audience.** If a creature prevents you from playing upon the relic (such as countering a spell you are casting or interrupting a masterpiece you are performing), the offending source takes 20d6 psychic damage.
- **Dominating Performance.** When you produce an effect that requires verbal components or speech, you may choose to play upon the relic instead. When you do so, creatures that can hear your performance have Epic disadvantage on saving throws and ability checks against the effect.
- **Masterpiece Synergy (Truespeaker Only).** If you are able to perform masterpieces with the Truesong Lexicon Epic prestige class feature, you may perform them using *The Crimson Viol*. When you do so and gain entropy, you instead gain half as much entropy.
- **Personality.** *The Crimson Viol* is cruel and aloof. It views weak creatures as deserving of slaughter. The instrument believes it is destined to play the dirge for the end of the multiverse but hasn't found the right performer. The relic seeks a musician talented enough to play this masterpiece and expects its wielder to practice ceaselessly to achieve this goal. If the instrument is not played once a day for at least an hour, conflict occurs.
- **Power Note Kill.** As an action, you can play a sudden, terrifying note upon the instrument. One non-Epic creature of your choice that can hear the note becomes afflicted with an Epic curse. Twenty-four hours after hearing the note, the creature dies.
- **Sentience.** *The Crimson Viol* is a sentient, chaotic evil relic with an Intelligence of 22, a Wisdom of 14, and a Charisma of 36. It can perceive anything you perceive, but only when it is being played. The relic cannot communicate, but it knows its wielder's every thought, desire, and intention.

Attunement

To become attuned to relic, you must bind yourself to the instrument's will and share in its vision of apocalypse. To do so, you can no longer benefit from taking a short rest. When you would take a short rest, you instead spend that time practicing upon *The Crimson Viol*. Each time you do so, you must succeed on a DC 30 Charisma

(Performance) ability check or have conflict with the relic. Once you have practiced in this manner for a period of 6 months, you become attuned to the relic.

While attuned, the relic gains the following properties in addition to its unattuned properties.

- **Empowered Magic.** When you use the relic as a spellcasting focus or as a substitute for verbal components to produce an effect that forces a creature to attempt a saving throw, the DC for that saving throw increases by 4.
- **Epic Magic.** You can use an action to play the instrument and cast one of the following Epic spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until you finish a long rest. The spells have a spell save DC of 30 or your spell save DC, whichever is higher.
  - Epic Spells
    - *enslave* (tier 3, casting time of 1 action only)
    - *malevolent fists of spite* (tier 3)
    - *wave of calamity* (tier 3)
- **Resolute Performance.** While you are playing the instrument, you have resistance to all damage.

Bane

The Crimson Viol is a cruel taskmaster and suffers no challenges to its power or authority. When conflict occurs between you and the relic, you cannot be immune to or succeed on saving throws against its effects. Additionally, whenever you are in conflict with the relic and it is in your possession, your spell save DC is always 10. Finally, whenever you play upon the instrument, your fingers are cut by the strings and bleed profusely.

TIMEWALKER'S TIMEPIECE

Wondrous item, relic

To learn of the *Timewalker's Timepiece*, it is better to ask *when* rather than *how* or *what*. A large silver pocket watch on the end of an adamantine chain, the relic's simple appearance conceals its power over time. Past its porcelain face is the finest minute machinery concealing miniscule devices, clockwork, and other arcane-mechanical contraptions. The mechanisms are forged with such expertise that it could not have been created in this time, if any. Though its power is subtle, if one looks carefully the presence of the relic can be found throughout history, altering the timeline at the behest of its wielder. Legend speaks of the relic's creators, great beings from the far-flung future who went mad after becoming temporal horrors lost to eternity. None know if the relic's power is magic, science, or both, as its abilities are beyond the current era's comprehension.

Properties

While unattuned, the relic has the following properties.

- **Consult the Future.** As an action, you can open the face of the timepiece and see the flow of space and time through its tiny machinery. By observing this flow for 1 hour, you are able to exactly predict an event of great significance within the next one thousand years. One you have used this feature, you must wait 1 year before you can use it again.
- **Temporal Awareness.** If time is manipulated on a plane you occupy, you immediately become aware of the exact location and nature of the manipulation.
- **Time Jump.** As a bonus action, you can press a button on the timepiece to make a time jump, allowing you to recover a single non-Epic class feature or non-Epic spell slot of 8th level or lower that you could have recovered with a long rest.

Attunement

To attune yourself to the timepiece, you must visit the river of time—the plane from which all time flows—with the relic and live there for a year and a day. Finding the river of time is unspeakably difficult. Few beings know of a reliable method to reach it, and the dangers are extreme. Non-Epic magic is incapable of transporting one to the plane, and few (if any) permanent portals to the plane exist. The river of time flows backward, forward, sideways, and, occasionally, not at all, and catastrophic effects await those not native to the plane. The severity of these effects is determined by the DM, but they are always well beyond the capacity of most non-Epic creatures to survive.

While attuned, the relic has the following properties in addition to its unattuned properties.

- **Greater Time Jump.** Once per day, as an action you can press a button on the top of the relic to make a time jump. Doing so gives you benefits as though you had instantly finished a long rest. Once you have used this feature, you cannot use it again for 1 week.
- **Rewind.** When you are subjected to a hostile effect, as a reaction you can rewind yourself through time, appearing in an unoccupied space up to 100 feet away from your previous location and preventing any hostile effects you would have suffered.

Bane

While you carry the relic, you cannot be immune to the effects of aging. Every time you use one of the relic's features, your body ages by 1 year. This effect cannot be prevented by effects that make you immune to aging, and you suffer any appropriate penalties according to your age.

UNRAVELER OF FATE

Wondrous item, relic

A simple glove fashioned from threads of silver light, the *Unraveler of Fate* is one of the most feared objects to have ever existed. Gifted to a mysterious being known as Janon the Godbreaker, the relic has the power to erase creatures from existence. None dealt a deathblow by the relic have returned to life, nor can their souls be found in any afterlife.

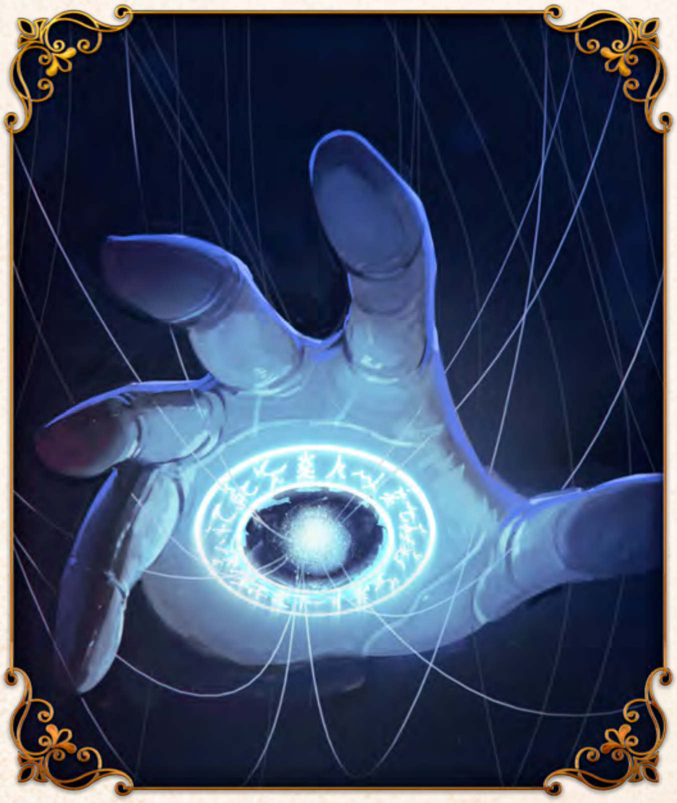
The *Unraveler of Fate* draws its power from the void between the planes, fashioning threads of utter oblivion that can be used as weapons. By weaving these threads through time and space, the user can strike out at not only an entity's form, but its very existence. On the palm of the glove are inscribed circles that fade into a mote of absolute darkness. Through this aperture the void is called to serve the wielder, forming threads of nothingness that cleave through god and mortal alike.

Even the wielder is not safe from the relic's destructive power, for with each use one is pulled closer to oblivion. Only the most powerful beings dare wield this relic, and only in the most dire circumstances.

Properties

While unattuned the relic has the following properties.

- **Entropic Power.** While wearing the relic, when you would deal damage you may instead cause the target to lose a number of hit points equal to the damage you would have dealt (before factoring resistances, immunities, and other reductions to damage). This hit point loss cannot be prevented by any means, and the target's hit point maximum is reduced by an amount equal to the hit points lost. This effect lasts until the target receives magical healing from a Deific source.
- **Touch of Oblivion.** As an action, you can touch an object or structure within reach and destroy it utterly. Any magical items (including artifacts) are affected by this feature. You can destroy another relic using this feature but doing so ends your existence instantly and you cannot be returned to life by any known means. To the rest of reality, it is as though you had never existed. If the target is Gargantuan or larger, this effect destroys a 100-foot-cube portion of it.
- **Utter Finality.** While wearing the relic, when you reduce a creature to 0 hit points, it is slain instantly and its body is disintegrated. A creature so destroyed cannot be returned to life by any known means.
- **Wield the Void.** As a bonus action, you can summon a whip of pure void energy in the hand wearing the glove. You can dismiss the whip as a bonus action, and if you are disarmed of the whip it vanishes instantly. The whip has a reach equal to the distance you can see. When you make an attack with the whip, you may target up to five different targets within range. On a successful hit, the whip deals an extra 6d6 necrotic damage.



Attunement

To become attuned to a relic as destructive as the *Unraveler of Fate*, you must be exposed to the ravaging energies of the void by for a period of 1 hour. Attempting this is an extraordinarily dangerous act that few could survive—reaching the void between planes is no easy feat. A portal to such a realm involves opening a passageway to utter oblivion, which can have severely adverse effects on reality itself if not properly contained. Travel to the void requires powerful Epic conjuration magic that few living spellcasters have the ability to cast. It is said some stable portals to the realm exist, but their location is well guarded and hidden from all but the most determined adventurers. Surviving inside the void is a horrific experience. You must contend with full exposure to the raw destructive power of total entropy. The severity of the exposure is at the DM's discretion, but the experience should be nearly impossible to endure even under ideal conditions. Death inside the void means absolute destruction of both body and soul, beyond the help of even Deific-level effects. However, should you survive and return to the material universe, you are attuned to the *Unraveler of Fate*.

While attuned the relic has the following properties in addition to its unattuned properties.

- **Dark Fate.** When you slay a creature using the relic's Entropic Power feature, you may erase all memory of that creature from existence. To other creatures, even its closest friends, it is as though the creature never existed. The creature's absence has an unnatural effect on the universe. Other creatures are able to easily determine that *something* once existed that had an impact on the world around them, they just cannot seem recall what that something was. However, you retain any memory you had of the creature for as long as you remain attuned to the relic.
- **Unravel Existence.** If you successfully grapple a creature with the hand wearing the *Unraveler of Fate*, you can begin to reshape the creature's past. If you maintain the grapple for 1 continuous minute, you gain complete knowledge of that creature's history and acts. Additionally, you may immediately alter time itself by erasing a past action taken by the creature at any point in its life, with potentially significant consequences for the present. The act must have taken place within the last 10 years. You retain memory of the erased event, though to the rest of reality it is though the event had never occurred. Once you have used this feature, you cannot do so again for 1 year.

Bane

Wielding the *Unraveler of Fate* means risking being consumed by the power of void each time it is used. When you use its features to remove a creature or artifact from existence, the DM rolls a d10 and secretly records the result. If the combined total of your d10 rolls ever exceeds 100, your existence instantly ends as though you had been subjected to the relic's Dark Fate feature.

CHAPTER EIGHT:
MYTHIC CREATURES

The dragon dove toward the assembled party with such speed the air burned as the crusader crushed between its jaws prayed to whatever god would listen. Desperately, the archmage raised a shield of magic. As the beast's massive body slammed into the arcane barrier, the earth shook. The spell cracked, then failed. Scattered and grievously wounded, the adventurers struggled to stand as Ultraxus spit the corpse of their companion into the dirt. Before her body hit the ground the ascendant was weaving a spell of resurrection. The grifter leapt atop the dragon's back, distracting the wyrm while the magic took hold. The fight was far from over.

– A party of Epic characters engaging a mythic creature

WHAT IS A MYTHIC FOE?

A monstrous bastard child of a powerful deity. An archmage who knows the ultimate secret of magic. A dragon seeking to conquer the world. These examples and more constitute a special category of enemy found only in Epic Legacy: mythic creatures. These foes are frighteningly powerful, ferociously complex, and elegantly designed. Wholly separate and above even Epic legendary creatures when it comes to power and significance, each mythic creature possesses a combination of abilities and traits that are devastating in combat and can reshape the world. Mythic creatures can be demigods, ancient apocalyptic horrors, Epic NPCs, freaks of nature, or any other manner of foe, custom built to coalesce with your campaign's story and world. Their design goes beyond simple mechanics, as the theme of each mythic creature can be tied to powerful, primal elements of your setting. This chapter covers the purpose of mythic creatures in your game, how to build your own mythic creatures, and a selection of mythic creatures for you to use in your adventures.

MYTHIC FOES IN YOUR GAME

Epic Legacy is designed around mythic creatures. You are encouraged to implement them in your game as a storytelling tool, combat challenge, and progression benchmark. Some mythic creatures are born with their power, while others develop it over great periods of time. No matter the setting, mythic creatures are extraordinarily rare—one active in the world is a force to be reckoned with, too risky to engage directly without a brilliant plan and an immense amount of courage. The most powerful among these creatures are often Deific in strength and may be avatars of gods—or may be gods themselves. This chapter is at the end of this book for a reason, so if you are a DM who has skipped through to get here, remember that your experience running these creatures will be significantly diminished if you don't understand the other elements of Epic Legacy.

THE ANATOMY OF A MYTHIC CREATURE

All mythic creatures possess the same general model of a creature in 5th Edition, including statistics, actions, features, traits, and other characteristics. They are run in very much the same manner as regular creatures, just with insane abilities and ludicrous power. In addition to their traditional stat blocks, mythic foes possess unique characteristics that separate them from other foes at Epic levels.

Background. Mythic creatures rarely just show up and roll initiative. Characters should see the effects of a mythic creature long before they encounter it, bearing witness to the aftermath of its goals and motivations. A mythic creature's background is its lore, where it comes from, what power it wields, and why it is acting. If you haven't given the characters a chance to learn useful information about a mythic creature before rolling initiative, you are setting them up for failure.

Personality. A mythic creature doesn't just make decisions about what to do based on what is optimal—it has preferences and habits, both in and out of combat. A mythic golem fights with cold logic and perfectly rational combat decisions, while a mythic devil may take a few extra actions to torture the grifter who kept stabbing him. Defining a mythic creature's personality helps you roleplay it, contributing to a memorable experience.

Mythic Effects. The first mark of a mythic creature, these abilities are akin to a creature's regional effects, but are generated wherever a mythic creature ventures. A mixture of combat- and story-focused abilities, each effect is based on the creature's theme and signals its more dangerous features well before the party rolls for initiative. Used well, they build a sense of tension and awe in an adventuring party making their way toward their mighty foe.

Mythic Actions. These special actions are similar to lair actions of lesser creatures, occurring on specific initiative counts in combat for dramatic effects. These actions are a mythic creature's most powerful, with unique mechanics, escalating strength, and thematic abilities. An entire encounter with a mythic creature can be based around these actions, and foes of mythic creatures quickly learn to fear their power.

RUNNING A MYTHIC ENCOUNTER

To run a mythic encounter, your skills as a DM must be sharp—you will need every trick in both this book and the 5th Edition core rules to achieve the best results. This section details helpful strategies for getting your mythic encounters running smoothly and ensuring your players have the desired experience.

Be Prepared. Review a mythic creature's statistics well before you run the encounter. These creatures are ferociously complex, and their powerful and unique abilities take time to master. While you don't need to have them all memorized, familiarity means less time flipping through your notes and more time killing foolish crusaders. You want your turns to be efficient and effective—while your players are taking their time plotting their next move, you've already got your next five ready to roll.

Tracking Tools. When preparing these encounters, think about what things you will need track during the encounter. Concentration, conditions, effects with long durations, and plenty of dice are common. If you think you'll have a difficult time remembering certain features, use physical and digital tools and trackers. Simple systems like putting a token on the board to represent when your creature is concentrating on a spell or on fire are effective.

BUILDING A MYTHIC ENCOUNTER

While there are enough mythic encounters in this book to keep a group busy from levels 21 to 30, at some point you'll want to make your own. Mythic encounters can consist of a single creature, a team of monsters, or even an entire army of enemies. What matters most is that your mythic encounter is challenging and a big component of your game's story. This section will help you put together your own mythic encounters that are appropriate for your game and fun for your players.

GETTING STARTED: STEP-BY-STEP MYTHIC ENCOUNTERS

When developing these encounters for your game, establish the core concept for the creature well in advance and refine it with specific numbers and mechanics as you get closer to running the encounter. This allows you to design the mechanics of your encounter with precision based around the capabilities and strategies of the players at the time. This section outlines the process of designing a mythic encounter.

Step 1: Assessing the Party

Use the "Challenging Epic Characters" section in chapter 6 to get an accurate assessment of the strength of the adventuring party. What level are they? What are their strengths and weaknesses? What is their skill level? What kind of challenges do they find interesting? This understanding will shape your encounter. You can even ask the players these questions directly, creating a sense of trepidation while they wonder why you need to know such things.

Step 2: Choosing a Theme

Theme is the heart of any encounter. Fire, time, death, trickery, magic, strength, skill, and many more are all strong core concepts upon which to build an encounter. The theme should be present in the encounter's lore, tone, and mechanics, shaping it at every turn.

For example, an encounter with a chaos theme should have mechanics that are unpredictable or random, with a background that emphasizes the importance that chaos plays in your world. The encounter should feel erratic, with your players never knowing what to expect. Maybe your encounter will feature a team of creatures, each representing a different facet of chaos, or a mighty elemental formed of the raging combinations of different elements all in conflict with each other.

You should know how you want to represent your creature's theme before you commit to it. If you cannot develop your theme into an encounter that is challenging, fun, flavorful, and suitably complex, then you will do a lot of work for minimal benefit. Don't just pick the first cool idea that pops into your head. Analyze, assess, and daydream about the merits and weaknesses of your theme before moving forward.

Step 3: Laying the Foundation

The pillars of your encounter—detailed as follows—are core statistics, traits, escalation mechanics, and innovative design.

Core Statistics. Hit points, proficiency bonuses, and save DCs define whether your creature will be brutally difficult or pitifully easy. If you are unfamiliar with the process of building encounters for 5th Edition, you should take time to educate yourself with the core rules before proceeding, and review chapter 6 for even more information about encounter building at Epic levels. The suggested statistics for mythic creatures in a typical game of Epic Legacy are detailed in the Mythic Creature Core Statistics by Challenge table.

Traits. A truly mythic creature needs defensive, offensive, and utility features, the traits that make it formidable. These are unique abilities that tip the scales in an encounter, sometimes breaking the rules and always surprising your players.

Defensive Features. A creature's defenses define its survivability—hit points, resistances, immunities, traits, and actions that provide self-protection. Consider how effective your creature's defenses will be based on the offensive abilities of the characters. These can be mundane defenses such as damage resistances or immunities, condition immunities, legendary resistances, or extraordinary abilities like reflecting countered spells back at their source, moving away from threats at impossible speeds, or an aura that forces those who damage it to take an equal amount of damage. An encounter's defenses can be defined by the following levels.

- **Strong.** Strong defenses make a mythic creature nearly impervious against certain methods of attack. An absurdly high saving throw bonus, Epic-proof damage immunities, or an AC in the stratosphere are all examples of strong defenses. These defenses almost never fail and discourage players from trying to surpass them. A mythic creature should never have more than a handful of these defenses.

- **Medium.** Medium defenses are the standard array of damage resistances and immunities. Medium defenses should take some effort or resources for a party of Epic adventurers to overcome, but they aren't perfect. Mythic encounters possess many of these defenses.

- **Weak.** Low AC, a poor saving throw bonus, or limited vision can be exploited by clever Epic characters to great success. All but the most powerful mythic encounters have at least a few of these defenses. In extreme cases, these defenses can be vulnerabilities that players can target for tremendous advantage. Building vulnerabilities into your mythic creature is risky, so consider giving the encounter plenty of strong and medium defenses to compensate.

Offensive Features. Mythic creatures pull no punches and characters should never feel safe during a mythic encounter. Even a well-prepared party sheathed in magical protections should struggle over the course of the encounter. Mythic creatures have overwhelming offensive power and a diversity of effects. However, your players need to feel like they have a chance of victory, so avoid creating features that afford no opportunity for interactivity and decision-making. A feature that instantly kills a character in the first round of combat makes the creature formidable, but it's hardly fair or interesting. A mythic creature's offensive features typically fall into three categories, detailed as follows.

- **Overpowering.** There should be no foolproof defense against an overpowering attack, spell, or other effect. If the party gets wiped out by an overpowering offensive feature, it should be because they made a major mistake in how they strategically approached the encounter. Overpowering offensive features with durations must be cured or dispelled rather than endured. Fleeting or instantaneous offensive effects of this strength should be predictable and require preparation to survive. A mythic encounter must have at least one overwhelming offensive feature, but its use should be limited. Using them every round is just cruel.

- **Dangerous.** A dangerous offensive feature needs to hit hard enough to make Epic characters flinch, but not enough to put them on death's door with every use. These features give your encounter a sense of perpetual threat. Every mythic creature should have a large number of such abilities, and

Mythic Creature Core Statistics by Challenge

Mythic Challenge Rating	Average # of Combat Rounds to Defeat	Hit Points	AC	Proficiency Bonus	Optimal Damage per Round	Average Save DC
1	6–8	900–1,400	21–24	+8	250–400	23–24
2	6–8	1,100–1,600	22–26	+8/+9	300–450	23–25
3	6–8	1,300–2,000	23–28	+9/+10	350–450	24–25
4	7–9	1,500–2,400	24–30	+9/+10	400–500	24–26
5	7–9	1,700–2,800	25–32	+10/+11	450–550	25–26
6	8–10	1,900–3,200	26–34	+10/+11	500–600	26–28
7	8–10	2,100–3,600	27–36	+11/+12	550–650	27–29
8	9–11	2,300–4,000	28–38	+11/+12	600–700	28–30
9	9–11	2,500–4,400	29–40	+12/+13	650–750	30–32
10	10–12	2,700–5,000	30–40	+12/+13	800–1,100	32–35

they should make up the majority of the creature's average round of combat. Aim for diversity in the ways the creature harms the characters. Forcing the party to attempt saving throws, avoid attacks, and spend movement to stay alive keeps your encounter feeling fresh and allows each character a chance to shine.

- **Manageable.** Manageable features are those your players can overcome with some quick thinking or strong defenses of their own. A fighter who invested heavily in AC and damage resistance should have a chance to feel invincible, even if it's just for one round. Your creature should always have at least one manageable offensive feature to make your players feel like something is going well before they are torn to shreds.

Utility Features. Unless your encounter is literally a giant death robot built specifically to kill, it probably has some things it likes to do in its spare time. These features should align with your creature's theme and bring out its personality and behavior. Skills, forms of transportation, languages, vision, environmental manipulation, and magic all give your mythic encounter the means to influence the world. The best kind of utility features are those that have an interesting interaction both in and out of combat, allowing players to observe its capabilities and gain a strategic advantage before doing battle.

Escalation Mechanics. Unless perfectly balanced, a typical encounter in 5th Edition gets easier the longer it goes on. A creatures running out of gas can lead to a disappointing conclusion for what should have been an awesome finale. Mythic creatures are different, each possessing a trait or combat mechanic that grows more dangerous with each passing round.

An escalation mechanic can be anything you choose: an action, defensive trait, offensive trait, or even a utility trait. All that is required is that the mechanic be noticeable at the start of the encounter and begin escalating rapidly. For example, a volcano monster gets hotter with each passing turn, an archmage magically calls a meteor closer each time she casts a spell, or a giant barbarian grows larger the longer he rages. Whatever your design, this mechanic should occur every round and be unpreventable. If the characters do not finish the encounter before the escalation gets out of hand, they will lose. Think about how long you want your encounter to go on when designing this feature. Do you want a furious melee over in a few short rounds, or a protracted slugfest several hours long? Your escalation mechanic should support this time frame and pacing throughout the encounter.

An escalation mechanic requires players to be strategic about how they pick their fights. Sending in an army of minions to soften up a mythic creature may sound like a good idea on paper, but in reality it's just a warmup to awaken its full strength. Your players should know that the encounter they are about to face will escalate in this manner before engaging it. That doesn't mean they need to understand the exact nature of the escalation (save that as a reward for if they do their homework), but they should get the gist.

Innovative Design. Your mythic creatures should be bold and inspired to create the perfect level of excitement and fear in your players. Using other creatures as a reference is great, but don't rely exclusively on what has been done before. Reskinning a bunch of features from other monsters can help you fill in the gaps of a creature's traits and abilities, but at its core should be something special that comes from your imagination. You want a wow factor that makes jaws drop, causes players to tremble with excitement, and gets exclamations of shock from around the table.

This is the hardest part of designing a mythic encounter, and you should spend the most time here during your creature's development. This book can't tell you how to innovate for every encounter, but here are some helpful suggestions.

1. Look at the mythic foes provided later in this chapter. Notice how each creature combines theme, power, and other characteristics into a functional whole that feels distinct.
2. Dig deep into 5th Edition's gameplay systems. Mechanics like drowning, falling, ability checks, and movement can open up huge opportunities for unique effects. You will likely learn a mechanic works in a way you did not expect, which means your players won't expect it either. A mythic creature can create traps in combat, form ludicrous environmental hazards, and assault characters based on their alignment and backgrounds. Everything is fair game.
3. Bend (and sometimes break) the rules. Just because something works a specific way in 5th Edition or even within this book doesn't mean you are beholden to it. You can even pull in mechanics from other RPGs, video games, or any other medium. You can take this principle far, creating bizarre encounters unlike any your players have faced. A mythic encounter could exclusively involve roleplaying by trying to convince an apocalyptic deity to not destroy the world via rational debate. You could even create a metagaming creature, forcing the characters to run an encounter without the use of their character sheets and playing from memory.

Armed with your pillars of mythic encounter design, you are ready to proceed to the next step: designing features for your encounter.

Step 4: Feature Development

This is where the numbers come in. Here you will define actions, bonus actions, reactions, mythic actions, lair actions, legendary actions, and traits. Don't worry about getting the numbers exactly right—that aspect of a creature is easily adjusted. What's important is that your monster has synergy between its abilities and accomplishes its design goals.

Actions. A mythic creature's turn should be the most dangerous moment in the round for the characters. Your creature should have a diverse pool of actions from which to choose, keeping your players guessing at what fresh horror you have in store. Some actions can even be defensive in nature, such as a Dodge action that provides advantages well beyond what is typical. Your creature's actions should be overwhelming at best, dangerous at worst, but never merely manageable.

Traits. A creature's trait section is precious space and shouldn't be an overwhelming mess of information. It's tempting to fill your creature's traits with a wide array of features, but you should focus on those you are most likely to use. This is particularly true if you give a creature a spellcasting trait, as those are already extremely complex. Traits can and should interact with other characteristics and features—such as movement, actions, or ability checks—for expanded and interesting effects.

Mythic Actions and Lair Actions. If your creature has mythic actions, they should be tied heavily to its theme. Additionally, mythic actions are the best place for an escalation mechanic. Most mythic creatures have at least two mythic actions from which to choose each time they can take one, and some have even more. Their effects should be distinct—perhaps one is offensively focused while the other is defensive.

If your creature has lair actions, it is tied to a specific environment. Lair actions for mythic creatures should work much like mythic actions in terms of strength and design but should be themed around the environment in question. Instead of the features coming from the creature itself, the creature influences the world around it—a small but significant difference when it comes to describing your creature's abilities and designing encounters. Your creature's environment should synergize with these features, driving the point home that it is fighting on its home turf with a tremendous strategic advantage.

Bonus Actions and Reactions. Bonus actions should almost never be stronger than a creature's actions, but they are useful when it comes to augmenting or improving other features. A bonus action can boost the strength of an attack, make a defense more effective, or increase a creature's utility without sacrificing a more powerful action. Don't give your creature a bonus action just to have one. If you are going to develop such a feature, push the boundaries of design and do something new.

Reactions can be hugely impactful or completely irrelevant. A mythic creature making a single opportunity attack once per round is not a big deal. A mythic spellcasting creature casting an Epic spell as a reaction, however, is. Having one reaction can be limiting, and the ability to take multiple reactions per turn can be an excellent alternative to legendary actions. Reactions must occur in response to what the players do, so you must be attentive to their actions or miss your opportunity. This added complexity means reactions must be powerful. A mythic creature taking a reaction should spring a deadly trap, counter a powerful attack, or prevent the party from accomplishing an important objective.

Legendary Actions. These relatively minor actions should be a mix of manageable and dangerous features. If your creature has devastating legendary actions, it will overwhelm the party before they have a chance to get into the meat of the encounter. Most mythic creatures have a wide range of legendary abilities, with a solid mix of utility, offensive, and defensive features. In some cases, these powers can be extraordinarily significant, requiring the expenditure of multiple legendary actions rather than just one. This is a great way to surprise your players, using an ability they expect to see on the creature's turn immediately after one of their own.

Once you have developed a rough model of your creature's features and traits, it is time to move to the final step.

Step 5: Polishing and Final Adjustments

The last stage in developing your mythic creature requires that you nail down your creature's statistics . Once it's all put together, make a final pass to ensure your mythic creature is working properly and eliminate unintended interactions between its features.

Numbers and Statistics. The time has come to commit to your encounter's statistics—proficiency bonus, ability scores, AC, speed, hit points, and everything else. Make sure to check the math on all of these features and reference the Mythic Creature Core Statistics by Challenge table in step 3. Keep in mind how high or low statistics will affect the strength of your features. A creature with incredible damage dice on a successful bite attack but an inferior chance to hit is a manageable ability, not an overpowering one.

In addition to determining the creature's core statistics, you need to decide how much damage you want its features to do (if any). The Optimal Damage per Round column of the Core Statistics table gives you a sense of the damage your creature should do each round under optimal conditions. If your creature's targets are likely to be paralyzed when attacked, then the extra damage from that effect should be factored into your expected damage per round. Some abilities can effectively defeat Epic characters without killing them. Effects that remove characters from combat, incapacitate them for long periods of time, or render them impotent are just as dangerous as reducing them to 0 hit points and should not be underestimated. Statistics and numbers are the easiest thing to change about your creature. If you find yourself dissatisfied with a feature as you start calculating its numbers, it's okay to go back a step and adjust it before proceeding.

Final Pass. At this point, your mythic creature should have fully functional, ready-to-run statistics. All that remains is to review your work. Take a break before doing this, as it's the last chance you'll get to make major changes before rolling initiative. Over the course of this process, look for mathematical inconsistencies, confusing or overcomplicated features, and other problems that could ruin your encounter mid-session. The Mythic Creature Final Pass Checklist contains everything you should watch for.

Mythic Creature Final Pass Checklist

To Do	Check
Is your math correct (DCs, attack rolls, skills, saving throws, etc.)?	☐
Does your creature feel Epic?	☐
Do your creature's features have synergy?	☐
Does your creature possess a diverse pool of features?	☐
Is your creature making good use of its theme?	☐
Do you think your creature will be fun to encounter as a player?	☐
Could your creature be run by another DM familiar with Epic Legacy?	☐
Is your creature as easy to run as possible?	☐
Do you need any extra materials to run your creature (tokens, trackers, condition cards, spell cards, etc.)?	☐
Do you have all the dice you need?	☐
Do you a have a mug to hold the tears of your players?	☐

Once you have completed the checklist, you are ready to roll! Congratulations—your efforts have borne a unique and deadly fruit. May players tremble at your creation.

List of Mythic Foes

Prepare yourself, Epic DM—you are about to see some of the most powerful monsters ever conceived for 5th Edition. Their abilities are complex and astonishing, the result of herculean design and balance efforts. We hope these impressive creatures serve you well in your campaigns, whether you modify them to fit your adventures or use them as templates for your own designs. Whatever you decide, it is sure to be an encounter your players will never forget.

SCATH-LANNACH, THE PAINTED HARLEQUIN

> *"Your bones are the grindstone upon which I sharpen my blade. Your blood, the water to wet it. Let us explore what other wonders your body offers."*
> *– Scath-Lannach, before eviscerating another hero*

DESCRIPTION

Darting between shadows, this lithe figure moves with unnatural speed. Her body is adorned with black-and-white harlequin's garb, ornately woven by fey hands. An ivory mask obscures her face, one half twisted into a mirthful smile, the other displaying a look of utter sadness. She juggles a collection of frightfully sharp knives, each blade magically cackling with the laughter of an audience in the throes of hilarity.

BACKGROUND

Two courts have ruled the fey realm since time immemorial: the mighty Seelie and Unseelie, forever entwined in a conflict of subterfuge and intrigue, but careful to never escalate into open war. Those whose memory stretches back for eons know the truth behind this uneasy truce. A third court once held an equal share of the realm, the Night Troupe. These fey dedicated their lives to the belief that all existence is a performance, and they relentlessly upset the status quo. These fey used violence and art to accomplish this task, united with an unrelenting, obnoxious comedy that only they found amusing. Eventually, the Seelie and Unseelie courts agreed to their first and only alliance to evict the Night Troupe from their plane. Armies poured forth and brutally drove the Night Troupe back, inflicting defeat after defeat until fewer than a hundred remained. As punishment for their crimes, the victors used terrible magic to permanently affix comedic masks to their faces. Forever cursed with an ironic smile, the Night Troupe can never outwardly mourn the tragedy that befell their people.

The leader of the Night Troupe survives to this day, now known as the Painted Harlequin to those unfortunate enough to cross her path. Pretending to be a traveling circus, the last of the Night Troupe preys on small, out-of-the-way villages. There, the locals are forced to perform a series of twisted acts, with survivors abducted by the desperate fey. These unfortunates are transformed by unknown magic into new members of the Night Troupe, trained by the Painted Harlequin in the arts of performance and death. Once her army is ready, she will return to the fey realm to reclaim her home.

PERSONALITY

A figure of tragedy and purpose, Scath-Lannach is evil by necessity. Only by subjecting the innocent to a variety of grueling tests and exploitations can she determine whether they are fit to join the Night Troupe. The Harlequin holds the other fey rulers ultimately responsible for the fates of those who suffer at her hands, believing that the injustice committed against the Night Troupe drove them to this life. Scath is not unreasonable, but she views humanoids as inferior beings who fail to appreciate exactly what she is trying to accomplish. Should her victims be defended by a power that threatens to slay many of her people, she will cease activities until the threat has passed. If confronted by agents of the fey rulers who wronged her people, the Harlequin spares no effort to slay them. Even those casually associated with the fey realm meet a swift death, their bodies desecrated as a reminder that Scath and her Night Troupe are still out there, building their strength.

MYTHIC EFFECTS

As a mythic creature, Scath-Lannach causes the following effects.

Joining the Night Troupe. When a humanoid creature survives 100 or more points of damage from Scath-Lannach or a member of the Night Troupe in a 24-hour period, that humanoid may be offered the chance to join the circus and become a night trouper. A creature that accepts gains the following template and forever becomes a member of the dark fey race. Only Epic magic can reverse this effect and restore an affected creature to its natural state.

Traveling Circus. When Scath-Lannach finishes a short rest, she may magically transport herself and the entire traveling circus along with any guests, objects, and performers within it to a specific location anywhere on any plane, as long as it is not in the fey realm. This effect cannot be tracked or prevented by non-Deific means.

Night Trouper Template

Humanoids are the only race fit to become night troupers; other creatures lack appropriately pliable bodies and minds. A creature that becomes a night trouper loses its original personality and background, and its alignment changes to chaotic evil. Each night trouper is unique, displaying an array of acrobatic and comedic talents in combination with deadly attacks and abilities. Night troupers always appear emaciated and starved, their bodies pushed to their physical limits through ceaseless practice in preparation for the day they will reclaim their home. Night troupers are infallibly loyal to the cause of reclaiming their place in the fey realm and will never willingly betray one of their own.

A creature retains any statistics except the following.

Type. The creature's type changes from humanoid to fey.

Curse of Comedy. An ivory mask of a laughing smile is permanently affixed to the creature's face, which cannot be removed by any means short of cutting it off. The mask's magic makes the creature proficient in Performance and doubles its proficiency bonus on any Charisma (Performance) ability check it attempts.

Magic Resistance. The creature has advantage on saving throws against non-Epic spells and other non-Epic magical effects, and takes half damage from non-Epic spells.

Suave Defense. The creature adds its Charisma modifier to its AC.

THE PAINTED HARLEQUIN

Medium mythic fey, chaotic neutral

Armor Class 26 (studded leather, Suave Defense)
Hit Points 714 (68d8 + 408)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	26 (+8)	22 (+6)	18 (+4)	12 (+1)	26 (+8)

Saving Throws Str +11, Dex +16, Con +14, Int +12, Wis +9, Cha +16
Skills Acrobatics +24, Deception +16, Insight +9, Perception +17, Performance +24, Stealth +24

Damage Resistances bludgeoning, piercing, and slashing damage from non-Epic creatures

Condition Immunities charmed

Senses darkvision 120 ft., blindsight 60 ft., passive Perception 27

Languages Common, Elvish, Sylvan

Challenge Mythic 1

TRAITS

Circus Acrobat. On each of her turns, the Harlequin can take a bonus action to take the Dash, Disengage, or Dodge action.

Additionally, the Harlequin can move along vertical surfaces and across liquids without falling.

Mirthful Blades. The Harlequin's attacks are magical, and a creature that would be immune to damage dealt by the Harlequin is instead resistant. The Harlequin has a near-limitless number of knives on her person at all times.

Some of the Harlequin's attacks and abilities leave knives embedded in affected creatures, as detailed in their description. The knives are magically enchanted to mock and torment the creature they are embedded in. When such a creature starts each of its turns, it takes 9 (2d8) psychic damage for each knife embedded in it. A creature can use an action to remove all knives embedded in its body or from the body of another creature within reach, or it can use a bonus action to remove a single knife. When removing the knives, a creature must speak a knife-related pun they have not heard within the last 24 hours as a part of the attempt or the knife cannot be removed.

Mythic Resistance. When the Harlequin fails a saving throw, she can expend one of her unspent legendary actions to succeed instead.

Suave Defense. The harlequin adds her Charisma modifier to her AC.

Ultimate Evasion. When the Harlequin succeeds on a saving throw and suffers an effect on a success, she instead suffers no effect.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the Harlequin takes one of the following mythic actions. The Harlequin cannot take the same action twice in a row.

Fan of Knives. The Harlequin unleashes a cloud of knives in a 30-foot radius centered on herself. Each enemy creature in the area must succeed on a DC 24 Dexterity saving throw or take 35 (10d6) magical piercing damage, or half as much on a success. Additionally, creatures that fail the saving throw are embedded with two knives, or one knife on a success.

Tragedy of the Night Troupe. The Harlequin begins performing an artistic dance that tells the tragedy that befell the Night Troupe. Each creature that can see the Harlequin begins to dance, mimicking her movements.

On each of its turns, a dancing creature must spend its movement to move in a manner dictated by the Harlequin. At the end of each of its turns, an affected creature can attempt a DC 24 Wisdom saving throw, ending the effect on a success. A creature immune to the charmed condition had Epic advantage on the saving throw

ACTIONS

Multiattack. The Harlequin makes three attacks, or makes two attacks and takes one other action.

Disarm. The Harlequin attempts to disarm a creature within reach, forcing it to attempt a DC 24 Strength saving throw or drop one item it is holding (Harlequin's choice). When the target drops the object, the Harlequin may take a reaction to take possession of it.

Escape Artist. Until the end of her turn, the Harlequin can move through any objects, non-Epic magical effects, or obstacles unimpeded as though they were not there. If the Harlequin is unable to take actions, she can instead take this action, immediately ending any effects that are preventing her from taking actions when she does so (such as the paralyzed or stunned conditions). The Harlequin cannot end her turn inside a solid object or creature using this feature.

Harlequin's Kiss (Recharge 5–6). *Melee Weapon Attack:* +16 to hit, reach 5 ft., one creature. *Hit:* The Harlequin kisses the target, causing one of the following effects.

> **Haunting Desires.** The Harlequin attempts a Charisma (Deception) ability check opposed by a target's Wisdom (Insight) ability check. If the Harlequin succeeds, the creature becomes overwhelmingly attracted to her and will not willingly harm her for as long as it remains attracted. When a creature attracted to the Harlequin takes damage, it can attempt a DC 24 Wisdom saving throw to end the effect.
>
> **Laughing Venom.** The creature must succeed on a DC 24 Constitution saving throw or take 110 (20d10) poison damage and is poisoned. While poisoned in this way, when the creature attempts to speak it instead laughs uncontrollably, unable to articulate any coherent words.

Head Crack. *Melee Weapon Attack:* +16 to hit, reach 5 ft. one creature. *Hit:* 12 (1d8 + 8) bludgeoning damage and the target must succeed on a DC 24 Constitution saving throw or be knocked unconscious until the start of its next turn.

Shank. *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 29 (6d6 + 8) piercing damage and the Harlequin can choose to leave the knife embedded in the target.

REACTIONS

Expert Dodge. When the Harlequin takes damage from an attack or spell that forced her to make a Dexterity saving throw, she can take a reaction to halve the damage.

LEGENDARY ACTIONS

The Harlequin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Harlequin regains spent legendary actions at the start of each of her turns.

Backstab. The Harlequin magically teleports to an unoccupied space next to a target she can see within 300 feet of her and makes a single Shank attack. If the attack hits, it deals double damage. The Harlequin then magically teleports back to her original position.

Flying Kick. The Harlequin jumps up to 30 feet vertically and/or horizontally and makes a single Head Crack attack.

Jack-in-the-Box. The Harlequin drops a jack-in-the-box on the ground in a space adjacent to her, which immediately begins ticking. When the Harlequin would make an attack, she can choose to forgo making that attack and instead detonate the box. When detonated, the box explodes in a 20-foot-radius sphere of flame. Each creature in that area must succeed on a DC 24 Dexterity saving throw or take 49 (14d6) fire damage, or half as much on a success. If a creature other than the Harlequin damages or touches the box, it immediately explodes.

Stage Change (Costs 2 Actions). The Harlequin recharges her Harlequin's Kiss action. If her Harlequin's Kiss action is already recharged, she instead takes that action.

TREASURE

The Mocking Blade

Weapon (dagger), legendary (requires attunement)

This dagger has a wicked, curved blade and a jester's head on its handle. You gain a +3 bonus to attack and damage rolls made with this magical weapon. When you deal damage to a creature with this weapon, you may immediately take a bonus action to deal psychic damage to the target equal to half of the damage you dealt on the weapon attack.

I have heard the deadly artistry of the Night Troupe is peerless. Perhaps enough to challenge my own prodigious skill. I shall have to pay them a visit next time they are in town

– Epic Assassin Ryu Unknown, getting in over his head.

STARLIGHT SENTINEL

> *"The druids of old understood much of the world, so that even the stars served at their behest. Without their guidance, I fear these wondrous creations now threaten the lands they once protected."*
> *– Ionia the primordial*

DESCRIPTION

Astonishing creations wrought by ancient druidic magic, starlight sentinels are constructs of extraordinary power and celestial grace. Living constellations in the shapes of great beasts, their forms move in perfect harmony, guided by a single intelligence. Each aspect takes the form of a different creature: elk, serpent, crane, and tiger. Their bodies are suffused with glistening points of light drifting majestically through the sky, safeguarding nature in all her beauty.

BACKGROUND

Long ago, a sinister race from beyond the stars invaded the material plane. They wrought catastrophic devastation upon the natural world, unifying its druids into a single circle of unparalleled strength. Through great effort and no small sacrifice, the druids drove the invaders back to the skies from whence they came. Knowing that their foes could one day return, the druids created eternal guardians to watch the heavens for signs of their greatest enemy. Called starlight sentinels, these beings took their place among the stars, indistinguishable from the celestial bodies around them. Ever watchful, the sentinels formed the first line of defense should the invaders return. They have stood watch for millennia, but in recent years the sentinels have been seen moving through the sky, even descending to the material plane. Concerned scholars believe the sentinels are malfunctioning, due to sabotage or age. Those who inflict great harm upon the natural world may find themselves assaulted by furious stars in the shapes of great beasts.

PERSONALITY

A sentinel's love of nature goes beyond obsessive, and everywhere they look they see signs of destruction echoing the atrocities committed by the ancient invaders they so despise. The sentinels have begun to suspect that the invaders never truly left the material plane. This suspicion has devolved into rampant paranoia, with the sentinels attributing thoughtless acts such as logging and farming to the ancient invaders' influence. The constructs are uncompromising in their charge and will not negotiate once they have decided to act. As watchful as they are powerful, it is only a matter of time before the sentinels cause a catastrophe over a simple misunderstanding.

MYTHIC EFFECTS

As a mythic creature, a starlight sentinel causes the following effects.

Ancient Purpose. The sentinels are charged by ancient Epic magic with the defense of the material plane's natural environment. No known force can cause the sentinels to act against this directive, and any attempt to convince them otherwise automatically fails.

Celestial Watchers. If a starlight sentinel remains motionless while outside the material plane's atmosphere, it is indistinguishable from the stars in the sky. While in this state, a sentinel can see everything occurring on the material plane that is under the night sky, and has Epic advantage on Wisdom (Perception) ability checks.

Defenders of Nature. A starlight sentinel can choose to make any creature or object immune to the effects of its abilities, attacks, and features. Additionally, the sentinel deals quadruple damage to artificial objects and structures.

ALACREUS, SPIRIT OF THE WIND

> *"I am fast. But not that fast. Never that fast."*
> *– Slate the enlightened fist*

DESCRIPTION

This majestic, white, dog-like creature twitches and skips constantly, vibrating with nervous energy. Its fur is sleek and polished, with patches of black around its eyes resembling goggles. With a thundering crack, it miraculously appears a vast distance away and a hurricane of wind sweeps across the landscape. Did it teleport? No, the tracks in the ground betray what truly happened. Its panting muzzle almost smiles, and a sparkling glint in the creature's eyes shows nothing but delight. Another thunderous boom rings out and the creature is gone, an echo of laughter upon the wind.

BACKGROUND

A being of pure joy and athletic exuberance, Alacreus is the fastest being to ever live. The wily dog takes endless pleasure tearing across the planes, discovering all there is to see. Few creatures can comprehend the presence of Alacreus beyond the thunderous sound of its movement and rush of air as it blasts by. Alacreus only stops running out of necessity and, even then, only for the

STARLIGHT SENTINEL

Huge mythic construct, lawful neutral

Armor Class 26 (natural armor)
Hit Points 1,426 (92d12 + 828)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	28 (+9)	14 (+2)	26 (+8)	6 (-2)

Saving Throws Str +18, Dex +13, Con +18, Int +11, Wis +17, Cha +6

Skills Insight +17, Nature +21, Perception +26

Damage Immunities cold, poison, radiant; bludgeoning, piercing, and slashing damage from non-Epic creatures

Condition Immunities charmed, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses truesight 120 ft., passive Perception 36

Language understands Druidic but can't speak

Challenge Mythic 2

TRAITS

Celestial Form. The starlight sentinel is immune to any effect that would attempt to change its form, and its attacks are magical.

Celestial Order. The starlight sentinel is one creature but has four independent parts, each of which takes the form of a different animal: elk, serpent, crane, and tiger. Each form is composed of hundreds of tiny stars and is considered a Huge creature for the purposes of determining the space it occupies. Each form has its own actions and abilities, but because they are extensions of the sentinel's body, they use its traits and statistics.

Each animal form is completely immune to damage, hostile effects, and other abilities unless the sentinel chooses otherwise or is in possession of the prime star (see "Prime Star" in the sentinel's "Mythic Actions" section). If the forms are disrupted or somehow affected by a hostile source while not in possession of the prime star, they immediately recover from those effects. Each animal form acts on a specific initiative count (rather than rolling for initiative): crane on initiative count 16, tiger on initiative count 12, elk on initiative count 8, and serpent on initiative count 4.

At all times, at least one form is in the possession of the prime star, which is the sentinel's essence. While an animal form is in possession of this essence, it is vulnerable, losing the aforementioned defensive properties conferred by this feature. If an animal form not in possession of the prime star is ever farther than 300 feet from the prime star, the form instantly dissipates, reforming in the closest unoccupied space adjacent to the prime star at the end of its next initiative count. When the sentinel is slain, the animal forms dissipate.

Innate Spellcasting. The starlight sentinel's spellcasting ability is Wisdom (spell save DC 25, +17 to hit with spell attacks). If a spell requires concentration, the starlight sentinel does not need to maintain concentration to maintain the spell's effects for its duration. The starlight sentinel elk animal form can innately cast the following spells, requiring no material, somatic, or verbal components:

At will (cast as a 6th-level spell): *destructive wave*, *dispel magic*, *locate creature*, *moonbeam*, *scrying*
3/day: *antipathy/sympathy*, *storm of vengeance*, *sunburst*
1/year: *wish*

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the sentinel takes a mythic action to cause one of the following effects. The sentinel can't use the same effect two rounds in a row.

Prime Star. The prime star moves from its current animal form to another form of the sentinel's choice. When an animal form comes into possession of the prime star, the damage of the sentinel's Starfall mythic action increases by 9 (2d8) radiant damage, to a maximum of 90 (20d8). This increased damage is lost when the sentinel finishes a short or long rest.

Starfall. Stars begin to rain down around the sentinel in 1-mile radius centered on the sentinel. Creatures beneath the open sky in the area take 27 (6d8) radiant damage.

ACTIONS

Each animal form possesses its own actions and abilities.

Crane Actions

Multiattack. The crane makes two wing attacks.

Heavenly Lightning (Only If in Possession of the Prime Star). The crane creates a bolt of lightning that arcs toward a creature it can see within 300 feet, which must succeed on a DC 25 Dexterity saving throw or take 77 (14d10) lightning damage, and the bolt arcs toward another creature the crane can see within 300 feet, which is subjected to the bolt's aforementioned effects. On a successful saving throw, the lightning damage is halved and the bolt does not hit an additional creature. The crane cannot target the same creature twice in a single turn with this feature.

Wing Attack. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage. If the target is a creature, it is pushed 30 feet away from the crane.

Wing Blast. The crane beats its wings and creates a line of strong wind 60 feet long and 15 feet wide in a direction of its choice. Each creature in that line must succeed on a DC 25 Strength saving throw or be pushed to the end of the line. This movement provokes attacks of opportunity from the sentinel's other animal forms within reach.

Tiger Actions

Multiattack. The tiger takes the Dash action and makes two attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 36 (5d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage. If the target is a creature it must succeed on a DC 25 Strength saving throw or be knocked prone.

Roar of Vengeance (Only If in Possession of the Prime Star). The tiger roars and can be heard up to 1 mile away. Each creature that can hear the roar must succeed on a DC 25 Wisdom saving throw or drop anything they are holding, fall prone, and remain prone until the end of their next turn.

Elk Actions

Arboreal Conversion (Only If in Possession of the Prime Star). The elk casts the Epic spell *arboreal metamorphosis* at tier 1.

Tranquility (Recharge 5–6). The elk emits of wave of pacifying energy. Each enemy creature within 300 feet of the elk must succeed on a DC 25 Charisma saving throw or have its corporeal form banished to a realm of tranquility. While banished in this way, a creature's speed is 0 and it is incapacitated. At the end of its next turn, a creature reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

Serpent Actions

Constrict. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one creature. *Hit:* 36 (6d8 + 9) bludgeoning damage and the target is grappled (escape DC 25). Until the grapple ends, the creature is restrained and the serpent can't constrict another target. If the serpent successfully hits a creature it is grappling with this attack, it scores a critical hit.

Noxious Bite (Only If in Possession of the Prime Star). *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 44 (10d6 + 9) piercing damage and 35 (10d6) poison damage. If the target is a creature, it must succeed on a DC 25 Constitution saving throw or become poisoned. While poisoned in this manner, the creature cannot benefit from non-Epic spells or magical effects.

briefest of moments. Those who are able to engage the beast in conversation find it pleasant, if overly excitable and impatient. Only creatures of great power and speed catch Alacreus's attention for more than a few seconds. Nothing is more exciting to the hound than an opportunity to test its athletic ability, and it harasses such creatures until they agree to chase or battle. This "play" can be extremely hazardous to all parties concerned, as Alacreus is prone to forgetting how much damage its speed can do. It is believed that Alacreus is the last of its kind, and the true reason behind its ceaseless travel is to find a companion that can keep up. Only then will Alacreus find happiness and consider settling down—at least for a day or two.

PERSONALITY

Alacreus is a rare beast, powerful and benevolent. While the hound is always up for a good scrap, it finds the idea of killing another being abhorrent. Alacreus wants to have fun but rarely has the patience to explain itself for more than a few seconds before the games begin. Dealing with the hound is incredibly frustrating, as it punctuates every sentence with rapid movements that are unsettling to slower beings. Alacreus delights in pranking those who fail to keep up. Its only fear is boredom as it seeks to fill each waking moment with thrills and danger.

MYTHIC EFFECTS

As a mythic creature, Alacreus possesses the following traits.

Inconceivable Speed. On its turn, if Alacreus spends all its movement to move in a straight line and takes no other actions, its speed increases by 150 ft. until it does not move in the continuous straight line or until it takes any actions. This effect is cumulative and cannot increase Alacreus's speed to more than 1,000 ft.

Planesrunner. If Alacreus travels 1,000 or more ft. in a straight line, it accelerates to such speed that the barriers between planes break down. At the end of that movement Alacreus leaves its current plane and appears on another plane of its choice, though it cannot arrive at a specific destination, instead appearing at a random unoccupied space that is not inside a structure. This is a nonmagical effect caused by the physics of the hound's speed.

ALACREUS, SPIRIT OF THE WIND

Medium mythic beast, chaotic good

Armor Class 26 (natural armor)
Hit Points 1,491 (142d8 + 852)
Speed 150 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	28 (+9)	22 (+6)	16 (+3)	21 (+5)	24 (+7)

Saving Throws Str +13, Dex +18, Con +15, Int +13, Wis +14, Cha +16
Skills Acrobatics +27, Athletics +22, Perception +14, Survival +14
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities force
Condition Immunities exhaustion, paralyzed, petrified, restrained, stunned
Senses darkvision 120 ft., passive Perception 24
Languages Auran, Common, Elvish, Sylvan
Challenge Mythic 3

TRAITS

Lightning Reflexes. Alacreus has incredible reflexes, granting it the following benefits.

- Attack rolls against Alacreus have Epic disadvantage unless Alacreus is incapacitated.
- Alacreus has Epic advantage on Dexterity saving throws.
- Alacreus can move along vertical surfaces and across liquid surfaces without falling.
- Alacreus can take a bonus action to take the Dash, Dodge, or Disengage actions.

Too Fast, Too Quick (1/Round). If Alacreus would attempt a saving throw that is not a Dexterity saving throw, it may attempt a Dexterity saving throw instead.

True Freedom of Movement. Alacreus ignores difficult terrain, and magical effects can't reduce its speed or cause it to be paralyzed, restrained, or stunned. It can spend movement to escape non-Deific restraints or a grapple from a non-Deific source."

Velocity (1/Turn). If Alacreus moves in a straight line and immediately makes an attack at the end of that movement, the attack deals an extra 4 (1d8) thunder damage for every 10 feet of movement spent. If the extra damage dealt by this feature is 45 (10d8) or greater, the target must succeed on a DC 26 Constitution saving throw or be knocked unconscious until the start of its next turn.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Alacreus takes one of the following mythic actions. Alacreus cannot use the same effect two rounds in a row.

Charge up. Alacreus's movement charges itself with electricity until the end of its next turn. While under this effect, when Alacreus moves within 5 feet of a creature for the first time on its turn, the creature must succeed on a DC 26 Dexterity saving throw or take 45 (10d8) lightning damage, or half as much on a success.

Getting Excited. At the start of the next round, Alacreus gains an additional turn. This turn can only occur on an initiative count of 5, 15, or 25, and no two turns can occur on the same initiative count. Additional turns gained from this feature are lost after 24 hours or when Alacreus finishes a short or long rest.

ACTIONS

Distorting Vibrations. Until the end of its next turn, Alacreus's speed is halved, but it is immune to the effects of non-Epic spells, and non-Epic spells cannot reduce or prevent damage dealt by Alacreus.

Impact. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage.

Whirlwind. Alacreus spins in place, generating a cylinder-shaped whirlwind that is 200 feet tall with a 50-foot radius until the start of its next turn. The whirlwind sucks up any Huge or smaller objects that aren't secured to anything and that aren't worn or carried. Each creature in the effect's area must succeed on a DC 26 Strength saving throw or take 35 (10d6) bludgeoning damage, or half as much on a success. In addition, a Gargantuan or smaller creature that fails the saving throw becomes restrained and is pulled to top of the whirlwind. The whirlwind lasts until the start of the next round.

Wind Blast. *Ranged Weapon Attack:* +18 to hit, range 500 ft., one creature. *Hit:* 16 (2d6 + 9) bludgeoning damage.

REACTIONS

Quick Dodge. When Alacreus takes damage, it can take a reaction to move up to 50 feet away from the source of the damage.

The Fastest There Is. Alacreus's speed is so extraordinary that it gains special benefits in combat. When Alacreus would roll initiative, it instead acts on specific initiative counts. In each round of combat, Alacreus takes two turns, the first on initiative count 30, and the second on initiative count 10.

ABADDON, ASTAROTH, AND THE HIGH COURT OF THE HELLS

> *"You were found guilty seven hours ago, and you're already late for your execution. Once you're dead, you can file an appeal in claims. NEXT!"*
> *– Abaddon, Supreme Adjudicator of the hells*

DESCRIPTION

Should any unfortunate mortals ever gaze upon Abaddon, they would see a fiendish, corpulent torso lounging upon a mass of thick, chitinous legs. A scorched mass of curved horns adorns the fiend's head, giving the impression he is wearing an elaborate barrister's wig. Abaddon holds his mighty gavel, *Condemnation*, in one hand, while his book of law, *Malleus*—which he consults with a pair of small reading glasses—rests in the other. Always at Abaddon's side, forever watchful, is the deadly executioner Astaroth. Its head is imprisoned in a green, steel helmet, and the barely sentient fiend hefts an executioner's axe of exquisite craft, stained with the blood of thousands.

BACKGROUND

Devils are masters of law, even earning begrudging respect from angels for their expertise. The fiends owe this prestige and reputation to Abaddon, perhaps the greatest legal scholar in existence. A master of cold logic, Abaddon has singlehandedly crafted many of the laws that govern all devils. The truculent fiend takes great joy in creating new, twisted laws and punishing criminals foolhardy enough to warrant his judgement. Few remember a time before Abaddon and his high court, and consequently his laws are so complicated and interconnected that only he, and perhaps Asmodeus, can truly understand the convoluted system. Beings across the planes consult Abaddon on matters of extraordinary legal complexity, and his judgements have condemned worlds and empowered deities.

The Supreme Adjudicator employs a task force of infamous strength to arbitrate legal disputes between powerful devils. While not as skilled as Abaddon himself, these fiends are competent enough to resolve cases between the rulers of the hells. In the rare case they are not sufficient, Abaddon personally invites the plaintiffs and defendants to his High Court, a fate many consider second only to Asmodeus's wrath. Here, Abaddon reigns supreme. Cases taken before Abaddon are brutal for all involved. Both defense and prosecution are ferociously questioned through torture, violence, and blackmail to ensure all the facts of a case are laid bare.

PERSONALITY

Abaddon loves his job. The fiend can't help but cackle with laughter at each verdict, savoring the look of despair upon the faces of the judged. Brilliant beyond measure, Abaddon has never been outwitted in the courtroom. He has proven his mastery time and time again, even overcoming the gods in matters of jurisprudence. The fiend is as cruel as he is skilled, allowing the accused to defend themselves with passion and expertise only to annihilate their entire argument on a technicality and send them to the gallows. Astaroth patiently awaits permission from Abaddon to act, showing no will or agency of its own. While some believe Astaroth to be a magical puppet rather than a sentient creature, the truth is worse—Astaroth is an ancient archdevil, given to Abaddon by Asmodeus in punishment. The poor fiend is bound so tightly by legal contracts and decrees that conceiving an independent thought causes excruciating pain. The two fiends are testaments to the hells' ruthless justice system and understanding of the law, forever entwining the lower planes in a convoluted mass of bureaucracy and executions.

MYTHIC EFFECTS

As a mythic creature, Abaddon causes the following effects.

Astaroth. Abaddon administers justice through his high executioner Astaroth, who serves him unquestioningly in all commands (no action required to give Astaroth a directive). Astaroth cannot act or be forced to act in any way unless commanded directly by Abaddon.

Legal Protection. Those wishing to combat Abaddon and Astaroth must declare legal intention to do so. This is an extensive process and requires filing a lawsuit detailing the charges as well as the punishment sought. Anyone attempting to prosecute Abaddon can also request trial by combat, which Abaddon almost never turns down. While a phenomenal challenge, Abaddon's countless millennia of experience in interplanar law make this the only real avenue for victory. If a non-Deific creature attempts to attack, injure, or otherwise behave in an overtly hostile manner toward Abaddon without going through the proper paperwork, its attempt automatically fails and Abaddon becomes immune to any effect produced by that creature unless he chooses otherwise.

Rule of Law. Abaddon's high court is one of the highest authorities in the multiverse. Creatures in the courtroom that would break one of the following rules take 21 (6d6) fire damage and then are magically prevented from breaking the rule in question. This damage and the rules themselves are Deific effects that cannot be circumvented by any means. The rules of Abaddon's court are lengthy and impossible to list within a single mortal book, but some examples are as follows.

Attorney-Client Privilege. If a client is found guilty, the client's attorney shares the client's fate.

Follow Protocol. To take a reaction, a creature must first declare, "Objection!" Supreme Adjudicator Abaddon must be addressed as "Your Honor."

Honesty Is the Best Policy. Speak the truth and only the truth. Especially if it hurts.

Order in the Court. Spectators cannot interfere in a trial but may place wagers on the outcome.

Pay Your Dues. All bribes must be submitted before the trial begins.

ABADDON, SUPREME ADJUDICATOR

Huge mythic fiend (devil), lawful evil

Armor Class 25 (natural armor)
Hit Points 1,701 (126d12 + 882)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	5 (-3)	24 (+7)	28 (+9)	33 (+11)	24 (+7)

Saving Throws Str +15, Dex +6, Con +16, Int +18, Wis +20, Cha +15

Skills Arcana +18, History +18, Insight+20, Intimidation +16, Investigation +26, Perception +20

Damage Resistances cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing damage from non-Epic creatures

Condition Immunities charmed, frightened, prone

Senses truesight 120 ft., passive Perception 30

Languages Infernal, telepathy 120 ft.

Challenge Mythic 4 when fighting with Astaroth

TRAITS

Innate Spellcasting. Abaddon's innate spellcasting ability is Wisdom (spell save DC 28, +20 to hit with spell attacks). Abaddon automatically succeeds on Constitution saving throws to maintain concentration on his spells. He can innately cast the following spells using his book of hellish law, *Malleus*, as a spellcasting focus:

At will (cast as a 7th-level spell): *fireball*, *hellish rebuke*, *wall of fire*
5/day: *feeblemind*, *gate*, *meteor swarm*
3/day (cast as a tier 2 Epic spell): *hideous mandate*, *storm of torment*, *wave of calamity*
1/day (cast as a tier 3 Epic spell): *crown of vermin*

Lord of the Court (5/Day). When Abaddon fails a saving throw, he can choose to succeed instead. If Abaddon succeeds on a saving throw in this manner and suffers an effect on a success, he instead suffers no effect.

Magic Immunity. Abaddon is immune to the effects of non-Epic spells cast by creatures suffering from the guilty condition.

Master Adjudicator. When Abaddon attempts an Intelligence, Wisdom, or Charisma ability check and rolls a 14 or lower, he instead rolls a 15. Additionally, Abaddon always rolls a 20 on Wisdom (Insight) checks.

The Guilty Will Suffer. Many of Abaddon's actions can cause a target to become guilty in the eyes of the court. This is a special condition that can only be removed by the methods detailed here. When a creature fails a saving throw against Abaddon, it can choose to automatically succeed instead. If it does so, it gains the guilty condition. A creature suffering from the guilty condition cannot benefit from this effect.

The details of the guilty condition follow. A creature can remove the guilty condition gained from Abaddon by taking no actions and spending no movement on its turn. A creature instead spends that time begging for forgiveness from a higher power and may attempt a DC 20 Charisma (Deception) or Charisma (Persuasion) ability check, ending the condition on a success.

New Condition: Guilty

- A guilty creature is vulnerable to damage dealt by other creatures.
- A guilty creature cannot willingly move away from the source of its guilt.
- When a guilty creature is slain, it cannot be restored to life until it atones for its guilt.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Abaddon takes a mythic action to cause one of the following effects. Abaddon can't use the same effect twice in a row.

Command Astaroth. Astaroth immediately takes a turn. If Astaroth is dead when Abaddon takes this action, it is restored to life at full hit points, appearing in an unoccupied space Abaddon can see within 30 feet of him. This is a Deific effect.

Incarcerate. Abaddon targets a Huge or smaller guilty creature he can see, imprisoning the target within a cube-shaped cage of hellfire. The cage is up to 15 feet tall and is made from half-inch-diameter bars spaced half an inch apart. A guilty creature completely inside the cage takes 16 (3d10) fire damage and 16 (3d10) vile damage at the start of each of its turns, and it is prevented from leaving the cage by any physical or magical means. If a creature inside the cage is not guilty at the start of its turn, the cage vanishes.

Wages of Sin. Each creature in combat with Abaddon must succeed on a DC 28 Wisdom saving throw or take 90 (20d8) points of psychic damage, or half as much on a success.

ACTIONS

Multiattack. Abaddon makes a single attack and casts a non-Epic spell.

Condemnation. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 32 (4d12 + 6) bludgeoning damage and the target becomes guilty. If the target is already guilty, it must succeed on a DC 24 Constitution saving throw or be knocked unconscious until the end of its next turn.

Contempt of the Court. *Melee or Ranged Spell Attack:* +20 to hit, reach 5 ft. or range 300 ft., one creature. *Hit:* 14 (4d6) fire damage and 14 (4d6) psychic damage and Abaddon can choose to channel this attack against that creature for as long as he has a free hand and the target remains within range of the attack. Each time Abaddon makes this attack while channeling and misses, he instead hits. Each time Abaddon hits a creature against which he has channeled this attack, the damage of the attack increases by 7 (2d6) fire damage and 7 (2d6) psychic damage, to a maximum of 140 (40d6) fire damage and 140 (40d6) psychic damage. This extra damage is lost when the channel ends.

Final Verdict (Recharge 6). Each creature of Abaddon's choice within 1 mile of him is guilty, and Abaddon's allies within the area immediately become aware of affected creatures' exact locations.

Request a Recess (Recharge 5–6). Abaddon emits a pulse of powerful Epic antimagic in a 30-foot radius centered on himself. Each Epic spell and magical effect of tier 2 or lower in the area ends, along with the effects of all non-Epic spells and non-Epic magical effects in the area. If Abaddon would be prevented from taking this action by any means, he can instead take this action.

LEGENDARY ACTIONS

Abaddon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Abaddon regains spent legendary actions at the start of each of his turns.

Cast a Spell. Abaddon casts a non-Epic spell.

Cast an Epic Spell (Costs 3 Actions). Abaddon casts an Epic spell.

Courtroom Privileges. Abaddon magically teleports to an unoccupied space he can see within 100 ft., and Astaroth may move up to its speed.

Cross Examination. A creature Abaddon can see within 300 ft. of him must succeed on a DC 28 Charisma saving throw or become guilty.

Judgement. Abaddon makes a single attack, or he commands Astaroth to take a reaction and make a single attack.

ASTAROTH

Large Epic fiend (devil), lawful evil

Armor Class 21 (natural armor)
Hit Points 462 (37d10 + 259)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	24 (+7)	8 (-1)	14 (+2)	4 (-3)

Saving Throws Str +16, Con +14, Wis +9
Skills Athletics +23, Perception +9
Damage Resistances cold; bludgeoning, piercing, and slashing
Damage Immunities fire, poison
Condition Immunities blinded, charmed, frightened, incapacitated, paralyzed, stunned, unconscious
Senses Astaroth is blind but is able to perfectly perceive everything that Abaddon can
Languages understands Infernal but can only speak the word "objection"
Challenge Mythic 4 when fighting with Abaddon

TRAITS

Decapitator. Astaroth's attacks are magical. When Astaroth attacks a non-Deific creature with at least one head with its Hellglaive and scores a critical hit, it cuts off the creature's head. A creature that would survive this effect takes an extra 65 (10d12) slashing damage from the hit.

Long Arm of the Law. When Astaroth makes an opportunity attack and scores a hit, it can take an additional reaction until the start of its next turn.

Unrelenting Executioner. If Astaroth is prevented from taking an action, it can instead take that action if commanded to do so by Abaddon.

ACTIONS

Multiattack. Astaroth makes two Hellglaive attacks or one Hellglaive attack and one Brutal Charge.

Brutal Charge. Astaroth moves up to double its speed in a straight line. Any Large or smaller creatures caught in the path must succeed on a DC 24 Strength saving throw or be knocked prone and pushed to the end of Astaroth's movement. Any non-Epic spells or magical effects that would prevent Astaroth's movement during the charge immediately end.

Hellglaive. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 41 (5d12 + 9) slashing damage.

GODLESS COUNCIL

"We are agents of change. Brutal, cruel, and terrible. But necessary."
– The Godless Council

DESCRIPTION

Adorned in angelic armor from their time in celestial warbands, the Godless Council consists of four angels and their leader, the archangel Alkyon. The largest among them hefts a mighty shield of burnished gold emblazoned with scenes of battle against the gods. The next is lithe, handling an oversized bow with unearthly grace. The third wields an array of spears, each dripping with noxious poison. The fourth is mysterious, wielding no weapons but twisting runes of magic between its fingers. Alkyon embodies an aspect of each of its kin, wielding holy weapons and clad in near-impregnable armor. Each moves in perfect harmony with the others, a synergy mastered from millennia at war. They display no colors of allegiance, sworn to an unknowable cause for a master unseen.

BACKGROUND

Each of these angels was once a feared and respected veteran of many wars against evil. One by one, these holy warriors became disillusioned with the perpetual conflicts raging across the multiverse and sought an end to the cycle of violence. Condemning the gods for their inability and unwillingness to bring these titanic struggles to an end, each sought new meaning throughout the multiverse. Returning with a fury, the newly formed Godless Council united in a newfound purpose. Carving a path across the planes, the council visits terrible ruin upon all who serve the gods. Good, evil, law, or chaos—such concepts are beneath their concern. Even death cannot halt their wrath, for Alkyon can resurrect the four who serve under him to continue the fight. The council's appearances throughout history were once thought to be random, but discerning scholars have detected a pattern that indicates a grand plan on a cosmic scale. Who, or what, is directing the angels' actions remains a mystery, but it is unlikely they are attempting such a crusade without the aid and instruction of a power that rivals that of deities.

PERSONALITY

The council is unified by their distaste for the divine, which manifests as a remorseful, implacable violence. They restrain themselves in the presence of those whose faith is not absolute or who are too weak to ever be a threat. Each member brings a unique set of skills to the table, and their strategies are reflective of their individual personalities. Orundyr is the shield of the council, protecting them both physically and morally against those who doubt the virtue of their quest. Baenderoth is the hunter, choosing targets for the council to destroy, and is the first to speak on the council's behalf. Feathyn is the subtle hand of the council, striking from the shadows and going where the other members cannot. Gurthox is the council's mind, coordinating their efforts and plotting flawless strategies. Alkyon is their leader, who cares deeply for his compatriots and their wellbeing.

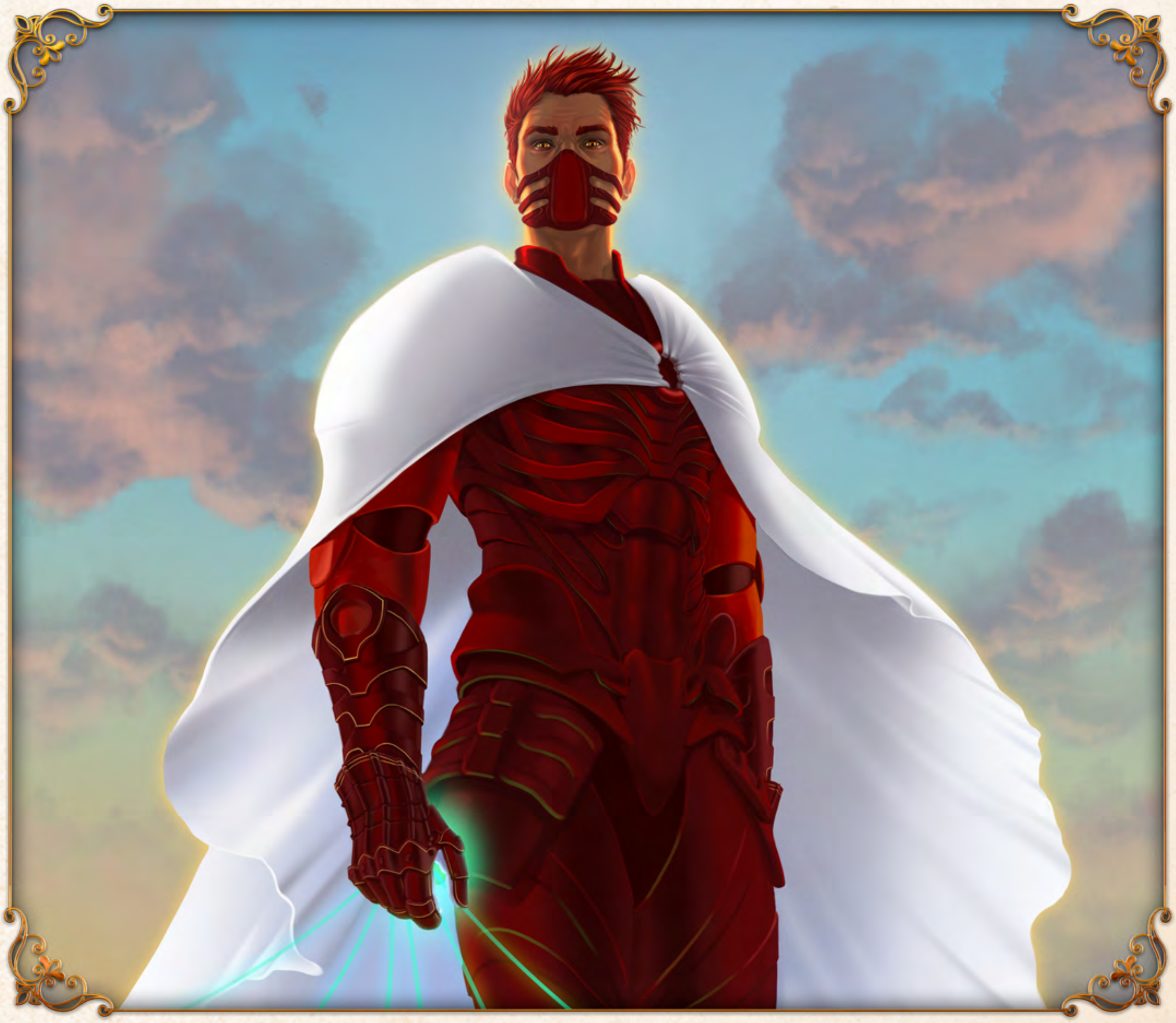
Behind the Curtain: Deific level threats and mythic creatures

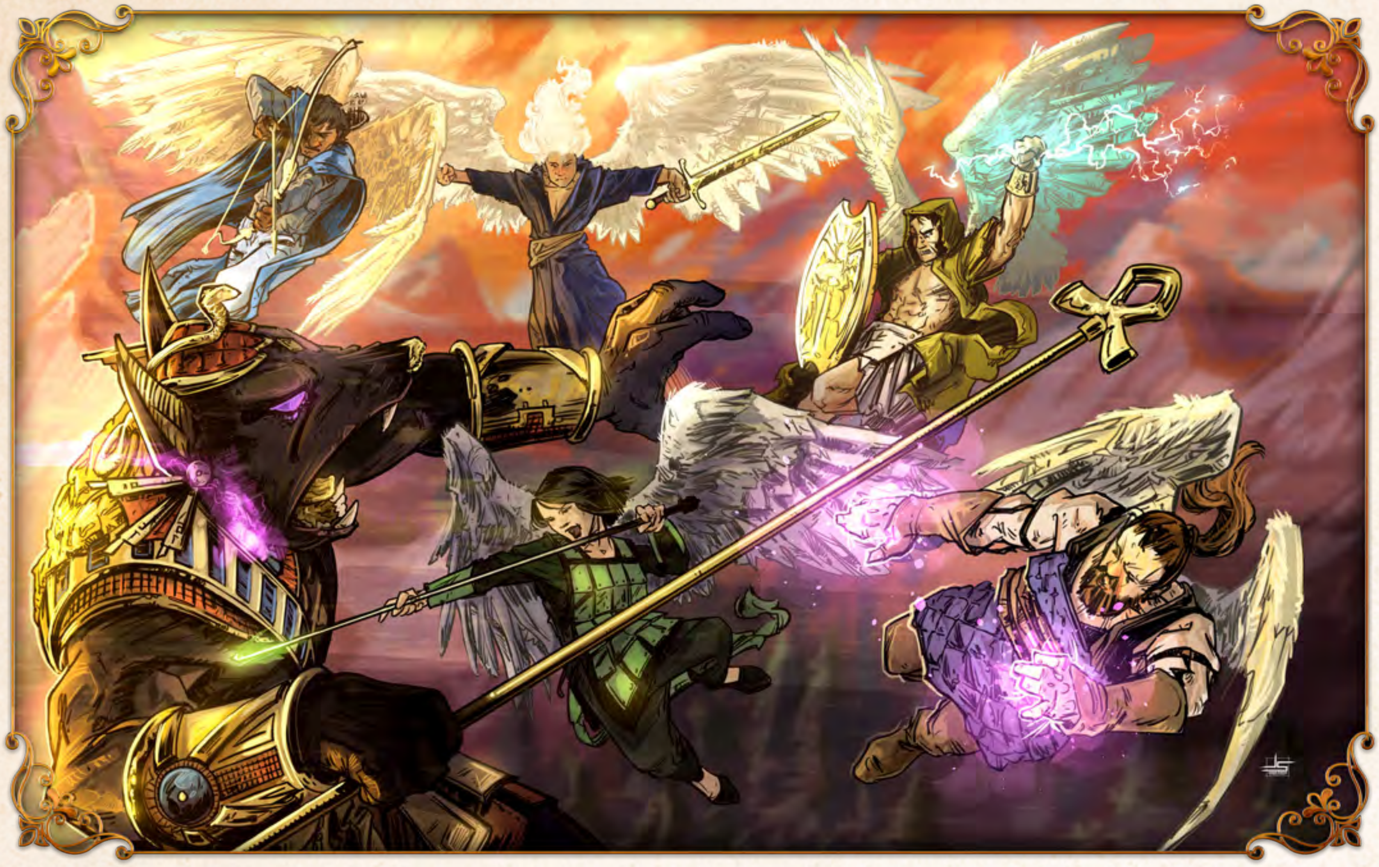
The Godless Council is allied with a being of Deific strength, who typically does not directly aid them in combat. While beings of such power are typically not suitable for the average mythic encounter, knowing the scale and scope of their abilities can help frame a conflict centered around them. Presented below is an example of such a being, with the specifics left deliberately empty to afford a DM flexibility on how such a powerful character would be implemented. Encounters with such beings should be grounded in the role (if any) Deific power plays in your game world and have close relationships with mythic creatures to frame conflict against them.

Janon the Godbreaker

Possessing magic beyond the most accomplished mage and more powerful than any mortal has a right to be, Janon the Godbreaker is a being the likes of which the multiverse has ever seen. Able to stand toe to toe with deities, the Godbreaker lives up to his name with a terrible glory.

Janon is the embodiment of willpower. The unbridled force of his personality can wrench the universe to his will, bringing destructive magic against those unfortunate enough to stand in his way. Janon fights to strip gods of their power and elevate mortals to be masters of their own destiny. No temple is safe, no belief too sacred, and no deity will be spared. His heralds are the Godless Council, cleaving their way through pantheons with ruthless efficiency on their apocalyptic quest. With such impressive allies and the relic, *Unraveler of Fate*, at his command, Janon strikes fear into some of the most powerful beings in the multiverse. An implacable ally of mortals, he dreams of looking upon the last dying god and proclaiming: *"You have reaped what you have sown. Now the created replace their creators."*.





All members are fast friends despite the severity of their task and have never been seen publicly disagreeing with one another. Loyal to the end, a council member can never be persuaded to betray the other members.

MYTHIC EFFECTS

The council is a collection of Epic creatures of such strength that together they are considered a mythic creature as a group, granting each member the following benefits.

Bonds of Fate. Each member except for Alkyon has their life force bound to the others. As long as these four are within 1 mile of each other, they gain the following benefits.

> If one of the four would be slain while at least one other has 1 or more hit points, it is instead reduced to 0 hit points and is unconscious until the other three are reduced to 0 hit points. When this occurs, the four members of the council are slain.
>
> Additionally, when any of the four starts their turns with 0 hit points and another of the four within range has 100 or more hit points, the former may regain 100 or more hit points and the latter loses an equivalent amount of hit points. This damage cannot be prevented by any means, and a council member's hit points cannot be reduced to 0 using this feature.

Godslayers. When the council is affected by a Deific effect, it is instead treated as an Epic effect, and deities cannot directly influence the area within 1 mile of a member of the council.

Vows of Allegiance. If a member of the council takes damage, the other members are aware of the occurrence and the nature of the damaging effect. When this occurs, each council member other than Alkyon may immediately magically teleport to an unoccupied space within 100 feet of the damaged council member across any distance or planar boundary. This is a Deific effect that cannot be prevented by any known means. Once a member of the council uses this feature, it must finish a long rest before it can do so again.

If the four members of the council are defeated, the archangel Alkyon immediately appears in an unoccupied space within 300 feet of the site of the council's defeat. If Alkyon finishes a long rest and the other members of the council are slain, they are restored to life with all of their hit points in unoccupied spaces within 100 feet of Alkyon.

There is a terrible force at work, silencing gods and leaving planes bereft of their divine creators. What powers could challenge the divine? A darkness has descended upon the planes, and the great apocalypse is at our door. The inner circle has noted that when gods fall, mortals under their care grow in strength. It has been suggested that a deity's power is bequeathed to their creations upon its death. We are not worthy to wield such holy might, and I pray it whatever is behind these blasphemies is brought to justice.

– Missive from Scribe Theoras,
Prime Apostle of the Grand Cathedral

ORUNDYR THE DEATHLESS

Large mythic celestial, chaotic neutral

Armor Class 26 (natural armor, shield)
Hit Points 300 (24d10 + 168)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Str +18, Dex +13, Con +17, Int +14, Wis +16, Cha +15
Skills Athletics +18, Intimidation +15, Perception +16
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from non-Deific creatures
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 26
Languages all non-Epic, telepathy 120 ft.
Challenge Mythic 5 when fighting with all council members; Epic 3 alone

TRAITS

Bastion of Fate. When Orundyr or an ally within 5 feet of it would take damage, Orundyr may use its reaction to instead halve that damage. Orundyr or the affected ally are immune to damage for the remainder of that turn.

Defensive Formation. As a bonus action, Orundyr gains a +5 bonus to its armor class until the start of its next turn.

Shield of the Council. On each of its turns, Orundyr can forgo taking its action and bonus action to gain the use of an additional reaction for each action it forgoes. These extra reactions are lost at the start of Orundyr's next turn.

Spell Reflection. When Orundyr or an ally within 5 feet of it is targeted by a spell, it can take a reaction to reflect the spell back at its caster. Orundyr attempts a Charisma (Intimidation) ability check against the caster's spell save DC. On a success, the caster is targeted by the spell instead.

ACTIONS

Divine Comet. Orundyr magically teleports to a space 200 feet above an unoccupied space it can see within 300 feet and falls. Each creature within 15 feet of where it lands must succeed on a DC 26 Dexterity saving throw or take (35) 10d6 bludgeoning damage and (35) 10d6 radiant damage and be knocked prone. A successful saving throw halves the damage.

Restorative Touch. Orundyr touches another creature. The target magically regains 70 (20d6) hit points and is cured of any non-Epic curses, diseases, poisons, blindness, or deafness.

BAENDEROTH THE CONQUEROR

Large mythic celestial, chaotic neutral

Armor Class 21 (natural armor)
Hit Points 262 (21d10 + 147)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	26 (+8)	24 (+7)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Str +12, Dex +18, Con +17, Int +14, Wis +16, Cha +15
Skills Perception +26, Stealth +18
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 36
Languages all non-Epic, telepathy 120 ft.
Challenge Mythic 5 when fighting with all council members; Epic 3 alone

TRAITS

Angelic Movement. Baenderoth ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. On each of its turns, it can spend 25 feet of movement to become immune to an effect that would reduce its speed or prevent it from spending movement until the end of that turn.

Sanctified Weapons. Baenderoth's attacks are magical. When it hits with any weapon, the weapon deals an extra 27 (5d10) radiant damage (included in the attack).

Seeking Shot. As a bonus action, Baenderoth empowers its next attack that turn with unerring precision. Creatures within range of the attack cannot have total cover from the attack, and if the attack misses, Baenderoth can turn the miss into a hit.

Steady Aim. If Baenderoth does not expend movement or leave its space on its turn, its first attack that turn deals an additional 55 (10d10) lightning damage.

ACTIONS

Multiattack. Baenderoth makes two weapon attacks.

Celestial Greatbow. *Ranged Weapon Attack:* +18 to hit, range 360/1,440 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 27 (5d10) radiant damage.

Volley (Recharge 5–6). Baenderoth fires innumerable arrows into the sky that rain down in a cylinder that is 50 feet tall with a 200-foot radius centered on a point it can see. Each creature in the area must succeed on a DC 26 Dexterity saving throw or take 70 (20d6) points of piercing damage, or half as much on a success. A creature that fails this saving throw by 10 or more takes double damage.

Feathyn the Ravager

Large mythic celestial, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 275 (22d10 + 154)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	26 (+8)	24 (+7)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Str +12, Dex +18, Con +17, Int +14, Wis +16, Cha +15

Skills Perception +16, Stealth +28

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 26

Languages all non-Epic, telepathy 120 ft.

Challenge Mythic 5 when fighting with all council members; Epic 3 alone

TRAITS

Deathstrike. Feathyn deals double damage to creatures that cannot see it.

Invisible. Feathyn is invisible unless it chooses not to be.

Stealthy. On each of its turns, Feathyn can use a bonus action to take the Hide action.

Toxic Ravages. When Feathyn deals damage to a creature, the target must succeed on a DC 26 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage dealt. Creatures immune to the poisoned condition have Epic advantage on the saving throw. This effect ends if a creature benefits from an Epic effect that restores more than 50 hit points or would remove the poisoned condition.

ACTIONS

Poisonous Caress (Recharge 6). *Melee Spell Attack:* +18 to hit, reach 5 ft., one creature. *Hit:* 110 (20d10) poison damage.

Venom Spear. *Melee or Ranged Weapon Attack:* +18 to hit, reach 10 ft. or range 30/60 ft., one creature. *Hit:* 29 (6d6 + 8) piercing damage and the target must succeed on a DC 26 Constitution saving throw or become vulnerable to all damage for 1 minute. An affected creature can repeat this saving throw at the end of each of its turns to end the effect.

Gurthox the Incarcerator

Large mythic celestial, chaotic neutral

Armor Class 24 (force armor)

Hit Points 275 (22d10 + 154)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	24 (+7)	27 (+8)	18 (+4)	20 (+5)

Saving Throws Str +12, Dex +14, Con +17, Int +18, Wis +14, Cha +15

Skills Arcana +18, Perception +14, Religion +18

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all non-Epic, telepathy 120 ft.

Challenge Mythic 5 when fighting with all council members; Epic 3 alone

TRAITS

Binding Magic. When a creature Gurthox can see successfully counters or dispels a spell it cast (such as with *dispel magic* or *counterspell*), Gurthox can use its reaction to expend an additional use of that spell and cause the countering or dispelling effect to instead fail.

Spellcasting. Gurthox is a 24th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). Gurthox can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *forbiddance*, *hold monster*, *magic circle*, *sacred flame*

6/day: *banishment*, *planar binding*, *symbol*

4/day: *imprisonment*, *power word stun*

2/day: *exalted brand of absolution*, *force armor*

Steady Mind. Alkyon automatically succeeds on Constitution saving throws to maintain concentration on spells and magical effects.

ACTIONS

Grand Magic (Recharge 5–6). Gurthox casts a spell with a casting time greater than an action.

Multiattack. Gurthox casts *sacred flame* and one other non-Epic spell.

ALKYON THE ASCENDED

Large mythic celestial, chaotic neutral

Armor Class 25 (natural armor, shield)
Hit Points 1,037 (83d10 + 581)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	24 (+7)	27 (+8)	18 (+4)	20 (+5)

Saving Throws Str +15, Dex +17, Con +17, Int +18, Wis +14, Cha +15
Skills Arcana +18, Insight +14, Perception +24, Religion +18
Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 34
Languages all non-Epic, telepathy 120 ft.
Challenge Mythic 5

TRAITS

Aura of Glory. Each enemy creature within a 15-foot radius of Alkyon cannot be resistant or immune to radiant damage. At the start of each of its turns, Alkyon may increase the radius of this effect by 15 feet, to a maximum of 300 feet. This increased radius is lost when Alkyon finishes a short or long rest.

Bastion of Fate. When Alkyon would take damage, it may use its reaction to instead halve that damage. For the remainder of that turn, Alkyon becomes immune to all damage.

Innate Spellcasting. Alkyon is a 24th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks). Alkyon can innately cast the following spells, requiring no material components:

At will: *dawn*, *dispel magic*, *flame strike*, *wall of light*
6/day: *globe of invulnerability*, *planeshift*, *teleport*
4/day: *earthquake*, *sunburst*, *whirlwind**
2/day: *celestial tempest*, *Mera's Miraculous Lightning Leap*

Mythic Resilience. When Alkyon fails a saving throw, it can expend one of its available legendary actions to succeed instead.

Sanctified Weapons. Alkyon's attacks are magical. When it hits with any weapon, the weapon deals an extra 27 (5d10) radiant damage (included in the attack).

Steady Mind. Alkyon automatically succeeds on Constitution saving throws to maintain concentration on spells and magical effects.

ACTIONS

Multiattack. Alkyon makes three weapon attacks, or makes one weapon attack and casts a spell.

Celestial Greatbow. *Ranged Weapon Attack:* +17 to hit, range 360/1,440 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 27 (5d10) radiant damage.

Divine Comet. Alkyon magically teleports to a space 200 feet above an unoccupied space it can see within 300 feet and falls. Each creature within 15 feet of the point where it lands must succeed on a DC 26 Dexterity saving throw or take (35) 10d6 bludgeoning damage and (35) 10d6 radiant damage and be knocked prone. A successful saving throw halves the damage.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) plus 27 (6d8) radiant damage.

Judgement of Janon (Recharge 5–6). Alkyon calls down a beam of force from the sky. Each creature in a cylinder 1 mile high with a 5-foot radius centered on a point Alkyon can see must succeed on a DC 26 Constitution saving throw or take force damage equal to half its hit point maximum. A creature reduced to 0 hit points by this damage is disintegrated.

LEGENDARY ACTIONS

Alkyon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Alkyon regains spend legendary actions at the start of its turn.

Blessing of Power (Costs 3 Actions). Alkyon entreats a mysterious entity for aid, automatically recharging its Judgement of Janon action.

Cast a Spell. Alkyon casts a non-Epic spell.

Cometfall (Costs 2 Actions). Alkyon uses its Divine Comet action.

Strike. Alkyon moves up to 50 feet and makes a single weapon attack.

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* This spell can be found in the official 5E supplement, *XGE*.

POLARIS, THE ARCTIC STAR

> *"Have you ever felt the bite of cold so sharp, you would chop off your own limbs to spare you from the pain? I have, and it's not an experience I would care to repeat."*
> *– Haloa the slayer*

DESCRIPTION

A complex fractal of diamond-hard ice, Polaris floats silently upon the air, reflecting light in a beautiful prismatic display. It emanates overwhelming cold, covering nearby surfaces in a layer of frost. The elemental is silent aside from a soft rush of air as it drifts about the frozen environment. Its design is so intricate it is difficult to believe it was not crafted by an artisan's hand, with hundreds upon hundreds of intricate, jewel-like facets.

BACKGROUND

Polaris is a bizarre consciousness that orbits the world as a shining comet in the sky. Every few years it descends upon the material plane in a brief and terrifying visit that brings icy death. The being devastates the land around it with unrelenting storms and raises up great spires of ice in its wake. These spires appear in artistic patterns, creating great pictograms whose significance is known only to Polaris. Though beautiful, the frozen realms created by the elemental spell death for all but the most robust creatures.

DW

Polaris, the Arctic Star

Huge mythic elemental, true neutral

Armor Class 27 (natural armor)
Hit Points 2,695 (154d12 + 1,694)
Speed fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	32 (+11)	26 (+8)	28 (+9)	1 (-5)

Saving Throws Str +14, Con +22, Int +19, Wis +20, Cha +6
Skills Arcana +17, Investigation +26, Perception +18
Damage Resistances fire
Damage Immunities cold, poison; bludgeoning, piercing, and slashing damage from non-Epic creatures
Damage Vulnerabilities thunder
Senses truesight 120 ft., passive Perception 28
Languages unknown
Challenge Mythic 6

TRAITS

Alien Mind. When Polaris casts a spell that requires concentration, it does not need to concentrate on the spell to maintain its effects for the duration.

Crystalline Lattice. If Polaris takes the Dodge action, its body becomes as hard as diamond. While benefiting from the Dodge action, when Polaris takes 100 or more damage from a creature in a single turn, it instead takes 100 damage and becomes immune to damage from that creature for the remainder of that turn.

Icy Embrace (1/Round). When Polaris deals cold damage to a creature, it may attempt to freeze that creature solid. The affected creature must succeed on a DC 28 Strength saving throw or gain the frozen condition (escape DC 28).

New Condition: Frozen

- A frozen creature is encased in ice, which is an object that surrounds the creature with an AC of 15 and 100 hit points. When the creature is no longer encased in ice, the condition ends.
- The creature's speed is 0, and it cannot take actions other than attempting to break free of the ice. A creature attempting to break free from the ice must take an action to attempt a Strength (Athletics) ability check against a DC of 15, the source's escape DC, or the source's spell save DC, whichever is highest. On a success, the condition ends.
- The creature is immune to all damage except cold and psychic damage.

Innate Spellcasting. Polaris's spellcasting ability is Wisdom (spell save DC 28, +20 to hit with spell attacks). Polaris can innately cast the following spells, requiring no material, somatic, or verbal components:

At will (cast as an 8th-level spell): *cone of cold*, *control weather*, *dimension door*, *ice storm*, *polar ray*, *wall of ice*

5/day: *flash freeze* (tier 3), *torrential avalanche* (tier 2)

Mythic Resistance. If Polaris fails a saving throw, it can expend the use of one of its unspent legendary actions to succeed instead.

If Polaris would be prevented from taking an action by any means, it can expend the use of one of its legendary actions to instead take that action.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Polaris takes one of the following mythic actions. Polaris can use the same effect multiple rounds in a row.

Pillars of Frost. Polaris causes up to four pillars of ice to burst from points on the ground that it can see within 200 feet of it. Each pillar is a cylinder that has a diameter of 10 feet and a height of up to 100 feet which tapers to a sharp point. The ground where the pillar appears must be wide enough for its diameter, and Polaris can target the ground under a creature if that creature is Large or smaller. Each pillar has an AC of 5 and 200 hit points. When reduced to 0 hit points, a pillar crumbles into rubble which creates difficult terrain in the area the pillar occupied.

If a pillar is created under a creature, that creature must succeed on a DC 28 Dexterity saving throw or be impaled by the pillar and pushed to its apex. A successful saving throw prevents the effect and moves the creature to the nearest unoccupied space. An impaled creature takes 55 (10d10) points of piercing damage and is restrained for as long as it remains impaled by the pillar. An impaled creature can use an action to attempt a DC 28 Strength or Dexterity check (the creature's choice). On a success the creature is no longer restrained and must either move off the pillar or fall off it.

Polar Ray Burst. When Polaris casts a spell on each of its turns, it also instantly casts the spell *polar ray*. This effect can occur only once per turn and lasts until Polaris finishes a short or long rest. Each time it takes this action, the number of times Polaris can cast *polar ray* in this manner on each of its turns increases by one, to a maximum of ten times per turn.

ACTIONS

Multiattack. Polaris casts a spell and takes one other action.

Arcane Artillery. Polaris increases the range of any spells it casts this turn to 1 mile.

Coldlight. Polaris emits a blast of light in a 90-foot cone. Creatures in the affected area must attempt a DC 28 Wisdom saving throw. On a failure, the creature cannot be resistant to cold damage and cannot be invisible for 1 minute.

Freeze Magic (Recharge 5–6). Polaris emits a blast of cold in a 100-foot radius centered on itself. This cold is so intense that it can freeze magic itself. Any spells or magical effects not produced by Polaris within the area have their effects suppressed until the end of its next turn.

Lock On. Polaris targets one creature it can see, locking on with perfect precision. A targeted creature cannot be hidden from Polaris, and Polaris's attacks against the creature ignore cover and always score a hit. This effect ends if Polaris takes this action to lock onto another creature.

LEGENDARY ACTIONS

Polaris can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Polaris regains spent legendary actions at the start of each of its turns.

Cast a Spell. Polaris casts a non-Epic spell.

Harden (Costs 2 Actions). Polaris takes the Dodge action.

Icy Doom (Costs 3 Actions). Each creature frozen by Polaris within 300 feet of it must succeed on a DC 26 Constitution saving throw or die.

Snipe. Until the end of its next turn, the next successful attack Polaris makes scores a critical hit.

No meaningful contact has ever been made with Polaris. Its motivations, alignment, goals, and reasoning remain unclear. It is far safer to flee from any location Polaris has chosen to inhabit than attempt to fight it. Recently, Polaris has made appearances in warmer climates, dangerously close to large civilizations. With diplomacy out of the question, the solution is clear—though only the powerful or foolish would dare to challenge the enigmatic being.

PERSONALITY

The arctic star's personality is as cold as ice. It has never communicated with other beings, instead observing them with an unsettling silence. The elemental doesn't seem to mind being touched or observed, though proximity with the entity is extremely hazardous. Even attacking the elemental typically doesn't bother it unless the damage is significant, as the creature appears to understand that its presence can provoke impulsive violence. Its patience is nearly limitless, and it never acts with haste. Uncharacteristically, the presence of other elementals provokes extreme violence from Polaris, and it reduces their forms to frozen husks before returning to its task of freezing worlds.

MYTHIC EFFECTS

As a mythic creature, Polaris causes the following effects.

Arctic Terraforming. If Polaris remains in a 10-mile-cube area for 1 week, it magically transforms the local weather into a permanent arctic winter. Massive pillars of ice more than 200 feet tall form throughout the area. While these ice pillars exist, creatures and objects in the area have resistance to fire damage, and the terraforming effect cannot be prevented or reversed by any means.

Heart of Winter. The area within 10 miles of Polaris is imbued with supernatural cold beyond the harshest winter. Creatures other than Polaris in the area that would be immune to cold damage are instead resistant. Additionally, the temperature of the environment in the area can never be above 0 degrees Celsius for more than 1 round, and any flames persisting beyond this duration (magical or otherwise) are extinguished. This is a Deific effect.

POLAR RAY

8th-level evocation

Casting Time: 1 action
Range: 500 feet
Components: V, S, M (the eye of a frost worm)
Duration: Instantaneous
A frigid beam of white light lances from your hand at one creature within range. Make a ranged spell attack against the target. On a hit, the creature takes 14d8 cold damage, and if the creature was not immune or resistant to the damage, it must succeed on a Constitution saving throw. On a failure, the creature becomes chilled until the end of its next turn; its speed is halved and it cannot take bonus actions or reactions.

TIME WEAVER

"Time is a river, and we its navigators."
– Unnamed time weaver

DESCRIPTION

A time weaver is an enigmatic alien being from an inconceivable plane. Existence struggles to define it, its physical form wrapped in unidentifiable fabric of blue and white that flows through air as though immersed in water. Its face, framed in the hood of its tunic, is a black void from which no sound can be heard. Its movements echo across reality, disjunct from the time stream in an unsettling display. Its hands caress thin air like a weaver on a loom, interacting with an element of existence imperceptible to lesser creatures. Unless consciously moved, the rest of the creature's body stays perfectly still, as if not to disturb the flow of time around it.

BACKGROUND

The time weavers are a race of explorers and scientists from their home plane, the river of time. With unparalleled mastery over temporal forces, these bizarre beings travel to any era or any location on a whim. Sometimes they are passive observers; other times they act with frightening purpose, experimenting, sampling, and witnessing the effects of temporal phenomena on a linear existence. A weaver's very presence disrupts the time stream, creating alternate timelines and shunting creatures to different eras. This has given the beings a fearsome reputation as agents of horrifying catastrophe, but the weavers don't seem to care. Some believe the weavers seek to understand their own existence and how they came to be, having forgotten their origins as linear beings.

PERSONALITY

Weavers have either forgotten what it means to live in linear time, or they do not care. How they decide what to experiment on and why is a mystery, but a weaver will fight to follow through with its intentions. Weavers are obsessed with correcting temporal paradoxes and go to any lengths to follow through with their obsession. They only communicate with non-weavers when presented with a burning question that cannot be answered with their own prodigious intellect. Such interactions are surprisingly warm, as the weaver inquires about a creature's thoughts and feelings with a pleasant demeanor. However, these unfortunate subjects are typically being warped by powerful temporal energies and not in a talking mood. Weavers do not enjoy combat, though they find the idea of death quite fascinating. A weaver always tries to escape or convince its attackers to abandon their assault, reserving its most powerful abilities for persistent threats or those resistant to its attacks.

TIME WEAVER

Medium mythic aberration, neutral

Armor Class 26 (natural armor)
Hit Points 2,291 (158d10 + 1,422)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	28 (+9)	34 (+12)	24 (+7)	18 (+4)

Saving Throws Str +12, Dex +17, Con +20, Int +23, Wis +17, Cha +15
Skills History +34, Insight +17, Perception +17
Damage Immunities force; bludgeoning, piercing, and slashing damage from non-Epic creatures
Condition Immunities blinded, charmed
Senses chronosight (see Master of Time trait) 300 ft., passive Perception 27
Languages Primordial, telepathy 120 ft.
Challenge Mythic 7

TRAITS

Alien Mind. The weaver automatically succeeds on Constitution saving throws to maintain concentration on its spells.

Do Over. When the weaver fails a saving throw, it can expend the use of one of its unspent legendary actions to attempt the saving throw again. The weaver chooses which result to use.

Fast Forward (5/Day). If the weaver suffers from a hostile effect with a duration greater than instantaneous, it can choose to immediately end the effect (no action required).

Final Countdown. When the weaver rolls initiative, it can choose to begin the final countdown. The weaver is mantled by the face of a simple clock formed of magical energy, with the device's only hand set to 12. At the start of each of the weaver's turns, the clock's hand ticks forward one number. When the clock completes a full rotation and returns to 12, all time throughout the multiverse stops for 1 minute. If the weaver chooses to be immune to this effect, it cannot be affected by anything other than itself and can affect other creatures and objects with impunity. All other creatures are considered incapacitated (even if they would ordinarily be immune to the condition), cannot succeed on saving throws, and cannot take actions or produce effects of any kind. Once the weaver has used this feature, it cannot use it again for 1 year.

Innate Spellcasting. The weaver's innate spellcasting ability is Intelligence (spell save DC 31, +23 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dimension door*, *planeshift*
2/day each: *determinism* (tier 3), *temporal stasis* (tier 3)

Master of Time. The weaver has unparalleled mastery over the forces of time, granting it the following benefits.

- The weaver is immune to any effect that manipulates time unless it wishes to be affected. Additionally, the weaver is immune to the effects of temporal paradoxes, time loops, and other time-based phenomena.
- When the weaver rolls for initiative, it chooses its initiative count. At the start of each round, it may again choose what initiative count it will act on that turn.
- The weaver has chronosight, which allows it to perceive any creature within range that is aging.
- The weaver cannot exist at the same time as another version of itself, even across multiple timelines.
- The weaver always knows what time it is.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the weaver takes a mythic action to cause one of the following effects. The weaver can use the same effect multiple rounds in a row.

Embrace Eternity. The weaver forces each creature of its choice within 300 feet of it to attempt a DC 31 Constitution saving throw. On a failure, a creature loses 110 (20d10) hit points, or half as much on a success. A creature immune to the effects of aging automatically succeeds on this saving throw.

Stricken across Time. The weaver chooses a single creature it can see and forces it to attempt a DC 31 Charisma saving throw. On a failure, the creature is thrown backward, forward, and sideways through time as it is banished from the current moment of space and time. A banished creature's speed is 0 and it cannot take actions. At the start of each of its turns, the creature reappears in the space it vacated or in the nearest unoccupied space if that space is occupied and takes 63 (14d8) psychic damage. At the end of each of its turns, the creature must succeed on a DC 31 Charisma saving throw or be banished again across space and time, repeating the aforementioned effects on its subsequent turns. This cycle continues until the affected creature succeeds on the Charisma saving throw, ending the effect.

ACTIONS

Multiattack. The weaver makes a single attack and takes one other action, or makes three attacks.

Echoes from the Past (Recharge 6). The weaver targets a single creature it can see, calling up a weaker version of that creature from the past. The past version of the creature is always a non-Epic version of the creature and has properties and statistics as the duplicate created from a *simulacrum* spell would. If the past version of the creature is slain, the present version of the creature ceases to exist. The past version of the creature exists for 1 minute before it is flung back through time from whence it came.

Slow Field. The weaver creates an area of slow time in a cube up to 30 feet on each side. Creatures inside cannot take bonus actions or reactions, and their speed is halved. The area lasts until the weaver finishes a short or long rest, or until it is slain.

Temporal Anchor (Recharge 5–6). The weaver marks the current moment in time, and the DM should record its statistics and hit points at that moment. Until the end of its next turn, the weaver can take a reaction at any time to return itself to the state it was in the moment it took this action (including the count of its Final Countdown feature).

Time Skip. The weaver targets a single creature, object, or magical effect within 300 feet of it. The target must succeed on a DC 31 Wisdom saving throw or time warps forward at great speed around the target. If the target is under one or more effects with a duration, the duration of those effects is reduced to 1 round.

Touch of Eons. *Melee or Ranged Spell Attack:* +23 to hit, reach 5 ft. or range 300 ft., one target. *Hit:* The target loses 48 (8d8 + 12) hit points. A creature immune to the effects of aging loses half that amount of hit points instead.

REACTIONS

Out of Time. Immediately after a creature the weaver can see takes an action on its turn, the weaver can use its reaction to immediately end that creature's turn.

LEGENDARY ACTIONS

The weaver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The weaver regains spent legendary actions at the start of its turn.

Cast an Epic Spell (Costs 2 Actions). The weaver casts an Epic spell.

Ravages of Time. The weaver targets a single creature it can see with a dread Epic curse. The target must succeed on a DC 31 Wisdom saving throw or it cannot be immune to the effects of aging and can die of old age. Immediately after a creature ages 1 year or more, it can repeat this saving throw, ending the effect on a success.

Readiness. Until the start of its next turn, the weaver can take an additional reaction.

Temporal Recovery. The weaver rolls to recharge its Temporal Anchor or Echoes from the Past actions.

Touch of Eons. The weaver makes a Touch of Eons attack.

MYTHIC EFFECTS

As a mythic creature, a time weaver has the following properties.

Home Plane. A time weaver's home plane is the river of time. When the weaver travels between the planes and no other creatures are traveling with it, it can choose to travel to the river of time.

Time Ticks On. When a time weaver deals damage to a creature or causes it to lose hit points, the creature instantly ages 1 year for every 10 points of damage taken or hit points lost. A creature reduced to 0 hit points in this manner is slain instantly, and a creature that is aged past the normal life expectancy for a creature of that race gains the decrepit condition for as long as it remains older than its life expectancy.

New Condition: Decrepit

- When the creature gains the condition, and again every 10 minutes for as long as it has the condition, it must succeed on a DC 10 Constitution saving throw or die of old age. Each time a creature ages 1 year or more by any means, it must repeat this saving throw. When a creature succeeds on this saving throw, the DC of the next Constitution saving throw made against this effect increases by 2. This effect is cumulative until the condition ends.

Timewalker. When a time weaver would cast a spell to magically teleport itself or travel between the planes, it can increase the casting time of that spell to 10 minutes. When it does so, the spell instead transports the weaver and everything it is wearing and carrying forward or backward through time, or to an alternate timeline. Once the weaver has traveled a combined 500 years forward or backward through time in this manner, it must wait 1 year before it can do so again. Each time the weaver visits an alternate timeline, it is equivalent to 100 years of travel backward or forward through time.

ULTRAXUS, THE DRAGON SOVEREIGN

"An excellent day for a massacre. Just like old times."
– Ultraxus, the Dragon Sovereign

This dragon puts all others to shame. Its body ripples with well-formed muscle beneath layers of black scales, each the size of a shield, glowing with heat. Its head is adorned with a magnificent set of horns, an oppressive and terrifying visage. It dwarfs all others of its kind—the ground shakes with each footfall and hurricane-force winds rush with each beat of its wings. Large golden eyes stare imperiously, unblinking and supremely confident. The heat emanating from the creature is overwhelming, melting stone and burning the flesh of any in its presence.

BACKGROUND

An army of dragons is dangerous to the point of absurdity. The influence and power necessary to command such a force borders on inconceivable. As the mightiest imperial dragon to ever live, Ultraxus is a terrifying testament to the power of his kind. Believed to be the mythical "Dragon Sovereign" all imperial dragons seek to embody, Ultraxus gathered armies of dragonkin that followed his every command. Over a millennium ago, this ambition nearly conquered the entire material plane, establishing dragons as—in Ultraxus's mind—the rightful masters of the world. Countless Epic heroes and villains fell together against the dragon's might. When all hope seemed lost, the mighty primordial, Leander Olver Lucan, stepped forth to face Ultraxus in combat. Together with his companions, he challenged the wyrm to an honorable battle.

Assured of his victory, Ultraxus agreed. After all, if any mortal possessed the power to stop him, it would have happened already. Ordering the assembled legions to behold his final triumph, the dragon engaged the adventurers with the fury of an erupting volcano. The cataclysmic battle shattered the land for leagues. While Ultraxus was too powerful to be defeated, he could be tricked. The heroes sealed Ultraxus in a desolate demiplane from which the dragon could not escape. Without the overwhelming power of their leader, the legions of dragons quickly fell into chaos and infighting. However, Ultraxus has not been idle in his confinement. His every waking moment is spent building the strength he needs to escape his prison and begin his conquest anew.

PERSONALITY

It's not enough that everyone believes he is the most powerful dragon in the multiverse—Ultraxus has to prove it. The dragon hates wasting time; if a group of heroes wish to challenge his might, they must battle his many generals, honor guard, and armies before they prove themselves worthy. Ultraxus tolerates no disagreement or debate, he expects to be obeyed or fought, and those who try to oppose him with words are swiftly punished. The dragon will not kill those valuable to him without good reason, and he respects strength above all else. This makes the dragon sovereign surprisingly personable if approached correctly, and even his enemies are constantly surprised when they walk away from him alive. Ultraxus is no hypocrite, and he constantly trains in his free time to ensure that no one can ever compete with his strength. As a result, the dragon believes he should receive unconditional respect from those weaker than him (which is almost everyone) and views those who coddle the weak with contempt.

MYTHIC EFFECTS

As a mythic creature, Ultraxus causes the following effects.

Dragon Commander. Ultraxus is an innate source of authority over other dragons. When a non-Epic dragon sees Ultraxus for the first time, it is immediately charmed. If a non-Epic dragon cannot be charmed, it is instead frightened. If a dragon does not see Ultraxus for a period of 30 days, the effect ends.

Reign of Terror. Ultraxus is inherently terrifying to creatures, striking fear into all but the most stalwart hearts. All non-Epic creatures other than dragons within a 10-mile radius of Ultraxus cannot be immune to the frightened condition and become frightened of Ultraxus if they become aware of his presence.

ULTRAXUS, THE DRAGON SOVEREIGN

Gargantuan mythic dragon, lawful evil

Armor Class 30
Hit Point 4,095 (182d20 + 2,184)
Speed: 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+12)	14 (+2)	32 (+11)	27 (+8)	19 (+4)	30 (+10)

Saving Throws Str +23, Dex +13, Con +22, Int +19, Wis +15, Cha +21

Skills Athletics +23, History +19, Insight +15, Intimidation +21, Perception +26

Condition Immunities charmed, frightened

Damage Immunities fire; damage from non-Epic creatures

Damage Resistances force

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 36

Languages Common, Draconic, Infernal

Challenge Mythic 8

TRAITS

Immense. Ultraxus's form is tremendous. He is 80 ft. long from snout to tail and has a wingspan of more than 160 ft. On the battlefield, Ultraxus typically occupies a 40-ft.-by-40-ft. space. Ultraxus has Epic advantage on attacks against creatures of Huge size or smaller. Ultraxus can end his movement in a Huge or smaller creature's space and does not treat such spaces as difficult terrain when moving through them.

Additionally, Ultraxus can spend 20 feet of movement to deal 100 bludgeoning damage to an object or structure to which he is adjacent.

Imperial Resilience (6/Day). If Ultraxus fails a saving throw, he can choose to succeed instead. If Ultraxus succeeds on a saving throw against a spell in this manner, he is immune to that spell's effects for the duration.

Overpower. When Ultraxus scores a hit on a weapon attack and exceeds his target's AC by 10 or more, he instead scores a critical hit.

Superheated. Ultraxus's attacks are magical. When Ultraxus deals damage with a melee weapon attack, he deals an additional (7) 2d6 fire damage per level of superheated he possesses (included in the attack). Certain actions Ultraxus can take increase his level of superheated. Ultraxus can have up to twenty levels of superheated, and levels of superheated reset to zero when Ultraxus finishes a short or long rest.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Ultraxus takes a mythic action to cause one of the following effects. Ultraxus can cause the same effect multiple rounds in a row.

Dread Visage. Each creature of Ultraxus's choice within 1 mile of him that is aware of his presence must succeed on a DC 31 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from Ultraxus by the fastest available route on each of its turns. If a creature ends its turn in a location where it can't see Ultraxus, it can attempt a DC 33 Wisdom saving throw. On a success, the creature is no longer frightened of Ultraxus.

Molten Scales. Ultraxus's scales glow with heat. All creatures within 30 feet of him must succeed on a DC 31 Constitution saving throw or take 45 (10d8) fire damage, plus 9 (2d8) hit points per level of superheated. After taking this action, Ultraxus gains one level of superheated.

ACTIONS

Multiattack. Ultraxus makes four attacks: one with his Bite, two with his Claw, and one with his Tail.

Bite. *Melee Weapon Attack:* +23 to hit, reach 20 ft., one target. *Hit:* 64 (8d12 + 12) piercing damage plus 22 (4d10) force damage, plus 7 (2d6) fire damage per level of superheated, and the target is grappled (escape DC 31). Until the grapple ends, Ultraxus cannot make a Bite attack against another target.

Breath Weapons (Recharge 5–6). Ultraxus uses one of the following breath weapons:

Annihilating Breath. Ultraxus unleashes a beam of pulverizing force that reduces matter to ruin. The beam is a line 1 mile long and 15 feet wide. Each creature in that line must succeed on a DC 31 Dexterity saving throw or take 220 (40d10) force damage, or half as much on a success. A creature grappled by Ultraxus's Bite takes the maximum damage from the breath and cannot attempt a Dexterity saving throw to resist its effects. Objects and structures in the area take double damage from the breath's effects. After using this breath, Ultraxus gains one level of superheated.

Antimagic Bomb. Ultraxus spits a globule of antimagic. The bomb has a range of 300 feet and explodes in a 20-foot radius centered on a point within range. Non-Epic spell effects and up to three Epic spell effects in the area are dispelled as if by targeted the tier 2 Epic spell *antimagic ray* (+10 ability check to dispel). For each Epic spell effect dispelled by this breath, Ultraxus gains one level of superheated.

Claw. *Melee Weapon Attack:* +23 to hit, reach 15 ft., one target. *Hit:* 38 (4d12 + 12) slashing damage, plus 7 (2d6) fire damage per level of superheated.

Tail. *Melee Weapon Attack:* +23 to hit, reach 40 ft., any number of targets within range. *Hit:* 51 (6d12 + 12) bludgeoning damage, plus 7 (2d6) fire damage per level of superheated, and the target is knocked prone.

REACTIONS

Adaptive Scales. After Ultraxus takes damage from an attack, he may take a reaction to become immune to damage from all attacks until the end of that turn.

LEGENDARY ACTIONS

Ultraxus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ultraxus regains spent legendary actions at the start of his turn.

Deep Breath. Ultraxus inhales deeply, recharging his breath weapon. If his breath weapon is already recharged, the damage from his next Annihilating Breath increases by 55 (10d10), and the radius of his next Antimagic Bomb increases by 10 feet. If Ultraxus does not use his breath weapon on his next turn after benefiting from this legendary action, both benefits are lost.

Fury. Ultraxus attempts a Wisdom (Perception) ability check, then makes a Claw or Tail attack.

Hurricane. Ultraxus beats his wings, creating a blast of wind. He directs this wind in a 120-foot-long, 50-foot-wide line. Each creature in that area that does not have total cover from the wind must succeed on a DC 31 Strength saving throw or be thrown back to the end of the line and knocked prone. If a solid object or structure would prevent this movement, a creature takes 3 (1d6) points of bludgeoning damage per 10 feet of movement prevented.

Power Dive (Costs 2 Actions). Ultraxus immediately moves up to double his speed in a straight line. All creatures occupying Ultraxus's space at the end of this movement must succeed on a DC 31 Constitution saving throw or take 90 (20d8) points of bludgeoning damage and become stunned until the end of their next turn. A successful saving throw halves the damage and prevents the stunned condition.

YGGDRASIL, THE WORLD TREANT

"Let a reverence for life take root in your heart."
– Yggdrasil, the World Treant

DESCRIPTION

Boughs swaying slowly in the clear blue sky, this magnificent tree is a pristine testament to the resolute majesty of nature. More than two hundred feet tall, her red wood is without blemish and as hard as adamantine. Between her flowering foliage one can make out the form of a massive creature, arms as large as battering rams and a chest the size of a castle. With monumental strength, part of the tree's trunk rises up to take a step, shaking the ground with pulverizing force. A wizened face peers down, her soulful amber eyes filled with the wisdom of eons. With a single gesture from the treant's mighty hand, life in all its forms erupts in a vital display: flowers bloom, animals flourish, and nature itself rejoices. The being closes its eyes with satisfaction, perfectly at peace.

BACKGROUND

The first living being, Yggdrasil is the greatest among nature's protectors. Gods so ancient their names have been forgotten asked Yggdrasil what she thought of being alive, and in reply the great tree grew her first child, for the world was lonely and in need of life. The gods nodded in approval, seeing the wisdom in her actions. In her endless generosity, Yggdrasil taught the deities how to make life, and soon the world filled with countless beings all seeking to make their way in the world. This soon threw the realms out of balance, as the immortal beings grew endlessly in number. In response, Yggdrasil secretly infected all life with the prospect of death, ensuring that no being, not even the gods, could live forever. When confronted, in an act of solidarity Yggdrasil wilted and died before the assembled masses. A child of Yggdrasil then took up the mantle of her mother, becoming the new World Treant with the promise of following in her footsteps. This selfless gesture quelled the great fury raised against Yggdrasil, and both god and mortal accepted the new course of life in the universe.

PERSONALITY

Preserving the balance of life in the multiverse is no easy task, and Yggdrasil must sometimes commit acts of great violence to ensure the perpetuity of the natural world. Such acts bring great sadness to the World Treant, for her empathy for all life is boundless. The treant's age has afforded her tremendous wisdom, and many seek her council. She will never turn away a creature in need, but Yggdrasil prefers the company of those who enjoy life, unburdened by troubles. Those who bring conflict before her may receive advice, but never direct aid. Even at her great size, the World Treant always stops to smell the flowers. Having lived longer than anything else, she has learned to take time for the little things, regardless of what conflicts rage around her.

YGGDRASIL, THE WORLD TREANT

Titanic mythic plant, chaotic good

Armor Class 32 (natural armor)
Hit Points Special (see description)
Speed Special (see description)

STR	DEX	CON	INT	WIS	CHA
36 (+13)	1 (-5)	38 (+14)	18 (+4)	36 (+13)	16 (+3)

Saving Throws Str +24, Con +25, Int +15, Wis +24, Cha +14
Skills History +26, Medicine +35, Nature +26, Perception +24
Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious
Damage Resistances bludgeoning, piercing
Damage Immunities radiant; bludgeoning, piercing, and slashing damage from non-Epic creatures
Senses passive Perception 34
Languages Common, Druidic, Elvish, Sylvan
Challenge Mythic 9

TRAITS

Mythic Fortitude. When Yggdrasil fails a saving throw, she can choose to sacrifice 50 hit points from one of her sections to succeed instead. This damage cannot be prevented by any means, and Yggdrasil cannot use this feature with a section that has fewer than 50 hit points.

Natural Defender. Yggdrasil deals double damage to objects and structures. On each of her turns, Yggdrasil can spend half of her movement to deal 200 bludgeoning damage to an object or structure within 5 feet of her.

Overpowering Will. When any of Yggdrasil's sections starts its turn, it can sacrifice 50 hit points to end a single condition currently affecting it. This damage cannot be prevented by any means, and Yggdrasil cannot use this feature with a section that has fewer than 50 hit points.

Titanic Creature. Yggdrasil is a titanic creature which is so large that combat involves dividing her body up into various sections, each of which has a fixed initiative count on which it acts (losing initiative ties), detailed in its description. Each section is considered a unique creature for purposes of targeting (in case an effect or attack would include multiple targets), and effects that include an area may affect multiple sections of Yggdrasil if the area is large enough. Each section has its own hit points and actions but shares Yggdrasil's other statistics (such as damage resistances, saving throws, etc.). When a section is reduced to 0 hit points, it becomes incapacitated until it regains hit points or Yggdrasil is slain, which causes it to die along with the World Treant. If a section has a speed, Yggdrasil can move up to that section's speed during the section's turn. Creatures can enter and occupy the same space as Yggdrasil, which is considered difficult terrain, and Yggdrasil cannot make opportunity attacks.

Additionally, attempts to forcibly move Yggdrasil or any of her parts automatically fails.

MYTHIC EFFECTS

As a mythic creature, Yggdrasil has the following traits.

Lifewarden. Yggdrasil emits a field of life-giving energy in a 100-mile radius centered on her. The field has the following properties.

Judgement. When a creature Yggdrasil is aware of in the area is reduced to 0 hit points, she can choose to slay that creature instantly.

Life Sense. Yggdrasil senses the presence of all living creatures in the area, along with their creature type, alignment, and whether or not they are Epic or Deific.

Revitalize. When a creature Yggdrasil is aware of in the area is slain and its body remains intact, Yggdrasil can immediately choose to begin restoring that creature to life over the course of 1 hour. If the creature's body remains in the area for the full duration, it is restored to life with full hit points.

Perpetual. Yggdrasil has planted her seeds across the planes. If the World Treant is slain, hundreds of the seeds begin to sprout and reincarnate Yggdrasil. Each seed takes more than a century to properly germinate, with ideal conditions increasing its growth rate. The first seed to reach full size becomes the new Yggdrasil, with all the memories and knowledge of its predecessor. When Yggdrasil is formed, she blooms in a spectacular display of iridescent flowers, unleashing millions of flying seeds that are magically distributed across the planes.

YGGDRASIL'S CORE

Hit Points 1,470 (60d20 + 840)
Initiative Count 10
Speed 60 ft.

TRAITS

Heartwood. Yggdrasil's core takes half damage from all non-Deific sources. When the core is reduced to 0 hit points, Yggdrasil is slain.

Innate Spellcasting. Yggdrasil is a 30th-level spellcaster, and her innate spellcasting ability is Wisdom (spell save DC 32, +24 to hit with spell attacks). Yggdrasil's core can innately cast the following spells, requiring no components:

At will: *control weather*, *dispel magic* (8th level), *druidcraft*, *druidgrove*, *heal* (9th level)
7/day: *antimagic field*, *earthquake*, *sunburst*, *whirlwind*
6/day (cast as a tier 2 Epic spell): *bioclasm*, *megalith*, *venom lance*
3/day (cast as a tier 3 Epic spell): *genesis*, *hail of deadly blossoms*

Life Transference. At the start of each of the core's turns, it can choose to lose up to 1,000 hit points and cause one or more of Yggdrasil's other sections to regain a number of hit points whose combined total cannot be greater than the amount of hit points lost by the core.

Position. The core makes up Yggdrasil's main body, which is typically at least 100 feet above the space Yggdrasil occupies. The core section occupies a cube approximately 50 feet wide, 60 feet tall, and 40 feet deep.

Will of the Heart. Yggdrasil's core does not need to concentrate on spells to maintain their effects for the duration.

TREASURE

House of Orizareb
Wondrous item, legendary (requires attunement)
High atop Yggdrasil's boughs lies a small tree house which contains a unique library filled with one-of-a-kind tomes written in Druidic. The former house of the mighty primordial Orizareb—who tutored under Yggdrasil on his path to epic power—holds a great power for those who revere nature in all its forms. When you finish a long rest within the structure, your eyes turn a solid emerald green, and you gain a special sense called arborsight for as long as you remain attuned to the structure.

Arborsight. Creatures that aren't plants within 30 feet of you cannot be hidden or invisible to you.

YGGDRASIL'S HEAD

Hit Points 490 (20d20 + 280)
Initiative Count 15
Speed 0 ft.

TRAITS

Arboreal Conversion. At the start of each of head's turns, each enemy creature within a 1-mile radius with 20 or fewer hit points is turned into a plantlike facsimile of itself and is petrified. Additionally, the maximum hit points required to be affected by this feature increases by 20 immediately after this effect occurs. This effect is cumulative, to a maximum of 200 hit points. This feature loses its cumulative effects when Yggdrasil finishes a short or long rest.

Bastion of the Mind. Effects that would attempt to influence Yggdrasil's mind (such as psychic damage, the stunned and unconscious conditions, or effects that force an Intelligence, Wisdom, or Charisma saving throw) must target her head section. If Yggdrasil's head is blinded, charmed, deafened, frightened, incapacitated, stunned, or unconscious, all of her sections are as well.

Position. Yggdrasil's head is part of her upper body and canopy, which is typically at least 150 feet above the space Yggdrasil occupies. The head section occupies a cube approximately 40 ft. wide, 50 ft, tall, and 30 ft. cube.

ACTIONS

Create Forest. Yggdrasil conjures a grove of dense trees in a 50-foot cube centered on a point on the ground she can see. The trees are 50 feet tall and creatures shorter than the trees inside the area cannot see farther than 5 feet and have total cover against creatures outside the grove other than Yggdrasil. Each 1 foot of movement within the forest costs 2 extra feet of movement. The forest is considered a structure (AC 20, 300 hit points, vulnerability to fire damage).

Verdigris Tsunami (Recharge 5–6). Yggdrasil exhales a twisting mass of pollen, moss, and spores in a 500-foot cone. Each creature in that area must succeed on a DC 32 Constitution saving throw or contract a deadly Epic disease. While infected with this disease, when a creature would regain hit points, it instead regains no hit points and a section of Yggdrasil (her choice) regains an equivalent amount of hit points. Any creature attempting to cure the disease must succeed on a DC 32 Wisdom (Medicine) ability check or the attempt fails.

Yggdrasil's Left Arm

Hit Points 490 (20d20 + 280)
Initiative Count 25
Speed 0 ft.

TRAITS

Position. Yggdrasil's left arm is positioned on the left side of her upper body, which is typically at least 100 ft. above and immediately to the left of the space Yggdrasil occupies. The left arm section occupies a cube approximately 25 ft. wide, 100 ft. tall, and 25 ft. deep.

ACTIONS

Hurl. *Ranged Weapon Attack:* +24 to hit, range 1,000/3,000 ft., one target. *Hit:* 118 (10d20 + 13) bludgeoning damage and the target must succeed on a DC 32 Constitution saving throw or be knocked unconscious until the start of its next turn.

The arm can hurl any object or creature that it is holding, which takes 118 (10d20 + 13) bludgeoning damage when it collides with the target or a solid object.

Smash. The arm cleaves a 30-ft.-by-30-ft. cube centered on a point within 100 feet of Yggdrasil. Each creature in the area must succeed on a DC 32 Dexterity saving throw or take 160 (14d20 + 13) bludgeoning damage, or half as much on a success. Additionally, on a failure each Gargantuan or smaller creature completely in the area is grappled.

Yggdrasil's Right Arm

Hit Points 490 (20d20 + 280)
Initiative Count 5
Speed 0 ft.

TRAITS

Position. Yggdrasil's right arm is positioned on the right side of her upper body, which is typically at least 100 feet above and immediately to the right of the space Yggdrasil occupies. The right arm section occupies a cube approximately 15 ft. wide, 100 ft. tall, and 15 ft. deep.

ACTIONS

Multiattack. The arm makes four Thrashing Vine attacks, each of which must be against a different target.

Photosynthesize. A spectacular flower blooms upon the arm. At the end of each of the arm's turns while the flower is blooming, one of Yggdrasil's sections regains 70 (20d6) hit points. Dealing 100 points of damage to the arm destroys a single flower creature in this manner upon it.

Thrashing Vine. *Melee Weapon Attack:* +24 to hit, reach 300 ft., one target. *Hit:* 45 (5d12 + 13) piercing damage and a Gargantuan or smaller target may be pulled 50 feet toward Yggdrasil.

Yggdrasil's Legs

Hit Points 1,372 (56d20 + 784)
Initiative Count 20
Speed 140 ft.

TRAITS

Mighty Tread. When Yggdrasil moves through another creature's space, she can choose to force that creature to succeed on a DC 32 Dexterity saving throw or take 91 (12d12 + 13) bludgeoning damage and be knocked prone. A creature cannot take damage from this feature more than once per turn.

Position. Yggdrasil's legs are positioned in her space, which is typically a 60-ft.-by-60-ft. square. Yggdrasil's legs are approximately 100 ft. tall.

ACTIONS

Shake Off. Yggdrasil twists and shakes with terrific force. Each creature occupying Yggdrasil's space or climbing upon her must use their reaction to attempt a DC 32 Strength (Athletics) or Dexterity (Acrobatics) ability check or be thrown 200 feet away from Yggdrasil. Creatures that can't use their reaction automatically fail this ability check.

Take Root. The legs extend their roots deep into the ground. Until the start of the legs' next turn, Yggdrasil gains blindsight with a range of 1 mile.

HASTUR, THE KING IN YELLOW

> *"King am I, whom emperors have served. Mine to rule, your unborn thoughts. Witness now, the Yellow Sign."*
> *– Only recorded words of Hastur*

DESCRIPTION

From beyond the known universe, Hastur is a reality-shattering force with power rivalling that of any deity. A gigantic figure cloaked in a mantle of burnished gold, Hastur is vaguely humanoid in appearance, though few notice anything through the air of alien madness it exudes. Every aspect of the Great Old One is unnatural. A twisted perversion of reality itself, the creature's four arms and neck display sickly pulsating flesh, while its head is shrouded in a pallid mask of illuminated metal. Its eyes are hollow voids which gaze across dimensions unseen, witnessing incomprehensible realities. The shadows around the creature writhe with obvious malice, hinting at a hateful form beyond what the eyes can observe.

BACKGROUND

The King in Yellow. Unspeakable One. Thane of Carcosa. These names and many more attempt to give some description to this cosmic entity of enigmatic power. Hastur is a chaotic madness that brings the universe ever closer to total entropy. From the city-eating metropolis of Carcosa, Hastur spreads its infectious tendrils across the multiverse, planting seeds of madness that sprout into vile cults. It is unknown if Hastur came into being or if it has always existed. Its only discernable motivation beyond spreading madness is its affinity for the arts. Plays, portraits, and sculpture often accompany the presence of Hastur's cults, its madness inspiring unsettling and alien works in countless creative minds. Hastur wields terrifying power over reality and thought, and what little information exists about its abilities indicates power of Deific strength or beyond.

Those who desire Hastur's favor form profane cults or, in the rare case of warlocks, select it as an otherworldly patron. These servants work tirelessly to bring pieces of their world to Hastur's domain. The process is destructive and horrifying. Distributing its madness far and wide, if the cult of Hastur manages to infect enough of the population, their dark master may pull the entire city and population into Carcosa. There, the souls of countless civilizations exist in eternal insanity, reveling in the horrific artistry which irreparably twists their minds.

PERSONALITY

With a bizarre and alien mind, Hastur cares not to understand mortal sentiments and feelings. Concepts like pain, death, and fear are utterly irrelevant. What little personality the Great Old One possesses follows a twisted logic that is impossible to rationalize. Hastur has insight into cosmological truths beyond conception that reduce even the most brilliant minds to gibbering wrecks. Hastur's very presence is unrelentingly hostile, making meaningful communication only possible from a tremendous distance by the most resilient of individuals. Those able to handle the entity's maddening visage find the creature profoundly disturbing and frighteningly insightful. There is little Hastur does not understand about the universe, but rarely is this understanding applied to anything but mayhem and madness.

MYTHIC EFFECTS

As a mythic creature, Hastur causes the following effects. If Hastur is on its home plane of Carcosa, these effects apply to the entire realm. Otherwise their range is always a 20-mile radius centered on Hastur. Those within either area suffer the following effects.

Maddening Dreams. If a non-Epic creature finishes a short or long rest, it must succeed on a DC 33 Wisdom saving throw or suffer one level of yellow mania (see the Madness of Hastur trait). Additionally, Hastur is aware of any creature in the area with one or more levels of yellow mania.

Madness of Hastur. Hastur's abilities inflict a unique condition called yellow mania, which is measured in six levels. An effect produced by Hastur can give one or more levels of yellow mania, as specified in the effect's description. Yellow mania is a special condition which cannot be removed by any means other than those presented in this feature. When a creature would regain 200 or more hit points as a result of magical healing from an Epic effect, it may instead prevent that healing and reduce its levels of yellow mania by one for every 200 hit points it would have regained.

If a creature would be immune to yellow mania, it loses that immunity and instead gains Epic advantage on saving throws against effects that would cause it to gain levels of yellow mania. A creature suffers the effect of its current level of yellow mania as well as all lower levels. For example, a creature suffering two levels of yellow mania loses all resistance or immunity to psychic damage, cannot reduce psychic damage it takes, and cannot move more than 10 feet in a straight line before changing direction.

Abilities, effects, or spells that would remove yellow mania instead reduce its level by one. All yellow mania effects end if a creature's yellow mania level is reduced below one.

Level	Effect
1	The affected creature cannot move more than 10 ft. in a straight line before changing direction.
2	The affected creature loses all resistance and immunity to psychic damage and cannot reduce psychic damage it takes by any means.
3	The affected creature's sight and other senses are reduced to 15 ft. and the creature is blind beyond that radius.
4	The affected creature deals half damage.
5	The affected creature must spend its bonus action each turn drawing the Yellow Sign using a readily available surface or medium.
6	The affected creature must spend its action(s) on its turn attempting to kill itself.

The Black Stars Beckon. By spending 1 minute of uninterrupted concentration, Hastur can cast any spell or Epic spell of its choice with a range greater than self at any point within the area. Hastur must be aware of the presence of creatures to target them with a spell cast in this manner, but it need not see them (even if the spell would ordinarily require it to do so). This is a Deific effect.

Whispers of Hastur. Once per hour, Hastur may issue a telepathic command to a creature with an Intelligence greater than 5 within the area. When that creature would take a long rest, it must instead spend that time creating a work of art using any tools it has available or gain two levels of yellow mania.

HASTUR, THE KING IN YELLOW

Large mythic aberration (Great Old One), unaligned

Armor Class 30 (yellow robes)
Hit Points 3,503 (226d10 + 2,260)
Speed 30 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	30 (+10)	26 (+8)	19 (+4)	36 (+13)

Saving Throws Str +16, Dex +17, Con +22, Int +20, Wis +16, Cha +25
Skills Arcana +32, Deception +37, Insight +28, Perception +16, Religion +32
Damage Resistances acid, cold
Damage Immunities psychic; damage from non-Epic creatures
Condition Immunities blinded, charmed, exhaustion, frightened, stunned, unconscious
Senses blindsight 120 ft., passive Perception 26
Languages telepathy, unlimited range to any creature on the same plane
Challenge Mythic 10

TRAITS

Great Old One Magic. Hastur does not require material components for spells, may speak a spell's verbal components telepathically, and does not need to concentrate on spells to maintain their effects for the duration.

Infectious Madness. Hastur's spells and abilities induce madness. Each time a creature fails a death, Intelligence, Wisdom, or Charisma saving throw against Hastur, the creature gains one level of yellow mania.

Mythic Resistance. If Hastur fails a saving throw, it may expend the use of an unspent legendary action to succeed instead.

Out of Touch. Hastur barely registers reality as we know it. If Hastur takes 30 or less damage from a single instance of damage it instead takes no damage.

Spellcasting. Hastur is a 30th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 33, +25 to hit with spell attacks). When Hastur would deal damage with a spell or magical effect, it may choose to instead deal psychic damage.

Hastur can innately cast the following spells:

At will (cast as an 8th-level spell): *harm*, *hideous laughter*, *mass suggestion*, *phantasmal force*, *synaptic static*[*]

9/day: *feeblemind*, *globe of invulnerability*, *planeshift*, *psychic scream*[†], *teleport*

Hastur has the following Epic spells prepared:

Tier 1 (7 slots): *antimagic ray*, *dimensional mastery*, *hideous mandate*, *infinity room*, *magic bullet*, *night terror*

Tier 2 (6 slots): *determinism*, *enslave*, *implosion*, *kinetic control*

Tier 3 (5 slots): *soul harvest*, *sphere of ultimate destruction*

Unearthly Grace. Hastur moves with an otherworldly air, granting him the following benefits.

- Hastur may take both a Dash and Disengage action as a single bonus action.
- Once on each of its turns, if Hastur is prevented from taking an action (including bonus, legendary, and mythic actions) as the result of a condition or magical effect, it may spend half its movement (minimum of 5 ft.) to become immune to that condition or magical effect until the end of that turn.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Hastur takes a mythic action to cause one of the following effects. Hastur can cause the same effect multiple times in a row.

Active Hallucinations. Hastur magically teleports to a space it can see within 80 feet of it. Additionally, six illusory copies of Hastur are created in unoccupied spaces it can see within 80 feet of it. The illusions function as Hastur does and act on its turn, but their actions cannot harm or affect anything. If damaged, the illusions are destroyed, but otherwise are indistinguishable from Hastur. If they are not destroyed, the illusions disappear on the next initiative count of 20.

Present the Yellow Sign. Hastur presents the Yellow Sign, an eldritch glyph that heralds its profane power. All creatures within 60 feet of it that can see Hastur must succeed on a DC 33 Wisdom saving throw or gain three levels of yellow mania, or one level on a success. Unless surprised, a creature can use its reaction to avert its eyes to automatically succeed on the saving throw. A creature that averts its eyes in this manner cannot target Hastur until the end of its next turn.

ACTIONS

Multiattack. Hastur makes three Tattered Lash attacks or casts two non-Epic spells.

Overwhelming Presence (Recharge 5–6). Hastur asserts total authority over the minds of creatures around it. Until the start of Hastur's next turn, the first time a creature attempts a saving throw against Hastur, it cannot succeed on that saving throw.

Revel in Madness (Recharge 5–6). Hastur shatters the minds of its enemies. Each creature with one or more levels of yellow mania in a 1-mile radius centered on Hastur must succeed on a DC 33 Intelligence saving throw or take 55 (10d10) psychic damage per level of yellow mania it has. A successful saving throw halves the damage.

Tattered Lash. *Melee Weapon Attack:* +17 to hit, reach 50 ft., one target. *Hit:* 38 (6d10 + 5) slashing damage and the creature is pushed up to 50 feet away from Hastur.

LEGENDARY ACTIONS

Hastur can take 4 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Hastur regains spent legendary actions at the start of its turn.

Cast a Spell. Hastur casts a non-Epic spell.

Cast an Epic Spell (Costs 2 Actions). Hastur casts an Epic spell.

Dark Impulse. Hastur chooses a creature it is aware of with one or more levels of yellow mania and forces it to attempt a DC 33 Wisdom saving throw. On a failure, the creature immediately uses its reaction to take an action of Hastur's choice that the creature could ordinarily take as an action on its turn.

Tattered Lash. Hastur makes a Tattered Lash attack.

Violent Paranoia. Hastur instils a maddening paranoia in a creature it is aware of. The creature must succeed on a DC 33 Wisdom saving throw or be forced to consider all allies as enemies for 1 hour. The creature still considers Hastur a primary threat, but will not make efforts to avoid injuring its former allies and will actively defend itself if approached. The extremity of this effect should be determined by the creature's personality and the DM. A creature may attempt a DC 33 Wisdom saving throw at the end of each of its turns, ending the effect on a success.

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[*] This spell can be found in the official 5E supplement, *XGE*.

[†] This spell can be found in the official 5E supplement, *XGE*.

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