

THE EPIC CLERIC

THE ASCENDANT

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

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

- Elkus, Ascendant of Helm



PREREQUISITES

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

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

CLASS FEATURES

Hit Points

Hit Dice—1d8 per Ascendant level

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

Proficiencies

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

Ability Score Increase

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

Epic Feat

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

Acts of Faith

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

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

Divine Spark

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

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

CLASS PROGRESSION TABLE

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

Epic Spellcasting

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

Quasi-Deity

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

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

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

Epic Domain

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

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

Arcana Domain: High Arcana

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

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

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

Death Domain: Lifebreaker

You are immune to necrotic damage.

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

Knowledge Domain: Divine Brilliance

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

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

Life Domain: Savior

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

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

Light Domain: Angelic Wrath

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

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

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

Nature Domain: Lord of Beasts

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

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

Tempest Domain: Lightning Rod

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

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

Trickery Domain: Master of Lies

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

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

War Domain: Slaughterking

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

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

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

Demigod

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

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

Ascendancy

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

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

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