

Spells of Inspired Genius

“Those villagers should be grateful I only burned their town down; that spell was amazing! More a work of art really. It takes a brilliant mind to begin to fathom the power behind it. I’ll bet you they’re just jealous.

- Archmagister King, applying his knowledge of Epic magic.

Dimensional Mastery

Tier 1 Epic Enchantment (Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (nine tiny mirrors)

Duration: one minute

You enchant yourself with a profound mastery over space within 60 ft. radius of you. As an action on each of your turns for the duration, you can teleport a creature you can see within the spell’s area to a location you can see within the spell’s area. An unwilling creature may attempt a Charisma saving throw to prevent this effect. If a creature you can see within the spell’s area attempts to teleport, planeshift, or magically transport itself or another creature, you can use your reaction to force that creature to make a Charisma saving throw, preventing the attempted movement on a failure.

Infinity Room

Tier 2 Epic illusion (Wizard)

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (An impossible geometric figure)

Duration: Concentration, up to one hour

You generate a 20-ft. cube of illusory, impossible architecture and absurd geometry, which manifests in shifting objects and tessellations at a point you can see within range. While the illusion often appears thematic to a type of structure of a culture or society you are familiar with, you determine the specifics of its architecture at the time of casting.

Creatures of your choice when you cast the spell are immune to its effects, and can see through it normally. Those inside the spell's area appear to be in many places at once and move in unpredictable patterns to outside observers. For creatures affected, this effect functions as a sight barrier between those inside and outside the cube, granting total cover, though truesight reduces this total cover to three-quarters cover. A creature that can see the illusion can use its action to attempt an Intelligence saving throw against the spell's DC. A successful saving throw ignores cover provided by the illusion for the spell's duration, but a failed saving throw imposes one level of insanity on the creature attempting the saving throw.

A hostile creature entering the area for the first time on its turn or ending its turn within the area, must succeed on an Intelligence saving throw or gain one level of insanity as the anti-geometrical shapes overwhelms its senses. Non-Epic creatures automatically fail this saving throw.

If you concentrate on this spell for its entire duration, you may choose to have the illusion become permanent. You may only have a single instance of this spell made permanent at any given time. If you make a second instance of infinity room permanent, the first instance automatically ends.

Creatures retain levels of insanity conferred by infinity room, until they leave the infinity room and complete a long rest.

Luck of Ages

Tier 3 Epic Divination (Cleric, Druid, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (A mithril horseshoe)

Duration: 1 minute

With a touch, you imbue a creature with legendary fortune in all their endeavors. For the spell's duration, the creature gains the following benefits.

- If the creature fails a saving throw, it can choose to succeed instead.
- If the creature misses an attack, it can turn that miss into a hit.
- When you make an ability check, you can replace the number you roll with 20.

When this spell ends, the affected creature is visited by horrible misfortune until the end of its next turn, suffering the following effects.

- If the creature would succeed on a saving throw, it fails instead.

- If the creature would hit with an attack, it misses instead.
- If the creature would succeed on an ability check, it fails instead.

Night Terror

Tier 1 Epic Enchantment (Cleric, Wizard)

Casting Time: 1 minute

Range: Special

Components: V, S, M (The preserved eye of a creature frightened to death)

Duration: 1 week

This Epic spell fills a creature's dreams with traumatic events and horrific visions. Choose a creature you know of as the target of this spell. Creatures that do not sleep, such as elves and golems, are immune to the effects of this spell. You cannot have more than a single active instance of this spell active upon a target. During the spell's duration, you automatically sense when your target is asleep. While the target is asleep, you may take a short or long rest to enter a trancelike state, becoming unconscious while in this state, while still gaining the benefits of that rest. In the trance, you may choose to inflict one or more of the following effects on the creature over the course of its rest.

- If the creature is taking a rest, you can send them exhausting nightmares of starvation and weakness. The creature gains one level of exhaustion at the end of the rest and must make a Wisdom saving throw or receives no benefit from that rest.
- You haunt the creature through its dreams, forcing it to experience 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 over the course of the spell's duration. A successful Wisdom saving throw halves the damage.
- You can injure the creature's mind by forcing it to experience torture, dismemberment, and staggering pain. At the end of the target's rest, it must attempt a Constitution saving throw. If the target fails three such Constitution saving throws over the course of the spell's duration, it dies.

If you possess a piece of that creature's body, such as a lock of hair, the creature makes attempts its saving throws against this spell with Epic disadvantage.

At Higher Levels

Casting this spell at a higher Tier increases its duration by 1 week per Tier beyond Tier 1.