

Epic Legacy Test Build V1.2

Introduction

Hail and well met! Before you is the latest playable version of Epic Legacy, [2CGaming's](#) Epic level supplement to 5th Edition. This build is based on content developed over a year and a half ago by 2CGaming in the form of the Epic Legacy Player's Guide, with the aim of creating a final playable build of Epic Legacy that will be available in the successfully Kickstarted Project: [The Epic Legacy Core Rulebook](#).

I'm New, What is Epic Legacy?

Epic Legacy is a deep dive into the realm of Epic levels for 5th edition. This means that both Players and DMs get a dearth of content designed to take a game to awesome levels of Epic power. We here at 2CGaming have always loved the idea of Epic levels in RPGs, but when playing them consistently experienced a variety of challenges that made the experience less than what we hoped for. Issues like number bloat, overcomplicated mechanics, and lack of resources often made an Epic game very unappealing in practice. Epic Legacy meets all these challenges head on, and aims to make an Epic level game the most astonishing and fantastical experience at your game table.

What's Inside?

This test packet contains new and revised content for the players of Epic Legacy that will allow you to create and design characters from all official 5th Edition classes and subclasses. This includes advancement for each 5th Edition core class from 21st to 30th level in the form of an Epic Prestige Classes, with each level granting a host of new amazing Epic powers that will inspire players and open up interesting character design options well beyond those available at non-Epic levels. With these new class options come a variety of extraordinary Epic feats characters can select as they advance, allowing for tremendous levels of customization when designing an Epic character. Finally, dozens of staggeringly powerful Epic spells fill the arsenal of a variety of Epic spellcasters.

Using This Material

This content is primarily focused on the player side of Epic Legacy. DM's can certainly review the material (and are encouraged to do so) to get a sense of the scope of an Epic character's abilities. From the

perspective of a player, this content serves as the “meat” of your experience in Epic Legacy, with a heavy emphasis on the “crunch” (Game mechanics and dice) that will be present in the system.

5th Edition Expertise. Players creating characters using this content should be experienced with the gameplay mechanics and features of 5th Edition characters. Each Epic Prestige class assumes the player has a high degree of familiarity with the non-Epic version of that class and their respective subclasses. You will need a 5th Edition Player’s Handbook to make good use of this material as well.

Creating a Character. This document provides you with many of the materials necessary to make a fully-fledged 5th Edition Epic character of levels 21st through 30th, using any official material made available for 5th Edition (such as supplements containing additional subclass options, feats, and spells). However, while many methods of character creation can be used, Epic Legacy is designed to provide the most balanced experience when characters are created using a specific subset of restrictions, as detailed below.

- A character’s starting ability statistics should be generated using the “point buy” system detailed in the PHB.
- At 21st level, a character should have in their possession 1 very rare magic item, 1 rare magic item, and 1 uncommon magic item of your choice from the Dungeon Master’s Guide or other official resource. Epic characters of at least 24th level should have at least 1 non-artifact legendary item as well.
- The appropriate party size for a game of Epic Legacy is 4 player characters, with a recommended maximum of 7 and a recommended minimum of 3.

Providing Feedback. The goal of making this content available to the Epic Legacy community along with the 5E community at large is to get high quality feedback about the key player elements of Epic Legacy. Epic level content is extremely challenging to design and balance. To ensure that a game of Epic Legacy delivers on a high-quality experience players of 5th Edition have come to expect, we need your feedback. Specifically, we are looking for feedback on the following elements of the content contained within the document. Feedback should be submitted with details about the sections you are providing feedback on (such as page numbers, feature names, etc). Some good questions to keep in mind when providing feedback are as follows.

- **Is it 5th Edition?** Does the content do a decent job of following the “spirit” of 5th Edition (simplicity, playability, organization, style)? If not, how so? What pieces of the content fit this criteria, and what pieces do not?
- **Is it fun?** Are you enjoying creating an Epic character? Was it fun to play? If not, what parts bothered you or were frustrating?

- **Is it Epic?** Does using this content feel significantly different from “lower level” play? Do you feel powerful? Do the features seem “Epic”?
- **Does it make sense?** Are abilities, features and spells clearly organized and easy to understand? If a feature confuses you, we want to hear about it.

What Isn't Here

This document represents roughly half of the overall content that will be present in the Epic Legacy Core Rulebook and is the vast majority of player focused content that will appear in the book. However, there are a few notable omissions that are worth mentioning.

Epic Paradigms. Epic level characters need more than backgrounds, ideals, bonds, and flaws to help tell their stories. This expansion on Epic roleplaying will make its final appearance in the Epic Legacy Core Rulebook, but is not present here.

Epic Rituals. These Epicly magical rituals are not present in this document, as they represent more flavorful background elements to the game. While they are fun and interesting, they ultimately function as a DM tool to help shape a campaign than a piece of equipment or class feature in a player's arsenal.

Epic Threats. As much as we would like to give you an adventure to experience with the playtest, that content is not directly related to the production of the Epic Legacy Core Rulebook, which we must complete with due diligence to honor our backer's and supporters. Note that Epic monsters, threats, and rules for building Epic games will make their appearance in the Epic Legacy Core Rulebook.

If you are looking for challenges to face, we recommend running one of our three Epic mini-adventures available on the Dungeon Master's Guild, or some of our additional supplemental content we have made over time. However, this content has not been updated to be balanced around Epic Legacy build 1.2, so be aware of some significant discrepancies on some of the pieces.

Version 1.2 and Older Versions of Epic Legacy

If you are in possession of the Epic Legacy player's guide or other Epic Legacy resources, this document serves as a major update to all of the content contained within those documents. We recommend using this document to update the content in your game of Epic Legacy, as it contains over a years worth of design and balance changes that will dramatically improve your experience in a game of Epic Legacy. However, it should be noted that some elements from previous versions have been completely overhauled, removed, or dramatically adjusted in this new version.

Epic Terms and Rules

While Epic Legacy is designed to be fully compatible with a game of 5th Edition, there are a few new rules and terms that are introduced to best illustrate game mechanics and themes unique to the system. Epic Legacy is balanced around the implementation of these terms, which can affect features, spells, items, characters, monsters, and many more aspects of the game. Understanding these terms is essential to a successful game of Epic Legacy, whose details are provided below.

Epic Advantage and Epic Disadvantage

High level characters are used to having advantage and disadvantage on many of their saving throws, ability checks, and attack rolls. At Epic levels, it is not surprising to find that characters and monsters have advantage and disadvantage so often that under “ordinary” circumstances a character could expect to rarely benefit or be penalized as they cancel each other out. Epic Legacy gets around this problem by introducing Epic Advantage and Epic Disadvantage as key terms. Many Epic effects grant considerable advantages or impose debilitating penalties, which are represented by these terms. Functionally, both Epic advantage/disadvantage and advantage/disadvantage provide the same benefit, forcing an additional d20 to be rolled on an associated roll, and then choosing the higher or lower result. However, any source of Epic advantage or Epic disadvantage “overrides” non-Epic sources of advantage or disadvantage.

For example, if you make an attack while restrained, imposing disadvantage on the attack roll, but have Epic advantage from a powerful spell cast by an ally on the attack roll, you ignore the disadvantage and instead attack with advantage, rolling two d20s and picking the higher result for the attack roll.

As with their non-Epic counterparts, if a character has both Epic advantage and Epic disadvantage on a roll, you are considered to have neither of them.

Power Classifications: Epic and Deific

The content presented in this document represents a tier of play beyond the traditional 5th Edition model (tier 1, 2, 3, and 4 respectively) called Epic tier. Features, spells, and abilities gained at the Epic tier are always considered Epic, unless explicitly stated otherwise. Content designated as Epic can have unique interactions with non-Epic (appropriate for characters level 1-20) content, typically detailed in its description. Other aspects of Epic Legacy, such as Epic magic and spellcasting, have general rules governing Epic vs non-Epic interactions which are detailed in their respective sections. The Epic tier of play is significantly different from non-Epic tiers of play in its level of power and scope. This designation helps make the features presented feel and play according to that power discrepancy.

Some content presented in Epic legacy is designated with the Deific classification *instead* of Epic. All Deific content is considered at minimum Epic for the purposes of interacting with non-Epic content and may have additional properties as detailed in its description. The Deific classification means that the content in question is godlike in scope and has special interactions with Epic features. For example, many Epic spells and abilities state that Deific creatures have special protections or advantage against their effects, indicating that even Epic power has trouble affecting creatures of such might.

Epic Damage Types

Sometimes, an Epic creature, character, or effect may inflict a unique or special type of damage instead of the traditional 5th Edition damage types (bludgeoning, piercing, slashing; acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder). Many of these damage types have special effects detailed in the description of the instances of which they appear, indicating how they interact with damage resistances and immunities. However, in a case where the damage type is not unique to a single piece of content, the details of its properties instead appear here.

Arcane Damage. The raw energy of magic before it is processed into the form of spells, arcane damage can only be unleashed by the most powerful spells and spellcasters. Because of this primordial nature, a creature, object, or structure can never have resistance or immunity to arcane damage.

The Ravager

The Epic Barbarian

The castle guards watched in stunned silence as a figure appeared on the hillside. Over its head was a boulder of tremendous size, held up by a pair of arms bulging with muscle. The unmistakable cry of an unreasonably angry dwarf was heard, and suddenly the boulder was sailing through the air at great speed. The guards dove for cover as the thick castle walls shattered around them, leveling their mighty structure in one fell blow.

The storm giant was nonplused. As the game of arm wrestling was being explained to him by the half-orc woman, the absurdity of the challenge quickly transformed confusion into mirth. Five minutes later, cradling his shattered arm, the giant had many regrets.

The Elf stood over the bodies of his people's enemies. Each had been slain by a single stroke that cleft them cleanly in two. For their commander he had made a special exception, whose body would soon land at the headquarters of the orc general over a mile away.

A Ravager is more than just a rage-fueled warrior. 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. Maintaining their balance on this constant brink requires incredible discipline, but the rewards are well worth the effort.

Prerequisites

Becoming a Ravager is the most difficult task a barbarian could ever undertake. It is simply not enough to be a mighty rage-filled warrior. Once a barbarian has reached 20th level, their rage leaves them at a

stubborn limit to 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.

In order 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 Dungeon Master’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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 mighty barbarian could complete, spending a continuous year and a day in a continuous rage. During this time, you can neither sleep nor rest as your days are consumed with blind rage. Eventually, this anger reaches its climax in a tremendous primal act. This act usually 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 burns out your anger and you unlock the potential for limitless strength. No matter where you choose to experience your trial, your rage will have wrought terrible destruction on the world around you. The consequences of this trial are at the DM’s discretion.

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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on the "Epic Feats" section of this document. 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.

Pain Fuel

At 21st level, you may use the pain of combat to increase the power of your rage. When you take a single instance of damage from an enemy while raging (such as from an attack or spell effect), you may gain one or more points of pain fuel. You gain one point of pain fuel for every 20 points of damage you take from that damage instance, rounded down. You lose any points of pain fuel you have when your rage ends or your next short or long rest, whichever comes first. While you have one or more points of pain fuel, you gain the following benefits.

- A +1 bonus to Strength-based weapon attacks for each point of pain fuel you have.
- A +1 bonus to Strength ability checks for each point of pain fuel you have.

- A +1 bonus to Strength saving throws for each point of pain fuel you have.

Variant Ravager Feature: Friendly Fire.

At your DM's discretion, you may change the Pain Fuel feature to allow for a ravager 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 taking damage from enemies. 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 become more than just a fury-fueled warrior by gaining access to abilities that can channel your strength 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 the fury powers' description. Each fury power has a pain fuel point cost in its description that must be paid to use it, indicating the required number of pain fuel points to use the power and the number of pain fuel points you lose after the fury power has been used. Every ravager has access to all the fury powers detailed at the end of this section, though some may gain additional fury powers according to their subclass.

Bitter Fury

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

- If one or more of your weapon attacks misses an enemy, you gain a single point of pain fuel for each attack that missed. You cannot gain pain fuel from attacks that miss intentionally.
- If you fail a saving throw against effects produced by 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 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, double the amount of damage reduced. 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; Furious Speed.

Furious Reflexes

Pain Fuel Cost: 1 point

On your turn 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 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 Bonebreaker¹

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, detailed below.

¹ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

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 point fuel you have. This effect cannot occur more than once per turn.

Sea. Creatures and objects of your choice within your Storm Aura are considered to be fully immersed in water.

Tundra. At the start of each of your turns, each creature of your choice within your Storm Aura gains a +5 bonus to their armor class as diamond-hard ice lines their bodies. This effect ends if an affected creature ends their turn outside of your Storm Aura.

Path of the Totem Warrior

With your voice, you may 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 options below.

(Bear) Gorisoth of the Hidden Mountain. While you're raging, you may generate a point of pain fuel when you suffer 15 or more damage in a single instance from an enemy, instead of 20.

(Eagle) Zyrath of the Bright Horizon. When you fall into a square containing another creature, you may choose to force that creature to make a Dexterity saving throw with a DC equal to (8 + your proficiency bonus + your Strength modifier) or take the fall damage you would have suffered from the fall, instead of you. A successful save halves the damage against the creature and causes you to take the other half of that damage. Regardless of the result, you still land prone if you would have ordinarily done so from falling from that height.

(Elk) Venaris of the Silent Woods. While you're raging, successful weapon attacks against prone enemies score critical hits.

(Tiger) Sherash of the Burning Shadows. When make a successful weapon attack, you may spend movement to increase the damage of the attack by 4 (1d6) per 10 feet of movement spent.

(Wolf) Boltana of the Icy Moon. While you're raging, if an ally within 120 feet 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 a Charisma, Intelligence, or Wisdom saving throw, you can choose to attempt a Strength saving throw instead.

Additionally, you gain the ability to use a new fury power; Unstoppable Force.

Unstoppable Force

Pain Fuel Cost: 2 points

You attempt an act of incomprehensible strength. As an action, you may make a Strength (Athletics) ability check to lift a creature or object, even when it would normally be impossible to do so. This act should not be possible even under the best of circumstances by strength alone and represents a ravager's unique ability to draw from a limitless well of strength when pushed to extremes. Examples of such an act include lifting an object many times heavier than your carrying capacity or moving a placed Immovable Rod. The DM determines the ability check DC for such an action, but the point is that it will have a DC that allows for a success. A default starting DC is 40, but ultimately it is up to the DM to decide what is reasonable.

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 two 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 your 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

As an action, you slam the ground with a Strength-based weapon attack to project a vicious shockwave that tears buildings and enemies asunder. You may have any point you can reach or range of your weapon attacks be the origin of this effect. You choose the form of the shockwaves area from the following options:

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

Creatures in the affected area must succeed on a Dexterity saving throw with a DC equal to (8 + proficiency bonus + your Strength modifier) or be knocked prone and take 11 (2d10) points of bludgeoning damage per pain fuel point spent on this fury power. A successful save halves the damage and prevents being knocked prone. Structures and objects in the affected area take the maximum damage from this fury power.

Overpowering Critical

Pain Fuel Cost: 1+ points

When you score a successful critical hit with a Strength based weapon attack, you may expend one 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 with a corporeal body slain by this bonus damage explode into giblets.

Pulverize

Pain Fuel Cost: 5 points

As an action, you make a single Strength-based weapon attack that is treated as though you had rolled a natural 20 on the attack roll. The struck target must succeed on a Constitution saving throw against a DC of 8 + proficiency bonus + your Strength Modifier or become stunned until the start of their next turn. On a success, the target becomes prone instead of stunned.

Rage Regeneration

Pain Fuel Cost: 1+ points

At the start of each of your turns, you can channel your anger inward, accelerating your metabolism and natural healing ability. You regain 10 hit points per pain fuel point you spend on this fury power and may end one or more of the following conditions: blinded, charmed, deafened, frightened, poisoned. If you are stunned, paralyzed, or petrified when you use this fury power, you are immune to those conditions for the remainder of that turn.

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* spell 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, 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 adamantite) may still prevent your movement or force you to attempt a Strength (Athletics) ability check in order to do so.

Sundering Throw

Pain Fuel Cost: 4 points

If you are grappling a creature, holding an object, or wielding a weapon with the thrown property, and would make a weapon attack, you can instead use this fury power to make a ranged weapon attack with that creature, object or weapon by hurling it with extreme force. The range of this attack is 200 ft./400 ft. or the range of the thrown weapon, whichever is greater. If the attack hits, it deals an additional 14d10 damage bludgeoning damage and an equal amount of damage to 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 ft. (no movement expenditure required). You must still expend at least 10 ft. of movement immediately before the jump to gain this benefit.

The Truespeaker

The 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, she had managed to just walk out... Unscathed... Past 400 guards AND empty their entire 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".

The dragon roared and dove from the heavens. Cowered in fear, the townspeople prayed to their gods. From their midst stepped forth an elf of noble countenance, violin in hand. Playing a gentle melody, he began to speak strange words that filled the air. Each syllable resonated with resolute force within every citizen, and they knew no fear. Flames burst from the dragon's mouth and the elf's eyes locked with the fearsome beast. From his lips escaped a whisper that sent shudders through every living creature for miles. The dragon's body was never found.

The wizard weaved his spell of summoning as the dwarf bard watched with a bored expression on his face. The demon appeared, wreathed in flame as the wizard shouted his triumph. "Now demon, you will hear what I have to offer for your service and you would be wise to acc- Stand aside lad!" Exclaimed the dwarf, rudely. "You don't negotiate with fiends m'boy. Not if you know the right words!"

Bards have proven without a doubt that words have an inherent magical power to them. Those who ponder the nature of this arrangement have come to the conclusion that not only does the spoken word have power over reality, but that there is a language of primordial and fundamental origin that is potent beyond imagining. This language permits the oration of Truenames, which confers absolutely mastery over that which is named. It is the Truespeaker, greatest amongst the bards, that can divine their syllables and so master the universe itself.

Prerequisites

Truespeakers are the greatest amongst the bards. Beings who can change the very fabric of reality with merely 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. This language is truth, the primordial language of all existence that determines reality itself. Becoming a truespeaker means learning to speak to the universe in its own tongue and command it as one would a subordinate.

In order 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 Dungeon Master’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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 this primordial language. What you experience over the course of this research should be based upon what your character values as a source of knowledge. Some bards may choose to experience the mysterious truths found in nature, while others may pore over thousands of arcane tomes in search of spells that can aid in their task. Others may seek out creatures of great knowledge and wisdom, entreating these beings for aid and insight. You should consult your DM for ideas about where this information can be found in your game’s universe and what they may consider a fair price to pay for it.

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.

Sidebar – Truespeech Variants in your game.

The concept of truenames and the power one can wield when using them has been a long-standing concept in fantasy. Often, this power is painted as the greatest force in a given cosmology, being at the root of all magic, life, and reality itself. Knowing a creature or object's truename is to have complete mastery over it, allowing one to reshape reality at a whim. While the Truenamer presented here relies on Truespeech, the prestige class interprets this power as one that must be used in conjunction with special abilities such as Masterpieces or spells that the truespeaker can cast. This means that Truespeech by itself holds very little power without the proper wielder, but at your DM's discretion Truespeech may become a larger part of your campaign. Presented below are some options to make Truespeech a bigger part of your world's cosmology.

Truespeech as an Epic Skill. Truespeech is a skill that can be learned by any creature, as long as they have the necessary power and Charisma to do so. In lieu of gaining an Epic Feat, a creature may instead choose to become proficient in the Truespeech skill, as detailed below.

Truespeech. Your Charisma (Truespeech) ability checks can be used to learn the Truenames of other creatures. To research a creature's truename, you must spend considerable time and resources learning the history of a creature, its lifestyle, personality and other characteristics to a precise and minute detail. Generally, the more powerful the creature, the longer this research takes and the more difficult it becomes. This can be represented by a series of Charisma (Truespeech) ability checks, casting powerful spells such as commune, legend lore, or wish. Once you know a creature's truename, you gain the following benefits.

- You understand all aspects of that creature's existence and gain knowledge of that creature's behavior, statistics, abilities, and traits.
- The creature makes saving throws against you at Epic disadvantage. The creature automatically fails any saving throws against you that it is not proficient in.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on page Epic Feats section of this document. 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 gain proficiency in a unique ability called Truespeaking which is Charisma based.

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 in a form 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 make a Charisma

(Truespeech) ability check and generate Entropy, which you add to your Entropy pool. The DC of your Charisma (Truespeech) ability checks is always equal to 10 + your current Entropy pool count.

Truespeech Ability Check DC = 10 + your Entropy pool count

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

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 function in areas of antimagic that are not Epic or Deific in strength.
- Spells and magical effects augmented or produced by Truespeech are considered Epic magic for the purposes of countering and dispelling them.
- Attempts to magically prevent you from using Truespeech 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 make 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. First level spells and cantrips cast using this feature increase your Entropy by 1 on a successful Truespeaking ability check.

Truesong Lexicon

At 22nd level, your mastery over Truespeech allows you to sing in the language primordial. The harmonies, melodies, and themes of these "masterpieces" unleash incredible power through Truespeech. You may select two masterpieces from the Truespeech Masterpieces list to have memorized and learn additional masterpieces according to the class progression table.

Performing a masterpiece is similar to casting a spell. Each has a cast time, range, duration and listed effect detailed in its description. However, each masterpiece you perform generates an amount Entropy when performed, as detailed in its description. This amount is added to your Entropy pool if the

performance of the masterpiece is successful. You must be physically able to make a Charisma (Truespeech) ability check as a part of performing a masterpiece.

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

If you fail your Charisma (Truespeech) ability check when attempting to perform a masterpiece, the *partial* effect occurs instead of the normal effect or *flourish*, but the performance does not increase your Entropy. Performed masterpieces have the following properties.

- Masterpieces use your spell save DC and spell attack modifier when applicable.
- You cannot flourish a masterpiece more than once per performance.
- If a masterpiece has a duration longer than instantaneous, you must be able vocalize for the entire duration. 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 die is rolled, it may instead be rolled twice and the higher result selected.

Epic Bard College

At 26th level, you distinguish yourself as a champion of everything your bardic 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. If you have a good relationship with your college, you are considered one of the greatest members to have ever lived and have great pull within that organization. How this affects your game is at the DM's discretion, but a good starting point is receiving a commendation of the highest honor from the college. You gain the following features according to the Bard College you selected when you were advancing as a bard.

College of Entropy²

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 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 ft.

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 is unable to return by any known means. If you are concentrating on your Dirge of Entropy feature when you perform this masterpiece, you may affect any number of creatures of your choice within the dirge's area.

- *Partial* – The duration of the masterpiece is reduced to 1-minute.
- *Flourish* – The duration of the masterpiece is 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. The very sight of you is enough to for creatures to endear themselves toward you, making your abilities and magic difficult to resist. 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.

Unless surprised, a creature hostile to you 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.

² This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

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 ft.

Entropy Pool Increase: +10

Duration: 1 minute

Your beautiful Truespeech commands a 5 ft. 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 ft. and dim light for an additional 100 ft. 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 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 table below. 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 save, 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 save, the creature is wracked with excruciating, crippling 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 have the attempt fail as it releases an agonized scream and the associated action, spell slot, or other resource be wasted in the attempt.
3. **Yellow.** On a failed save, 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 save, 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 ft. of unspent movement.
5. **Blue.** On a failed save, 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 save, the creature finds everything so humorous that it laughs uncontrollably, becoming incapacitated. If the creature takes damage, the effect immediately ends.
 7. **Violet.** On a failed save, 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 save, 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 immediately ends.
- *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, altering reality to suit your needs, having learned the truename of knowledge. When you make an ability check in which you are proficient, you may instead make 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 text)

Range: Special (see text)

Entropy Pool Increase: +14

Duration: Special (see text)

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* – You may cast a non-Epic spell you know using one of your spell slots, using that spell's casting time, range, components and duration. This masterpiece cannot benefit from your Truespell Recitation feature. If you choose to not cast a spell using this feature, you cannot use this masterpiece again until the start of your next turn.
- *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 truenome for sharpness, in your hands it has become an artist's brush and your foe's bodies are the canvas. When one of your weapon attacks exceeds the target's AC by 5 or more, you immediately gain a Bardic Inspiration dice, up to your maximum.

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

Waltz of One Thousand Cuts

Casting Time: 1 bonus action

Range: Self

Entropy Pool Increase: +7

Duration: Instantaneous

You 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 ft. into squares you have not occupied this turn. This movement does not provoke attacks of opportunity and does not expend your movement.

- *Partial* – You 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 battle cries become soul-stirring roars of victory that can turn the tide of any conflict. While a creature has one of your unexpended Bardic Inspiration dice and takes the attack action, they 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 ft.

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 ft., before dice are rolled, you alter the results of the attack before it lands, causing the attack to automatically hit or automatically miss.

- *Partial* – You impose advantage or disadvantage on the attack roll.
- *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 secret, you gain the ability to obscure or hide any piece of information to an extreme degree. When you cast a spell, you may make 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 does arouse 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 make a weapon attack against one creature within that weapons reach or range. On a 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, it deals double damage.

- *Partial* – After performing this masterpiece, your turn immediately ends.
- *Flourish* – In addition to the effect, creatures charmed by you or frightened of you are critically hit.

Truespeech Maestro

At 28th level, your ability to use Truespeech becomes almost effortless. Your proficiency bonus is doubled for any Truespeech ability check you make and if you would roll a 9 or lower when making a Charisma (Truespeech) ability check, you instead roll a 10.

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, you can choose to succeed instead. Once you have used this feature, you cannot use it again until the start of your next turn.

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 ft. 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 ft. radius centered on you must attempt a Constitution saving throw. On a failure, creatures take 10d10 points of thunder damage, become deafened for 1 hour and stunned until the end of their next turn. On a success, a creature takes half as much damage and is not stunned.

- *Partial* – The masterpiece deals no damage.
- *Flourish* – In addition to the effect, creatures immune to stunned condition cannot be immune to the stunned condition from this masterpiece.

Cacophony of Shattering Hearts

Casting Time: 1 action

Range: Self (30 ft. 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 ft. radius centered on you must succeed on a Charisma saving throw or become prone and must spend their bonus action on each of their turns to weep 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 a Charisma saving throw against the masterpiece, it immediately falls prone.

Counterchant

Casting Time: 1 bonus action

Range: Self (120 ft. 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 ft. that is concentrating on a spell or magical effect must succeed on a Constitution saving throw or lose concentration on all non-Epic spells or magical effects.

- *Partial* – A creature that fails the saving throw loses concentration on a single non-Epic spell or magical effect of your choice instead.
- *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 ft. 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* – Attacks against creatures knocked prone by this masterpiece do not automatically score a critical hit.
- *Flourish* – In addition to the effect, the masterpiece's area becomes a 60 ft. cone instead of a 30 ft. 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 dice 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 ft. 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 can spend hit dice to recover hit points as though they had instantly finished a short rest.

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

Martyr's Requiem

Casting Time: 1 reaction

Range: 60 ft.

Entropy Pool Increase: +5

Duration: Instantaneous

When a creature within range is reduced to 0 hit points, you use Truespeech to command the universe to hold them 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 creature’s next turn, if it has not regained any additional hit points, it falls to 0 hit points.
- *Flourish* – In addition to the effect, you may lose a number of hit points up to your current hit point total and the creature regains hit points equal to the amount you lose. This hit point loss cannot be prevented by any means.

Melody of the Synchronized Mind

Casting Time: 1 action

Range: Self (30 ft. radius)

Entropy Pool Increase: +8

Duration: Instantaneous

Your Truespeech aligns your mind with those of allied creatures within the affects area in an unspoken bond that allows you at act with perfect synergy. Each ally affected can immediately move up to their speed and make a single attack or cast a non-Epic spell.

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

Nocturne of Infecting Fear

Casting Time: 1 action

Range: 60 ft.

Entropy Pool Increase: +7

Duration: 1 minute

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 against this effect but makes its saves against this masterpiece with 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 make 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, the creature becomes paralyzed for as long as it is frightened by this masterpiece.

Note of Fortitude

Casting Time: 1 bonus action

Range: Self (120 ft. radius)

Entropy Pool Increase: +10

Duration: Instantaneous

With a single powerful note of Truespeech, you order the universe to restore the world to balance. All conditions of your choice affecting you and allied creatures within range immediately end. If an allied creature suffers from exhaustion, you instead 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 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 ft.

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, conditions, and other harmful effects. The target cannot regain hit points, be affected by a spell, trait, or ability and is effectively immune to all outside influence. However, a creature affected by the masterpiece cannot take actions, spend movement, or activate abilities and is considered incapacitated. An unwilling creature may make 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 ft.

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 them 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 of 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 completely bypasses a creature's resistance or immunity to fire damage.

The Un-naming Silence

Casting Time: 1 action

Range: 60 ft.

Entropy Pool Increase: +1

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 cannot be returned to life by any force short of Deific and even then, the power required to restore their truename is an extreme effort few are willing to make the 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.

The Ascendant

The Epic Cleric

Thousands had flocked to the mountain. They had heard the stories. A god walked among them, once a mortal who had achieved divinity through adventuring. Some sought miracles to heal their afflictions, others absolution for their sins. Suddenly, a booming voice echoed for leagues before the huddled masses. "Climb!" it roared "Climb, and let the faithful join me upon the summit. For I will share with them power the gods have so jealously guarded, and we will make this world anew!"

The ogre horde cheered as the church burned. The storm clerics had been fierce warriors who fought well, but their faith was no match for brutish muscle. The church had been "good lootin", with many an ogre adorned with gold finery and blue silks. As they marched home, a peel of thunder was heard, and bolts of lightning sundered the sky. Nearly a mile above the unsuspecting ogres floated a human wreathed in electricity. Aiming his spell downward, what followed was an act of devastation so great that the land became known as "the ruin" for generations.

It was the fourth time this month! The halfling strode through the gates of the city and up to the capital. The guards were uneasy. They had executed the radical several times and had the bloody axes to prove it. The kingdom's best wizards were mystified, and the king was growing progressively terrified at the prospect of another visit. As she approached, the guards lowered their weapons and the halfling cheerfully exclaimed "Don't worry, this is my last visit. Next time I'm going to blow up the castle." The guards exchanged sidelong glances. Surely the woman 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 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 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. Their power and influence can only be rivaled by the gods themselves. To advance as an ascendant, a cleric must entreat the deities they worship, wield potent magics, and be an avatar of the values their religion represents. Becoming an ascendant means no less than being a living god, walking the world in service of the highest of powers.

In order 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.
- **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 to represent the faith by which you will be worshiped.

Sidebar – The Divine Order

The roles of deities, their level of power, and significance in a game’s setting can vary greatly between settings. Ascendants seek to become a part of this “Divine Order”, or at the very least a physical representation of it. However, a DM may not wish to go through the trouble of handling divine politics or the squabbles of gods when running an adventure. When playing an ascendant, don’t feel like you need in-game mechanics to showcase your divinity that fit perfectly into whatever cosmology is present in the world. When considering what path to divinity your ascendant takes and 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 the game is operating in a “traditional” fantasy cosmology, which uses a system of divinity called divine ranks. Using this system, each god is

assigned a divine rank that indicates their significance and power in what is called the divine order. Gods whose portfolios and domain are worshiped in great numbers often have higher divine ranks, and the gods vie for the worship of mortals to climb higher upon this ladder. Detailed below is a general outline for divine ranks and where the ascendant fits on this cosmological scale:

Aspect of Divinity	Divine Rank
Divine aspect. A creature of this divine rank possesses 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 universes most powerful beings or the gods themselves 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 over huge periods of time in the world. 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 as to 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, power, and motivations are often completely unknown, and they rarely communicate directly with even other gods. They embody the most primal aspects of reality and existence itself may be tied to their divinity.	21+

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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list. 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.

- **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 Competence.** Your skills become divinely endowed. When you make 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, an ascendant making a Strength (Athletics) ability check would add their Wisdom modifier instead of their Strength modifier to the result of the roll.

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 your Epic prestige 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 lasts until you finish a short or long rest.

Variant: Divinity and Worship. In many cosmologies, divinity is tied to worship by mortals. Gaining followers is the goal of many gods and as ascendant you may feel the same way. At your DM's discretion, you can use the following variant to help make the gaining of followers more a part of your adventuring experience over your career as an ascendant.

Conversion. While you hold your Divine Spark, when you reduce a non-Epic creature to zero hit points, you can instead reduce the creature to one hit point and force it to succeed on a Wisdom saving throw versus your spell save DC or become converted to your faith. The creature worships your divinity and aligns itself with your cause but retains its alignment. It is considered friendly to you and will aspire to emulate your behaviors and mannerisms. How the creature interprets this new perspective from converting to your faith is at the DM's discretion.

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 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 your Epic prestige class progression table. You must fulfill the other requirements of casting that spell, such as actions, concentration, and other

restrictions when applicable and 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. See Epic Magic and Spellcasting section for rules about Epic magic and 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.

- **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 become 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.
- **Divine Will.** By expending more of your magic, you can remove the need to concentrate on your spells. When you expend slot to cast a spell that requires concentration to maintain its effects, you can expend an additional spell slot of that spell slot's level or higher to remove the need to concentrate on that spell for its duration.

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 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
6 th	<i>arcane gate, globe of invulnerability</i>
7 th	<i>mirage arcane, teleport</i>
8 th	<i>antimagic field</i>

9 th	<i>gate</i>
-----------------	-------------

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 you finish casting a non-Epic spell you can choose to prevent the spell from taking effect and instead store its magical energy for up to 1 hour or until you expend your divine spark. When you start each of your turns, you can choose to unleash one or more stored spell's effects instantly. You can have a number of stored spells with a combined spell level equal to your Wisdom modifier.

Death Domain

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

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
6 th	<i>create homunculus³, investiture of flame</i>
7 th	<i>delayed blast fireball, simulacrum</i>
8 th	<i>mighty fortress⁴</i>
9 th	<i>meteor swarm</i>

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, you are immune to damage from non-Epic sources and are resistant to damage from Epic sources.

³ This spell can be found in the official supplement, *Xanathar's Guide to Everything*

⁴ This spell can be found in the official supplement, *Xanathar's Guide to Everything*

Grave Domain

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

You can consign the living to the grave with your very presence. Until your Divine Spark is expended, when you start your turn, each creature of your choice within 60 ft. of you with 100 hit points or less dies instantly. Epic and Mythic creatures are resistant to this effect and must succeed Constitution saving throw versus your spell save DC to prevent this effect.

Knowledge Domain

Spell Level	Knowledge Domain Spells
6 th	<i>eyebite, mass suggestion</i>
7 th	<i>forcecage, sequester</i>
8 th	<i>telepathy</i>
9 th	<i>foresight</i>

Your divine power allows you 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
6 th	<i>heal, heroes feast</i>
7 th	<i>regenerate, resurrection</i>
8 th	<i>power word stun</i>
9 th	<i>mass heal</i>

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 would put that creature above its hit point maximum,

it gains the excess amount of hit points it would have regained 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.

Light Domain

Spell Level	Light Domain Spells
6 th	<i>sunbeam, true seeing</i>
7 th	<i>firestorm, prismatic spray</i>
8 th	<i>sunburst</i>
9 th	<i>prismatic wall</i>

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 ft. 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 slot(s) sacrificed. A successful save 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.

Nature Domain

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

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 make a melee spell attack against creature within reach. On a successful hit, the target must succeed on a Wisdom saving throw 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 can be given verbal commands by you as a bonus action.

Tempest Domain

Spell Level	Tempest Domain Spells
6 th	<i>chain lightning, investiture of wind</i>
7 th	<i>reverse gravity, whirlwind</i>
8 th	<i>tsunami</i>
9 th	<i>storm of vengeance</i>

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
6 th	<i>eyebite, irresistible dance</i>
7 th	<i>project image, simulacrum</i>
8 th	<i>dominate monster</i>
9 th	<i>true polymorph</i>

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 while it is under the effects of

one or more of your spells, your attack deals an additional 20d10 poison damage. If a creature would be immune to this poison damage, it is instead resistant.

Tyranny Domain⁵

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

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

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

War Domain

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

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.

⁵ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

- **Immortal Essence.** As long as you have worshipers, you cannot be truly slain. Seven hours after you are killed, your body, equipment, and soul merge into divine essence and vanish. After seven days, you return to life 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 but other Deific effects.
- **Omnipotence.** As an action you can expend a use of your Divine Intervention cleric class feature to cast the spell *wish*.
- **Annihilate Undead.** When any non-Epic undead fails its saving throw against your Channel Divinity: Turn Undead feature, it is instead instantly destroyed.
- 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 their chosen path.

Ascendancy

At 30th level, you ascend to true godhood. You can choose to immediately end your current existence and take your place amongst 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 treated as Deific effects.
- As a reaction when you expend a Divine Spark, you may immediately generate a new one from your remaining Divine Sparks as a part of that action.

The Primordial

The Epic Druid

The poachers had been wandering for days through the jungle and were getting frustrated. Not only had there been a total lack of prey, the expedition leader could have sworn he had seen the same tree at least 5 times in the last few days. Now that he thought about it, this whole venture seemed cursed. It thunder stormed every time they started a camp fire, and the horses had repeatedly bucked their riders at the most inopportune moments. Leagues away, a bearded human clad in green robes chuckled as the trees told him of the latest success.

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 volcanic display of power.

The devils gathered around the strange object. It appeared to be alive, but only moved when the hellish wind blew, its limbs rustling with a sound far too pleasant for the likes of hell. How the humanoid had managed to cause this strange green being to grow and thrive in their burning home was a mystery to the fiends. The last one to touch the so called "tree" had been rotted into a pile of mulch, a fate the others were keen to avoid.

A druid's power grows as they achieve a greater connection to nature. This evolution intertwines a druid with the affairs of the world, as few powers give the natural realm the respect it deserves. Such an obligation wears on most defenders of the natural world, 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 the many aspects of nature. Yet there are those who find

their desire to fight for the world only grows, patiently and relentlessly, like a mighty oak. As their power grows, they feel the heart of the wilderness suffuse their very soul, becoming an avatar of nature itself known as a primordial.

Prerequisites

Primordials embody the greatest forces of the natural world. The most powerful aspects of nature are at their beck and call, serving whatever purpose they deem aligned with the natural order. Some embody destruction, unleashing the fury of hurricanes or the raw power of a volcanic eruption. Others seek to bring the world toward a harmony of nature and civilization, shepherding entire kingdoms toward acts of conservation and environmentalism. Becoming a primordial means unleashing the greatest powers of nature upon the world, an act that should never be taken lightly.

In order 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 Dungeon Master'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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 watch the twitch of a tiger's tail and know if it would intend you harm. 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 "manmade" 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 and enforce the will of the wild.

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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on page Epic Feats section of this document. 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 provide somatic or material components to cast non-Epic druid spells you know.

Primal Evolution

At 22nd level, you tap into the most powerful of nature's aspects that all living beings possesses, the capacity to evolve. This prompts a dramatic transformation as you evolve one of three aspects of your druidic abilities to new heights. You gain a single Evolution Point which you must immediately spend to advance in one of the three Evolution Trees available to you, which are detailed under "Primordial Evolutions" below. Once you have spent an Evolution Point, it cannot be regained and you gain the features associated with the level in the Evolution Tree you gained with that Evolution Point. You gain an additional Evolution Point as you advance as a primordial according to the Total Evolution Points column of your Epic Prestige class progression table.

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 the effects should be visible even at a distance unless you take efforts to conceal them. Examples of possible changes include your skin becoming like bark, your hair like sand in the desert, or your eyes like droplets from a crystal-clear lake. This change grants 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 form is altered according to the details above.

- **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 effect.
- **Tireless Body.** You are immune to the exhausted and petrified conditions.

Epic Druidic Circle

At 26th level, your abilities as a primordial allow you to enhance the powers of your druidic circle. Most druidic circles are extremely lucky to have even single primordial amongst 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 druidic circle, the details of which should be worked out with your Dungeon Master.

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

Circle of Dreams

You can bring the world of dreams into reality, altering the world around you on whim. By expending two uses of Wild Shape as an action, and cast the tier 3 Epic spell *dreamscape*. While the spell is in effect, you are in a state of unconsciousness akin to sleepwalking which has the following properties; you are aware of your surroundings, can move and take actions, but you automatically fail Strength and Dexterity saving throws and attack rolls against you have Epic advantage.

Circle of the Land

You have mastered an efficient magical technique based upon your observance of natural processes. When you cast a spell or Epic spell using one of your druid or primordial spell slots, you may use your reaction to recycle a portion of that spells' 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.

Circle of the Moon

You may change your shape into a greater variety of forms, allowing you to become new and fantastic creatures on a whim. 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, nor can you transform into a creature with class levels or benefit from a form's spellcasting or legendary resistance traits. At the DM's discretion, they may impose additional restrictions upon the nature of the forms you can assume.

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

Circle of the Shephard

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 as though you had cast it. This effort does not come from you and does not require any actions or material components to take effect, 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. Once you have used this feature, you must finish a long rest before you can do so again.

Circle of the Woad⁶

When you use your wild shape feature to transform yourself into a plant, you can choose to transform into a plant 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.

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. Creature's that aren't plants within 60 ft. of the titan cannot be hidden or invisible to it.

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

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

⁶ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

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 ft. 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.

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.

Subsume (1/day). One living creature that isn't a plant that the titan can see within 5 ft. of you must succeed on a DC 24 Constitution saving throw or have their body merge with the titans; 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 don't deprive the target of awareness. The titan can't be targeted by any attack, spell, or other effect, and retains its alignment, Intelligence, Wisdom, and Charisma, and 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 hit points of magical healing from an Epic effect. When the merge ends, the titan appears in an occupied space within 5 ft. of the target.

Landwarden

At 28th level, your very presence can restore catastrophically damage 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 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 is restored to its purest natural state. If your rest is interrupted, any progress the effects of this feature made is magically undone, forcing you to start again from scratch. This is a Deific effect. Additionally, while you occupy an area restored by this feature, you gain 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 ft. or greater. This spell has its range increased to encompass the entire area of your lair.
- You make a Wisdom ability check.
- You use your Wild Shape feature as though you had taken an action or bonus action to do so.

Verdant Lord

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 taking 1-minute of uninterrupted concentration, you can create a vessel for your soul out of natural material and infuse it with your spirit. You can manifest this vessel at 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 must remain in focused meditation (as though you were maintaining concentration on a spell) to control the vessel. This vessel is under your direct control and is identical to your real form in every way, using your class features, traits, and spell slots as though it were you. When the vessel would expend one of its druid spell slots to cast a spell or Epic spell, it instead expends one of your spell slots. The vessel is destroyed immediately if your meditation is interrupted and your essence 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 can perceive with its senses for as long as the creature remains on the same plane as you. Additionally, while you maintain this connection you can determine the creature's exact location, statistics, and traits. Only Epic magic or greater can prevent this effect. If you use this feature to perceive another creature, your perception of the current creature ends.

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 spending an Evolution Point, 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 Point. She currently has one point in Evolved Spellcasting and one point in Evolved Communion. Ionia could choose to put her new point into Evolved Wild Shape, granting her the first evolution of that tree. Alternatively, she could choose to put her point into either her spellcasting or communion, gaining the second evolution of either.

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 ft. of you. This bond persists until you dismiss it, bond yourself to a different ally, exceed the bonds range, or become unconscious.

When you cast a druid spell or Epic primordial spell that affects only you, you may treat your bonded ally as though they were affected as well. If you are under the effects of a druid spell or Epic primordial 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 are affected by that spell.

Second Evolution

When an ally within 120 ft. of you that you can see is attacked or targeted by a hostile spell or magical effect, you may use your reaction to make them your bonded ally.

Additionally, when your bonded ally takes damage, you may expend a druid spell slot to reduce the damage that ally takes 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 to increase the damage dealt by that attack by 10 per level of the spell slot expended.

Third Evolution

You may bond yourself to an additional ally instead of a single ally. The second bonded ally gains all the benefits that you confer to your first bonded ally, and as a bonus action you may switch both bonds on up to two different allies within range.

Evolved Spellcasting

By studying the flows 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 regular spells for you and count toward the total number of spells you can have prepared. See Epic Magic and Spellcasting section for rules about Epic magic and Epic Spells section for the list of Epic spells available to the primordial.

First Evolution

You gain an additional 1st, 2nd, and 3rd level druid spell slot. Additionally, you gain a Tier 1 Epic Spell slot. 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 regain all expended Epic spell slots when you finish a long rest.

Finally, your primordial level stacks with your druid level for 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 spell slot, and a single Tier 2 Epic 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 spell slot, a second Tier 2 Epic spell slot, and a single Tier 3 Epic 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 attune 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.

First Evolution

As an action, you can use your Wild Shape to gain a single Wild Affix from the Wild Affix table detailed below, 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 persists 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, that form is instead an Epic creature.

Second Evolution

When you use your action to gain or change your Wild Affix, you can gain or change a second different 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 of a creature you can turn into with your Wild Shape feature is based on your druid level, it is now based on your druid plus your primordial level. If the maximum Challenge 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	Benefit
Adaptive	You are resistant to all damage except psychic damage.
Armored	You gain a +8 bonus to your Armor Class
Brutal	Your attacks score a critical hit on a roll of 18-20

Cunning	You have Epic advantage on your attacks if you have an ally within 5 ft. of your target and that ally is not incapacitated.
Evasive	When you succeed on a Strength, Dexterity, or Constitution saving throw and suffer damage on a success, you instead suffer no damage.
Hulk	You have 100 temporary hit points. When you finish a short or long rest, you gain 100 temporary hit points.
Stalwart	You have Epic Advantage on Strength, Dexterity, and Constitution ability checks.
Vicious	You add your Wisdom modifier to the attack and damage rolls of your weapon attacks.

The Dreadnought

The Epic Fighter

The hobgoblins were speechless as the reports came in. The entire company that had been sacking the countryside was routed. The warlord made note to execute the scouts for their incompetence. Not only had they failed to notice the apparent veteran company of elite archers that had laid his best legion to waste, they seemed to believe that a single dragonborn was responsible for the massacre. Absurd! Astride his war horse, the general would show the others that this “lone archer” was just an elaborate ruse to intimidate weak minded fools.

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

The titan’s hammer fell and the armored figure raised its shield in defiance. A thunderous clang that deafened the castle’s defenders rang out as shards of metal flew in all directions. The titan held up the remains of its shattered hammer before a searing pain in its knee brought the empyrean down. The last thing it ever saw was a fighter plunging a flaming sword into its chest, delivering a death the titan thought could never come.

For as long as there has been weapons, there have been warriors who master them. The study of war is as old as any discipline and those who master it can be as deadly as the most powerful wizard. Some may look at the rigidity of metal or the flexibility of a bow and see limitations. Others see endless potential. These inspired warriors are called dreadnoughts, and their skill with the weapons of war is unrivalled. In the hands of these legendary fighters, a simple sword becomes a weapon of mass destruction. A perfect

combination of wielder and weapon, this expertise allows a dreadnought to accomplish feats of martial skill that appear almost magical, so perfect is their execution.

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. Dreadnoughts serve a variety of causes, as long as those causes involve combat. Life without battle is meaningless for fighters of their skill, and challenging foes presents the only opportunity to improve their already magnificent expertise. 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.

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. Scoring endless victories as a gladiator in a vicious fighting pit, joining the hosts of heaven in their crusades against the forces of evil, or slaughtering orc hordes in the frozen wilds are all examples of the kind of battles you crave. Regardless of what conflict you participate in, you must fight in a way that puts your skills to the test.

At your Dungeon Master’s discretion, they may choose to replace your trial with their own version they feel best suits the campaign they have designed. You should collaborate with your Dungeon Master to find a trial that best suits your characters personality and background, as the goal of any trial is to develop your story a mighty dreadnought.

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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on "Epic Feats" section of this document. 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 over 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 detailed below:

Archery

You gain a +3 bonus to attack rolls you make with ranged weapons. Additionally, hostile creatures within 5 ft. 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 weapons.

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 ft. 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 below. You learn additional combat stances as you advance as a dreadnought according to your 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 stances’ description. You cannot benefit from a 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 while in that combat stance. You may use your action to make an Epic strike. As a part of your Epic strike, you may 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 description.

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.

Tireless Warrior

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

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, your powerful new techniques you've developed as a dreadnought allow you to improve upon your martial archetype and teach it to others. By spending 1 month in intense training with up to 20 humanoids with no class levels, the trainees can learn from your abilities and gain one level in the fighter class. Your trainees cannot advance beyond third level using this feature, and if they achieve third level through your training, they must select the same martial archetype you selected when you advanced as a fighter.

Additionally, 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 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 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 speed.

Additionally, once per turn when you deal damage with 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 mounts movement for the same benefit.

Developer's Notes: Mounts and Epic Legacy

Riding a mighty steed into battle is certainly an Epic act for many an adventurer. Unfortunately, when facing foes of Epic power in a game using Epic Legacy, a character's trusty warhorse will be lucky to survive a single round of combat, let alone an entire encounter. While there are certainly tools in a character's arsenal to protect their loyal companion from getting completely obliterated, past a certain point it becomes more trouble than its worth. This isn't fun at best, and frustrating at worse. A DM running a game of Epic Legacy has two options we recommend when dealing with a player who prefers their character to engage in mounted combat.

The Immortal Companion. Give the character a tool to recover their mount easily after each session of combat. This way, the death of warhorse is not an arduous drain on resources or a significant inconvenience. Providing players easy access to spells such as *find steed* and *find greater steed* are a quick solution, though you may wish to add additional levels of customization to make the benefits more epic.

The Epic Mount. Providing a character with an Epic mount is a tremendous boon. Epic creatures are extremely powerful and inherently resistant to many features and spells that would unconditionally destroy non-Epic ones. Providing a character with an Epic creature for amount should be akin to granting them a Legendary or Artifact quality magic item that has considerable synergy with that particular character. If you are creating an Epic creature or empowering a non-Epic creature to serve as a mount, consult the rules for Epic encounters in chapter 6 on how to get the best results.

Champion

You don't bother with fancy tricks or overcomplicated techniques, becoming increasingly efficient in dealing 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.

Gladiator⁷

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.

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 ft. of you that can see or hear you gain proficiency in any saving throw you are 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. You may expend a use of your Action Surge to act with lightning speed immediately before initiative is rolled. 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.

⁷ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

Additionally, attacks made with your weapons during this turn deal an additional two damage dice of that weapon's damage dice. At the end of this turn, initiative for combat is rolled.

Peerless Veteran

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

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.

Combat Stances

Combat stances are the pinnacle of marital ability which only dreadnought can perform. The combat stances are presented in alphabetical order.

Aegis Stance

You masterfully defense 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.

Brawling Stance

Your skills in grappling are legendarily effective. 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: No Escape

You force a grappled creature to take the full force of your blows, making a single weapon attack or casting a spell that deals damage to a creature you are grappling. As a part of this Epic strike, you make a Strength (Athletics) ability check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) ability check. (target's choice) If your check exceeds your target's by 5 or more, damage dealt by this Epic strike is quadrupled instead of doubled

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

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 against that creature or cast your readied spell to affect 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 best how to 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 do not need to provide somatic or material components to cast your spells.

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

Epic Strike: Unstoppable Strike

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 an 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 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, while you 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 wielding a melee weapon, creatures provoke opportunity attacks from you whenever they move outside of your reach by any means, including falling, teleporting, or other magical methods. Your movement

Additionally, when you make a successful opportunity attack, you regain the use of your reaction at the end of that turn.

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. Make a single weapon attack or cast a spell that affects one or more enemy creatures. Each of your allies within 5 ft. 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 their next move, preventing their escape. 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 a single weapon attack or cast a cantrip, neither of which benefit from your damage multiplier associated with this Epic strike.

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

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 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. 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 would be resistant to damage dealt by you from your attacks and spells, it is instead not resistant. 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: Shattering Blow

You open a hole in your enemy's defenses, making them vulnerable to you and your allies. Make a single weapon attack or cast a spell that forces a hostile creature to attempt a saving throw. On a successful hit or if a creature fails the first saving throw against your spell, the creature's AC is reduced by 10 until the start of your next turn.

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

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 ft. 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 them flying through obstacles and terrain. Make a single weapon attack roll or cast a spell that makes a melee spell attack. On a successful hit, the target must make a Strength (Athletics) ability check contested by your Strength (Athletics) ability check. If the target fails, it is pushed up to 100 ft. in a straight line away from you and knocked prone. On a critical hit, the target is pushed an additional 100 ft.

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, 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.

The Enlightened Fist

The Epic Monk

The temple no longer held any signs of life. As the paladins strode amongst the dead, they struggled to contain their terror. Each monk had been struck only once and yet their bodies were shattered as if they had been thrown down a mountain. No signs of resistance could be found, for no resistance could be given in the face of such power.

The ray of force streaked toward the sorcerer's target. This spell was special, for it had been empowered by metamagic. The barefooted was like a statue, clad in a simple green robe to cover his stone-grey skin. Just before the magic struck, there was a flurry of movement. With a mighty kick, the spell's magic was reflected back toward its source. The monk bowed his head in mocking respect.

The students gathered around their master. She had been in meditation for seven days straight, oblivious to the world. Until today. She stood up slowly and walked over to the great stone at the center of the garden. Her foot glowed with ki and energy radiated outward in waves. What she had achieved was beyond anything the students could have imagined. With a single blow, the colossal stone was shattered into a thousand pieces. As one, the students fell to their knees and whispered, "teach us".

If one ponders the question "What is perfection?", a paladin speaks of glorious crusades in the name of righteousness. A rogue whispers of cunning heists and endless fortunes. A wizard espouses the virtues of a comprehensive library full of knowledge. A monk however, simply points 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. 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 often extremely complex or obtuse, founded upon strong philosophical principles about the nature of existence. This means that enlightened fists can be found in all walks of life. One could be serving as a counselor to virtuous dragons one day and serving on the front lines in a hellish conflict the next. To become an enlightened fist is to understand. Understand oneself, one's goals, and one's place in the universe.

In order 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 fist must master.
- **Slay an Epic Foe** - At the Dungeon Master'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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 heart beats resound with staggering power. After a year and a day of this process, you emerge with a clarity of purpose others are incapable of understanding. Ki flows effortlessly through your body as your abilities make you an unrivaled master of the martial arts.

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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on the "Epic Feats" section of this document. 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 a 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 a 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 your Ki Point column of the Enlightened fist 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 show in the Martial Arts column of your Enlightened Fist 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 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 your Flowing Power column of the Enlightened fist 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 using ki points, you are not prevented from casting additional spells that turn, as long as any additional spells are cast using ki points.

First Lesson of the Enlightened Fist

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

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 ft. 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.

Karmic Reversal. When you use your reaction via 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 zero with this feature, you regain the use of your reaction at the end of that turn.

Second Lesson of 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.

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. For each ki point you spend the attack deals an additional 15 damage.

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 when you attack with them. The bonus equals the number of ki points you spent and lasts for 1 minute or until you use this feature again.

Epic Monastic Tradition

When you attain 26th level, you are an undisputed master of your monastic tradition, a pinnacle of your craft that all monks that follow your tradition aspire to. 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. At the end of each of your turns, you can spend 5 ki points to conjure a magical keg of special drunken ki in one of your free hands and begin drinking heavily until the start of your next turn. If you do not have a free hand or are unable to drink, this effect fails. While drinking, you cannot move or take actions and if you become incapacitated or the keg leaves your hand, the effect ends. If you are still drinking at the start

of your next turn, the keg vanishes and you 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 during this turn, but at the end of your 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 Elemental Discipline monk class feature. In addition, you learn four Epic elemental disciplines which are detailed below.

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 points that you can see, one point within 10 ft. of you and one point within 500 ft. of you. A swirling portal of water that occupies a 10 ft. 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 creature of Large size or smaller 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 friendly 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 ft. 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 ft. 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 your turn.

Tectonic Embrace. As an action, you may spend 8 ki points to force a single creature within 30 ft. 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 to end this effect.

Way of the Kensei

Your kensei weapons are exceptionally deadly, deal 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 charge a single kensei weapon you are holding with destructive force. The next successful hit you score with that weapon on that turn is 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 tear the very soul from your victims. As an action, you can spend 6 ki points to make a creature within 60 ft. attempt a Constitution saving throw. On a failed save, 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 ft. 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, a creature must succeed on a Constitution saving throw or die instantly. A successful save 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 the creature must

attempt a Constitution saving throw. On a failed save, 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 make a Constitution saving throw at the end of each of its turns, ending the effect on a success. A creature can spend 1 interrupted minute tending to the affected limb, making a Wisdom (Medicine) check versus your ki save DC, 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 your turn, 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 ft. moved.

Way of the Sun Soul

You can unleash your ki in devastating energy blasts of extreme intensity. When you would make a spell attack using your "Radiant Sun Bolt" feature, you may forgo making that attack to increase the range of your next spell attack made using that feature by 60 ft. and increase its damage by your Martial Arts Die plus your Dexterity modifier. This effect is cumulative for each attack you forgo. If you do not make a spell attack using your "Radiant Sun Bolt" feature by the end of your next turn, this benefit is lost.

Way of the Thirsting Reaper⁸

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 when you deal damage, you double that damage.

⁸ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

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.

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.

Radiant Spirit Spell Shield. When you are targeted by spell, you may use your reaction to spend ki points equal to half the spells 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 they become the target instead of you. On a failure, you are affected by spell normally.

The Final Lesson

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

Ki Enlightenment. At the start of each of your turns you gain 12 ki points, up to your maximum. Additionally, Non-Deific creatures cannot engage you in combat unless you engage them (or their allies) first.

The Crusader

The Epic Paladin

The blade sang with holy power, burying itself in the demon's skull. The balor howled with pain for the briefest of instants as the sword cleaved through its body. The explosion from its death throws wreathed the crusader was wreathed in a blazing inferno. The smoke cleared and her silver hair shone as brightly as ever. Pointing her golden blade at the remaining demons she shouted to her companions "FOR THE CAUSE!"

The mayor had never seen anything like it. This morning, an armored elf had strode forth from the forest, which promptly uprooted itself and marched behind her. Now, the so called "legion of the green" had surrounded the city and were demanding the cultivation of farmlands be reversed. The so called "veteran heroes" the mayor had to hired fled the city in a panic as soon as he told them the elf's name. He scoffed. Surely the title "Breaker of Cities" was an exaggeration.

Astride a nightmare, the oathbreaker calmly surveyed the forces that had gathered. They had sent an entire army this time, bolstered by summoned celestial allies. Drawing a wicked axe, the old former paladin grunted and dropped to the ground. Ordering the burning steed to stay back, his bearded face broke into a smile. It had been a long time since he'd slain an angel, and was eager to once again hear the sound of their anguished screams.

Paladins are famous for their ceaseless commitment to a cause. Their devoted service and extreme vigilance has protected worlds from countless threats and slain titanic evils. While their achievements are might 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 pro-active 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 warpath of unrivaled glory, sacrifice, and legend.

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, which is saying a lot. Where paladins and other lesser forces in the world trouble themselves with "trivial" offenses, crusaders seek the root of the infection they believe plagues the world 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.

In order 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 Dungeon Master'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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 takes lightly. Your crusade must be one of virtue, effectiveness, and power, all of which require you to make substantial changes to even your experienced adventuring lifestyle. A worthy crusade may seek to free the multiverse from the tyranny of government, safeguard all of nature against industrialized technology, or slay an archdevil on his home plane. Whatever you choose to be your cause, it must be one of appropriate Epic challenge that you cannot accomplish as a mere paladin. Ready 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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on “Epic Feats” section of this document. 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 table shows how many spell slots you have available to cast your spells, which count as both paladin and crusader spell slots. 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 detailed below. 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, rounded down (minimum of one spell) 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
6 th Level	<i>blade barrier, harm, heroes feast, sunbeam, true seeing</i>
7 th Level	<i>divine word, plane shift, resurrection</i>
8 th Level	<i>mind blank, holy aura, sunburst</i>
9 th Level	<i>foresight, gate</i>

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 divine 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. 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 take a sanctified 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.

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). 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, you quadruple the amount of hit points restored and increase the range at which you can affect a creature to 120 ft. Effects that reduce or prevent healing cannot prevent or reduce healing from this feature. If a creature 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 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 make 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 to 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. Spells cast in this manner do not prevent you from casting additional non-cantrip spells that turn.

Oath of the Ancients

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

Spell Level	Spells
6 th level	<i>conjure fey, wall of thorns</i>
7 th level	<i>regenerate, etherealness</i>
8 th level	<i>animal shapes</i>
9 th level	<i>true resurrection</i>

Life's Caress. When you would make a melee weapon attack, you can forgo making that attack to instead mystically heal yourself or an allied 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 ft. 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
6 th level	<i>circle of death, create undead</i>
7 th level	<i>finger of death, teleport</i>

8 th level	<i>feblemind</i>
9 th level	<i>power word kill</i>

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. The damage dice granted by your Divine Smite feature become d12's and deals necrotic damage instead of radiant damage.

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).

Oath of Conquest

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

Spell Level	Spells
6 th level	<i>disintegrate</i> , <i>soul cage</i> ⁹
7 th level	<i>firestorm</i> , <i>power word pain</i> ¹⁰
8 th level	<i>maddening darkness</i> ¹¹
9 th level	<i>psychic scream</i> ¹²

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 of you. If the creature ends its turn in a space where it does not have line of sight to you, the effect ends.

Aura of Dread. If a creature within 30 ft. 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.

Oath of the Crown

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

⁹ Reference to content found in *Xanathar's Guide to Everything*

¹⁰ Reference to content found in *Xanathar's Guide to Everything*

¹¹ Reference to content found in *Xanathar's Guide to Everything*

¹² Reference to content found in *Xanathar's Guide to Everything*

Spell Level	Spells
6 th level	<i>globe of invulnerability, guards and wards</i>
7 th level	<i>magnificent mansion, symbol</i>
8 th level	<i>power word stun</i>
9 th level	<i>mass heal</i>

Aura of Allegiance. As a reaction when a creature within 30 ft. 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 one or more allied creatures, until the start of your next turn those creatures have a +5 bonus to AC. You can have a number of creatures equal to half your crusader level with benefiting from this feature at any given time.

Oath of Devotion

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

Spell Level	Spells
6 th level	<i>forbiddance, planar ally</i>
7 th level	<i>sequester, conjure celestial</i>
8 th level	<i>earthquake</i>
9 th level	<i>imprisonment</i>

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 higher level, but if you cast a spell as a holy ritual that is 4th level or lower, you instead cast it as though you it was 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 that sprout from your back, granting you a fly speed of 90 ft.

Oath of Redemption

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

Spell Level	Spells
6 th level	<i>mental prison</i> ¹³ , <i>primordial ward</i> ¹⁴
7 th level	<i>forcecage</i> , <i>project image</i>
8 th level	<i>antimagic field</i>
9 th level	<i>wish</i>

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 will defend itself but make 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, for the duration of the effect.

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).

Oath of Shackles¹⁵

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

Spell Level	Spells
6 th level	<i>find the path</i> , <i>flesh to stone</i>
7 th level	<i>symbol</i> , <i>teleport</i>

¹³ Reference to content found in *Xanathar's Guide to Everything*

¹⁴ Reference to content found in *Xanathar's Guide to Everything*

¹⁵ This subclass can be found in the 2CGaming supplement, *Tyrants and Hellions*

8 th level	<i>mind blank</i>
9 th level	<i>gate</i>

Dark Martyr. You throw every fiber of your being into a hateful strike that takes you past your limit. 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 and soul. Until you finish a long rest, have advantage on all attack rolls, ability checks, and saving throws and creatures have disadvantage on their attack rolls against you.

Oath of Vengeance

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

Spell Level	Spells
6 th level	<i>harm, find the path</i>
7 th level	<i>forcecage, teleport</i>
8 th level	<i>maze</i>
9 th level	<i>storm of vengeance</i>

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 total maximum of 10d8. If the hit was made with an attack from a sanctified attack action, the total maximum additional damage becomes 20d8 instead.

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 ft. per level of the spell slot expended.

Sanctified Auras

At 28th level, you can 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 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.

Sanctification of the Bastion. Until the start of your next turn, each friendly creature within your auras gains a bonus to their AC equal to your Charisma modifier (minimum bonus of +1). You must be conscious to grant this bonus.

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 you can take once until the end of that turn. The action can be used to cause one of the following effects. You can use this feature any number of times in a turn, as long as you have enough uses of your Sanctification feature in order to do so.

- 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.

The Slayer

The Epic Ranger

The dragonborn climbed. Each handhold scorched his palms with searing heat. Volcanic meteors rained down, shaking loose landslides of burning rock and ash. Grimacing as he neared the top, the small arsenal of weapons upon his back clattered with each rumble of the mountain. At its flaming peak rampaged the prey; an elemental titan of vicious power, rending the world with its fury.

The elf drew back her bow and exhaled calmly, her vaporous breath gracing the frigid air. The angry frost worm was the last of its kind, an ancient being that thrived before her people had sung their first song. The loosed arrow streaked across the icy landscape and buried itself in the creature's single, central eye. Death was instant. The ranger abhorred needless suffering.

The villagers walked cautiously down the manor's great hall. The walls were covered in trophies of prey the half orc had slain over her long career. The farther they walked, the larger the trophies became. Nearing the end, the heads of cosmic horrors the size of a houses naturally narrowed the hallway to a single door, set inside the skull of a massive dragon. The bravest among stepped forward to knock, praying that the manor's deadly master wouldn't see fit to mount their heads as well.

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 souls 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 limit in pursuit of their favorite quarry.

Prerequisites

Those that 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 a slayer dives headlong into battle with a smile upon their face. Slayers thrive on discomfort. Becoming one means committing yourself to a life of transient, violence, and adversity without end, until you learn to love it.

In order 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 Dungeon Master'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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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, too hard to find, or the cost of facing them 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 redefine your presumptions of power, able to show you your true potential. Perhaps your hunt leads you a 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 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 grifter 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.

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

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.

Developer Notes: *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 other classes. In a game of *Epic Legacy*, players may be understandably concerned that the slayer will continue its trend of underperforming in games. However, much of 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 in order to help it make the journey to level 20, be aware that you will be progressing as a slayer with more power than intended, and you should make your Dungeon Master aware of this fact.

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

Epic Feat

When you reach 21st, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on "Epic Feats" section of this document. 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 that 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 your nemesis or being aware of its presence in your vicinity. 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, you double the number of damage dice you roll from your weapon when you hit a favored enemy with a weapon attack.

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 Epic prestige class table. Slayer Dice are gained in a variety of methods as detailed below. When you finish a long rest, any unspent Slayer Dice are lost.

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 Epic prestige class table.

Slayer Dice can be spent in the following ways:

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 to all affected favored enemies equal to the amount rolled.

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 makes a saving throw against one of your spells, you may use your reaction to roll a single Slayer Dice and increase the DC of that saving throw by the amount rolled.

Variant: More Slayer Dice.

Slayers gain their Slayer Dice from interacting with their favored enemies in combat, but this need not be the only way that they can gain this resource. At the DM's discretion, when a slayer spends considerable resources (such as spell slots, time, and effort) to interact with a favored enemy, they may award a generation of Slayer Dice as a part of that interaction.

Legendary Survivalist

At 24th level, you can adapt to and live comfortably in even the most extreme of 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, breath, and thrive as though you were a native of that environment. For example, a slayer adventuring in Hell may use this feature to become immune to the sulfurous toxic fumes of a vile swamp or the supernaturally frigid cold of a desolate hellish glacier.

However, this effect does not protect you from magical effects in the environment, extreme weather for that climate, 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 Dice, 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 the effect for its 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 zero 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. You have a passive Dexterity (Stealth) score which equals $10 + \text{your Dexterity modifier} + \text{your proficiency bonus} + \text{any special modifiers}$ and 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.

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 ft. 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, if 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.

- **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.
- **Cunning Tactics.** You gain a bonus to your Armor Class equal to your Wisdom modifier.

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 to be a blow of ferociously deadly accuracy against a single favored enemy you see. When make a weapon attack against that creature, on a hit it must attempt Constitution saving throw versus your spell save DC. On a failure, a creature with 200 hit points or less dies instantly. For every 5 the creature fails this saving throw, the maximum amount of hit points required 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 by the effects of a failed save, it automatically succeeds instead. On a successful save, the creature takes an additional 20d10 damage as a part of the attack. If the attack misses, the effect is wasted and 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 Collector¹⁶

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 amongst the tied scores.

Huntmaster

At 28th level you are relentless while on the hunt, allowing you to track down 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 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 that have earned your wrath have no hope of survival. You will deliver unrelenting unstoppable death to those worthy of being your enemies. You have Epic advantage on attack rolls, saving throws, and ability checks against your favored enemies.

¹⁶ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

The Grifter

The Epic Rogue

The dragon awoke stretched. One eye creaked open, then blinked rapidly. Its horde was gone, down to the last coin. Even the bed of platinum bars had vanished beneath its magnificent bulk. A rage filled roar shook dust from the cavern's ceiling. The wizard had said the spells would ensure no magic could penetrate the lair. He would pay for his deception, for how else could the wealth of nations disappear in a single night.

The assassin perched above the throne and drew a knife. The guards rushed forward to slay the intruder but they were too slow. Crossing the entire room in mere moments, the queen's paladin champions unleashed their magic. The spells slipped harmlessly off the killer, who was already burying the blade in his target's neck. As life faded from her eyes, the grifter whispered with irritation "too easy".

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, swift hands 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 rogue gets caught eventually throughout their life as a scoundrel. For the 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 others see fate, some see potential. With the right application of skill and cunning, one can push the limits of what is possible and ignore the "rules" that all others are bound by. With these newfound skills, a grifters can accomplish legendary feats of skullduggery that can never be matched.

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 have the skills to prove it. To tell a grifter something is impossible is a challenge, not a fact. With their extraordinary abilities, you can overcome every obstacle in your path and fulfill your wildest dreams. It will not be easy. Your cunning, skill, and intelligence will be pushed to their limits, but your successes will prove your status as a legendary grifter.

In order 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 Dungeon Master'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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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. Find such a challenge and completing it 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.

Level	Prestige Class Features	Proficiency Bonus	Sneak Attack
21 st	Ability Score Improvement, Cheap Shot	+6	11d6
22 nd	Epic Rogue, Extraordinary Talents, Reality Grifting	+6	12d6
23 rd	Ability Score Improvement	+7	13d6
24 th	Cut Deep, Epic Skills (2)	+7	14d6
25 th	Ability Score Improvement, Epic Feat	+7	15d6
26 th	Epic Roguish Archetype, Epic Skills (3)	+7	16d6
27 th	Ability Score Improvement	+8	17d6
28 th	Epic Skills (4), Perfect Blade	+8	18d6
29 th	Ability Score Improvement, Epic Feat	+8	19d6
30 th	Epic Skills (5), Ultimate Evasion	+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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on "Epic Feats" section of this document. 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 roll.

Epic Rogue

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

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

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.

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 make 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 with your Sneak Attack rogue class feature, you can choose to use your proficiency in a single skill to turn that attack into a combo, augmenting the sneak attack with the benefits afforded by the combo. You cannot use a combo for a skill in which you are not proficient and the effects a combo are detailed in the “Grifting Combos” section below.

Cut Deep

At 24th level, when you make an attack roll against a creature and the attack roll result exceeds your target's AC by 10 or more, you double the damage of the attack.

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

You gain additional spell slots and spells known according to the Arcane Trickster Spellcasting table detailed below. You recover all expended spell slots gained from this feature when you finish a long rest. The new spells you learn must be from the wizard spell list and must be of a level for which you have spell slots.

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	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
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 return to life, except by Deific means.

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

Fatestealer¹⁷

You can play the odds like no one else can. Your lucky dice become d20's.

¹⁷ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

Additionally, when you roll a lucky dice, you can make a wager with the universe as to the outcome before the result of the dice is determined. You can choose to bet that the rolled lucky dice will cause the affected roll to succeed or fail. If the roll succeeds or fails before considering the influence of your lucky dice, your prediction is incorrect. If your prediction is correct, you gain a single use of your Stroke of Luck rogue feature. Any additional uses of your Stroke of Luck feature gained in this manner are lost when you finish a short or long rest.

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 creature's 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 becomes 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, making a single melee weapon. If the result of your attack is greater than the result of the incoming attack, 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.

Thief

Your skills at thievery are so extraordinary that you can steal 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 never perform poorly with weapons you wield. You cannot have disadvantage or Epic disadvantage on attack rolls made with weapons you are proficient with.

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 to your enemies. Each combo enhances an attack made that is benefiting from your Sneak Attack rogue class feature. You can only a single combo a time, and never more than 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 ft. or more of movement to make an additional weapon attack for every 60 ft. of movement spent.

Dexterity Combos

Dexterity combos allow your extraordinary speed and precision to make fools of your 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 immediately 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 as 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 (Athletics) 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 on their person that you are aware of, you may attempt to disarm or steal a single weapon or object. You make a Dexterity (Sleight of Hand) ability check contested by the creature's Strength (Athletics) ability if you are attempting to disarm it or contested by its Wisdom (Perception) ability 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 use this combo on a creature and were hidden when you made the attack, you may immediately make a Dexterity (Stealth) ability check contested by a Wisdom (Perception) ability from the attacked creature. If you succeed, you remain hidden from that creature, though it may still be able to determine from what direction the attack came from at the DM's discretion.

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. 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 or until 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: Sacred 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 attack of opportunity from each ally within reach. Allies have Epic advantage on attacks of opportunity made in this manner.

Insight Combo: Deadly Instincts

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

Medicine Combo: Surgical Precision

When you use this combo on a creature, you may instead deal half damage and the creature becomes either blinded, deafened, or unable to speak for 1 minute. The creature can take an action to make a Wisdom (Medicine) check with a DC equal to your character level, ending the effect on a success.

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 use your force of personality to make your attacks overwhelming and debilitating experiences for your enemies.

Deception Combo: Deceptive Wager

When you use this combo on a creature, you may make a Charisma (Deception) ability check contested by the creature's Wisdom (Perception) ability. If you succeed, you gain an additional bonus action that turn. This bonus action can only be used to take a cunning action, as per your rogue class feature.

Intimidation Combo: Traumatic Injury

When you use this combo on a creature, you may make a Charisma (Intimidation) ability check contested by the creature's Wisdom (Insight) ability. 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 is no other enemy creatures within range, it may attack 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. You gain a +1 bonus to your AC for every 20 ft. of movement you spend, which lasts until the start of your next turn.

Persuasion Combo: Lethal Threat

When you use this combo on a creature, you may instead deal no damage and make a Charisma (Persuasion) ability check contested by the creature's Wisdom (Insight) ability. 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 no longer is frightened of you and is immune to the effects of this combo for 24 hours. Legendary and Mythic creatures are immune to the effects of this combo.

The Archon

The Epic Sorcerer

The companions eyed their elf sorceress warily. She was cackling more than usual, and her body was sparking with arcane energy. Looking at them she screamed “I’VE NEVER TRIED THIS BEFORE, BUT I THINK IT WILL WORK”. Having learned to fear the unpredictable nature of her chaotic power, the adventurers quickly layered themselves in magical protections as they retreated to a “safe” distance over a mile away.

The halfling had finished casting the mighty spell. Magic coursed through her body and erupted in a great column of fire, consuming the trolls in a staggering inferno. The next day, as the villagers were building a monument to her sacrifice, the sorceress magically appears in a flash of light. As the dumbstruck townsfolk looked on, she calmly collected her reward, thanked them for the memorial, and went on her way.

The entire city fell to darkness as a figure appeared in the sky. Shadowy creatures descended upon the hapless citizens, tearing them to shreds. There was some resistance. Briefly. By the time night had fallen, the entire city had been scoured. A horrific punishment for their crimes against a family that had been burned for practicing “dark magic”.

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 a sorcerer, for their magic suffuses their every pore 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 Epic magic flowing through its veins without consequence, which is the reality an archon

must contend with. 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 awesome power, becoming beings of almost pure magical energy. Overcoming this challenge affords an unrivaled capacity for powerful magic. For an archon, 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.

In order 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 Dungeon Master'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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 within 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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on "Epic Feats" section of this document. 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 table below.

Spell Slot Level	Sorcery Point Cost
6 th	9
7 th	11
8 th	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 of this document for details and general rules of Epic magic and for the archon Epic spell list.

The Archon table shows how many Epic spell slots you have available to cast your Epic spells of Tier 1 or higher. To cast on of these Epic spells, you must expend a slot of the spell's level 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 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 selection. You can choose two options from the selection again at 24th, 26th, 28th, and 30th level. You cannot choose the same option twice per selection but can choose an option you have selected at previous selections.

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

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

Spell Knowledge. You learn 3 non-Epic spells from the sorcerer spell list. Each of these spells must be of a level for which you have spell slots.

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

Developer Notes: Discerning sorcerer players may note that as written, their Metamagic options from their Metamagic sorcerer class feature could allow them to apply their effects to an Epic spell. However, these Metamagic options are relatively cheap in sorcery point cost and have the potential to create extraordinary effects when applied to an Epic spell. For example, for 2 sorcery points one could quicken the casting of a Tier 3 Epic spell to a single bonus action, using the “Quicken Spell” Metamagic option. It is recommended that when playing an archon that your ordinary Metamagic options only function on non-Epic spells and has no effect on the spells of Epic magic.

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 overloaded. This condition is measured in six levels. An Epic metamagic option can give you one or more levels of overloaded, as specified in the Epic metamagic option’s description. You cannot use an Epic metamagic option if doing so would increase your levels of overloaded 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, 22 nd level, and again at 29 th 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 4 th level or lower, you may instead treat that spell as if it were cast at 5 th level.
6	Your body instantly erupts in a massive blast of arcane energy. Each creature in a 60 ft. 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 zero 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 6 th level of overloaded, and levels of overloaded cannot be increased beyond 6.
--	--

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

- When you finish a long rest, you reduce your levels of overloaded to zero and the condition ends.
- You can spend 10 minutes in focused meditation to reduce your levels of overloaded 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 overloaded you had in your original form. If you die and are returned to life, you have the same levels of overloaded you had when you died.

Annihilating Spell

When you cast a spell that deals damage, you may gain 3 levels of overloaded if the spell was an Epic spell, or 2 levels of overloaded 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 level of overloaded if the spell was a non-Epic spell, or 3 levels of overloaded if the spell was an Epic spell. When you do so, you can target up to two 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 level of overloaded if the spell was a non-Epic spell, or 3 levels of overloaded 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 (when applicable). While the spell is in effect, your levels of overloaded 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 overloaded 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 overloaded 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 overloaded 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 as a product of casting the spell.

Sequestered Spell

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

Unyielding Spell

When you cast a spell that forces one or more creatures to make a saving throw, you may gain 2 levels of overloaded 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, as detailed below. You gain the following features according to the Sorcerous Origin you selected as a sorcerer.

Bloodcaller¹⁸

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 ft. 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 gain the Detonating Spell Epic metamagic.

Detonating Spell

When you cast a spell that kills a creature on the turn in which you cast it, you may gain 2 levels of overloaded to cause the creature's body to explode in shower of giblets and chunks. Each creature within 30 ft. of the target must succeed on a Constitution saving throw versus your spell 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 below. 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.

¹⁸ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

Affinity	Epic Spell
Good	<i>genesis</i>
Evil	<i>catastrophe</i>
Law	<i>determinism</i>
Chaos	<i>prismatic deluge</i>
Neutrality	<i>congruous spellward</i>

Finally, you gain the Holistic Spell Epic metamagic.

Holistic Spell

When you cast a spell that deals damage, you may gain 2 levels of overloaded to instead 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 are detailed below, which 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 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 gain 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 overloaded to cast the spell without the need for any components. Additionally, if the form you are in has a multiattack action, you may cast a spell benefiting from this Epic metamagic as a part of that action, in addition to its other benefits and actions.

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 Intelligence	Your Wisdom	Your Charisma

Saving Throws (In addition to your saving throw proficiencies, you gain proficiency in Strength and Dexterity 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, or 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 damage from you of the type associated with your draconic ancestry, 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 claws.

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

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

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

Frightful Presence. Each creature of your choice that you are aware of within 120 ft. 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. End 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.

Breath Weapon (Recharge 5-6). You exhale a 90 ft. cone or 120 ft. line 10 ft. 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 save halves the damage.

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 overloaded to cause the area of the spell to be enveloped in complete darkness for 1 minute. Creature other than you with darkvision can't see through this darkness, 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 gain the Ruinous 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 overloaded to force each creature in the spell's area to attempt a Constitution saving throw versus your spell save DC. On a failed save, a creature is stunned until the end of your next turn.

Wild Magic

When you gain 6 levels of overloaded, instead of its normal effect you may cause a special effect called a pandemonium to occur and immediately reduce your levels of overloaded to 0. You then roll a d20 and your result determines what effect occurs based on the effects detailed in the Pandemonium 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.

Mayhem Spell

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

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 3 Epic metamagic effects of your choice (even if you do not know them), and you do not gain levels of overloaded from using the selected Epic metamagics. 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 ft. 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 overloaded, 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 ft. 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 one. 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 ft. straight up into the air. If an object or structure would prevent you from moving, you take 1d6 bludgeoning damage for every 10 ft. 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 the 1 minute. Your speed is 0 and at the start of each of your turns, your dimensions increase by 5 ft. and you must make 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 from 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 ft. and on each of your turns you can take no actions other than clutch yourself in pain.
18	You are queried with an impossible riddle of astonishing complexity. You cannot cast spells or make Intelligence, Wisdom, and Charisma ability checks until the riddle is solved. On each of your turns, you may take an action to make 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 <i>confusion</i> 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.

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 power Epic effects with ease. As a bonus action, you can spend 5 sorcery points to reduce your levels of overloaded by 1.

The Overlord

The Epic Warlock

The knight tried to scream as the black robed dwarf stepped toward him. The demon on the dwarf's shoulder chuckled as the magical tentacles restraining the armored fighter tightened. Seizing the man by the hair and drawing their faces close, the dwarf spoke words of power. Magic flowed from the warlock's eyes, overwhelming the senses of his hapless victim. As the tendrils released their prisoner, the knight knelt and offered his sword to his new master.

The half elf's quill scribbled furiously across the parchment, crossing out lines and adding sentences with a manic excitement. The contract was already 23 ft. long and its creation 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."

The elves were not sure what to do. The halfling had been digging strange eldritch symbols into the ground with her shovel for 3 weeks straight. Why such a powerful spellcaster insisted on using such a primitive tool was a mystery. Why she had turned every inquisitive soul who asked about it into a banana was even more of a mystery. With each strike of the shovel, a strange chant escaped her lips. "Yog-sothoth, Yog-sothoth.....Yog-SOTHOTH".

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

Prerequisites

To be an overlord is to tie oneself inexorably to the 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 always be evil, but rarely are they not 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.

In order 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 a level of intimacy with their patron necessary to become an overlord.
- **Slay an Epic Foe** - At the Dungeon Master’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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 the patron to surrender the power and magic you crave. To successfully renegotiate with the 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 you have with your patron when you begin this process, but the precision required and general difficulty demands that this process take at least a year and a day to achieve a full proof 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.

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

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on "Epic Feats" section of this document. 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 boons provide 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 that 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, the statistics of which are detailed below. 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, as an action you can sacrifice a use of your mystic arcanum or a warlock spell slot to restore your familiar to full hit points.

Epic Familiar

Tiny celestial, fey, or fiend (caster's choice), alignment (any good as celestial, any as fey, any evil as fiend)

Armor Class 10 + caster's spellcasting ability modifier + 4 (Dex)

Hit Points 6 per caster's character level

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	18 (+4)	10 (+0)	Same as casters	Same as casters	Same as caster's

Saving Throws the familiar adds the caster's spellcasting ability modifier to any saving throw it attempts.

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagic weapons.

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 10

Languages same as caster

Traits

Paragon. The familiar is an Epic creature.

Magic Resistance. The familiar and the caster 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 to the caster, it can choose to be immune to that effect.

Spellcasting. The familiar is a 20th level spellcaster. The familiar's spellcasting ability is Charisma (spell save DC is the same as casters, + caster's spell attack bonus to hit with spell attacks). The familiar can cast warlock spells the caster knows. When the familiar casts a spell, it expends one of the caster's warlock spell slots, unless the spell was a cantrip. The familiar cannot cast a non-cantrip warlock spell if the caster does not have a spell slot available. If the caster knows 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 suffers 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:* (caster's spell attack bonus to hit), reach 5 ft., one target. *Hit:* (1d8 + 4 + caster's spellcasting ability modifier).

Invisibility. The familiar becomes invisible until it attacks or casts a spell.

Pact of the Tome

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

Additionally, you may cast a mystic arcanum spell you know by expending a warlock spell slot instead of the use of that spell's mystic arcanum, as long as the warlock spell slot is the same level or higher than the mystic arcanum spell.

Overlord Level	Spell Slots	Slot Level
21 st	5	6 th
22 nd	5	6 th
23 rd	5	6 th
24 th	5	6 th
25 th	6	7 th
26 th	6	7 th
27 th	6	7 th
28 th	6	8 th
29 th	7	8 th
30 th	7	8 th

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. Your invocation options are detailed at the end of the Epic prestige class description. 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 table.

Additionally, when you gain a level in this Epic prestige class, you can choose one of your 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

The Archfey

Once per round when you fail a saving throw, you can choose to succeed instead. Once you have used this feature three times, you cannot use it again until you finish a long rest.

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.

Spell Level	Spells
6 th	<i>irresistible dance, programmed illusion</i>
7 th	<i>prismatic spray, symbol</i>
8 th	<i>maze</i>
9 th	<i>prismatic wall</i>

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.

Finally, 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.

Spell Level	Spells
6 th	<i>heal, sunbeam</i>
7 th	<i>conjure celestial, regenerate</i>
8 th	<i>holy aura</i>
9 th	<i>mass heal</i>

The Fiend

At the start of each of your turns, each creature within 15 ft. 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 ft. of you take 5d6 fire damage. You can suppress and activate this effect as an action.

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.

Spell Level	Spells
6 th	<i>disintegrate, planar ally</i>
7 th	<i>delayed blast fireball, firestorm</i>
8 th	<i>incendiary cloud</i>
9 th	<i>gate</i>

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 Epic Spell of Tier 3. 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.

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.

Spell Level	Spells
6 th	<i>globe of invulnerability, magic jar</i>
7 th	<i>reverse gravity, simulacrum</i>
8 th	<i>antimagic field</i>
9 th	<i>time stop</i>

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 ft. of you with your hexblade's curse.

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.

Spell Level	Spells
6 th	<i>contingency, terrifying transformation</i> ¹⁹
7 th	<i>magical sword, teleport</i>
8 th	<i>mind blank</i>
9 th	<i>invulnerability</i> ²⁰

The Imprisoned²¹

Once per turn when you cast a spell with a range greater than touch and your dark sun is active, 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 feature remaining, you may take an action to expend one of your warlock spell slots and regain the use of your Dark Sun feature.

Finally, 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.

Spell Level	Spells
6 th	<i>sunbeam, word of recall</i>
7 th	<i>divine word, prismatic spray</i>
8 th	<i>sunburst</i>
9 th	<i>wish</i>

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.

¹⁹ This spell can be found in the 5E supplement Xanathar's Guide to Everything

²⁰ This spell can be found in the 5E supplement Xanathar's Guide to Everything

²¹ This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

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.

Spell Level	Spells
6 th	<i>freezing sphere, harm</i>
7 th	<i>resurrection, sequester</i>
8 th	<i>clone</i>
9 th	<i>true resurrection</i>

Oppressive Authority

At 28th level your patron must accommodate your desires and needs as best it can, no matter how fickle. By spending one minute demanding assistance from your patron, you either gain 2 non-Epic invocations of your choice or one Epic invocation of your choice. You must still meet the prerequisites for these invocations, which last 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 they have granted you. If a feature would require that you spend 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 invocations or Epic invocations you know and replace them with an equal number of invocations or Epic invocations that you meet the prerequisites for. 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 and 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 2 Epic spells from the overlord Epic spell list which can be found in the Epic Spellcasting section of this document along with the details for the general rules for casting Epic spells. You regain expended Epic spell slots when you finish a long rest.

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. You immediately regain all expended warlock spell slots. Your familiar cannot be restored to life and you cannot cast the *find familiar* spell until you finish a short or 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.

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 and you automatically roll the maximum possible value on all of the spell's damage dice.

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.

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 3 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.

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 lost. 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 ft. 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.

Bulwark of Steel Shadows

Prerequisite: 24th level

Your AC becomes 10 + your proficiency bonus + your overlord level + your Charisma modifier.

Agent of Chaos

Prerequisite: 26th level

When a creature you can see within 120 ft. of you targets a creature with a spell or attack, you may use your reaction to force that creature to select a different target (other than itself) of your choice for that spell or attack. Epic creatures can succeed on a Wisdom saving throw against your spell save DC to prevent this effect. 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 (such as from an attack or spell) from an enemy creature, you can choose to manifest a single magical orb of your own blood. This orb orbits your person and follows you wherever you go. As a bonus action, you can expend one or more of your blood orbs to gain the benefits a single effect as detailed below 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 you roll damage dice this turn, you roll six additional damage dice of that instance of damage's dice (such as a spell or attack).

Example: When Johan K'lay strikes an orc with an *eldritch blast* and deals 1d10 force damage, if he expended his three blood orbs before damaging the orc, the instance of force damage from the cantrip would increase to 7d10 on a successful hit.

Devoted Servant

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 this document.

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 you hit with your pact weapon that turn within 120 ft. of you. 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 4 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. You can't do so 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, if your attack(s) exceed your targets AC by 10 or more, that attack deals double damage.

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 ft. If you are moved against your will and you are not on the ground, you may reduce that movement by half. 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 must succeed on a Wisdom saving throw versus your spell save DC to resist this effect.

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 burning hellfire. A creature, object, or structure so ignited takes 4d12 fire damage at the start of each of its turns (if any, otherwise once per round). Each time you use this feature on an ignited creature, object, or structure, the damage dealt by the flames increases by 4d12. This fire is supernaturally powerful and can only be extinguished by 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 ft.

The Archmage

The Epic Wizard

The tiefling grimaced as he cradled the spell in his hands. Its heat was staggering, causing 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.

As the arcane symbols swirled around the human, the air vibrated with a ferocious intensity. Reality itself contorted and buckled, reshaping the city to be an extension of his every thought. A great tower rose from the street, casting an imposing shadow over the frightened populace. The people had a new ruler whose magic would ensure obedience.

The thief reached for the book, praising his good fortune. Most wizards weren't fool enough to leave their spellbook so unguarded, and this old timer had left it on his bedside table! Its binding was exquisite, wrapped in dragonscale and inscribed with arcane runes. Seizing the tome and sprinting toward the door, the thief was only aware of his prize becoming white hot before everything exploded. As the city watch surveyed the massive crater where the inn once stood, a dusty old dwarf walked amongst the wreckage, plucked his spellbook from the ashes, and vanished.

Archmagi 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. Archmagi manipulate cosmic forces of extraordinary power with the precision of a surgeon. Every word, every inscription and strand of magic follows an archmagi's command perfectly. To an archmage, knowledge isn't just power, it's the only thing that truly matters.

Prerequisites

The career of a wizard is marked by breakthroughs. Yet, as your understand of magic grows, you inevitably reach limits of your arcane power. Most never even get that far, whether from a lack of talent, effort, or an untimely demise. But for you, the hunger for knowledge never ceases as you explore every option, technique, and lore available. To call it an obsession is an understatement, it is your way of life. To follow the path of an archmage is to apply your genius level intellect to uncovering the secrets of magic. Woe betide any who stand in your way, for your 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 Dungeon Master’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. Dungeon Masters are encouraged to make this foe a creature of great power that pushes your character to their 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 to focus on your work. Once you have created your sanctuary, you must then commit yourself to a year and a day of uninterrupted research as you explore every aspect of the arcane arts. Often 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 staggering 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.

Level	Prestige Class Features	Arcane Mysteries	Proficiency Bonus	Arcane Fusion	Epic Spell slots per spell tier		
					Tier 1	Tier 2	Tier 3
21 st	Ability Score Improvement, Epic Feat, Arcane Fusion	-	+6	5 th / 1 st	-	-	-
22 nd	Epic Spellbook, Epic Spellcasting, Master of the Arcane	2	+6	5 th / 1 st	2	-	-
23 rd	Ability Score Improvement	2	+7	6 th / 2 nd	3	-	-
24 th	Spell Division	3	+7	6 th / 2 nd	3	1	-
25 th	Ability Score Improvement, Epic Feat	3	+7	7 th / 3 rd	3	2	-
26 th	Epic Arcane Tradition	4	+7	7 th / 3 rd	3	2	1
27 th	Ability Score Improvement	4	+8	8 th / 4 th	3	2	1
28 th	Arcane Brilliance	5	+8	8 th / 4 th	3	2	1
29 th	Ability Score Improvement, Epic Feat	5	+8	9 th / 5 th	3	2	1
30 th	Supreme Magic	6	+8	9 th / 5 th	3	2	1

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, 25th, and 29th level, you may select one Epic feat from the Epic feat list detailed on "Epic Feats" section of this document. 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, you may simultaneously, as part of that action, cast a 1st level spell with a casting time of one action or bonus action. You determine in what order each of the spells take effect. As you advance as an archmage, you can cast more powerful spells using this feature according to Arcane Fusion column of your Archmage table. The maximum level of the higher spell castable using this feature is indicated on the left side of the column, while the maximum level of the lower spell castable 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 3 archmage Epic spells of your choice to your spellbook, and two additional archmage Epic spells each time you gain a level in archmage. 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 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 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 5000 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 Epic Magic and Spellcasting section for rules about Epic magic and Epic Spells section for the list of Epic spells available to the archmage.

The archmagi 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 archmagi 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 Epic spell). 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 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 2 fundamentals from two different schools of magic as detailed in the “Arcane Mysteries” section below. 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 Arcane Mystery Improvement column of your class progression table.

Spell Division

At 24th level, you can covert 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 table below. These temporary spell slots last until you finish a long rest and cannot be regained once expended.

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 incredibly 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 mystical 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 ft. long 5 ft. wide line, a 60 ft. cone, or a 30 ft. radius centered on you. Creatures of your choice within the area with an AC equal to your lower than the result of the attack roll are hit by the attack and suffer any additional effects and modifiers to the attack.

Eldritch Cabal²²

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 3 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.

School of Abjuration

When you cast an abjuration Epic spell and would generate a magical ward via your Arcane Ward arcane tradition feature, you may transform that magical ward into a unique machine of magical energy called a spell engine, which is centered on you and moves with you. A spell engine functions similarly to the ward and may be affected by features that would affect your Arcane Ward (such as your Projected Ward feature). The benefits of the ward are replaced with the following benefits of the spell engine and last until you finish a long rest.

²² This subclass can be found in the 2CGaming supplement, Tyrants and Hellions

- The spell engine has 100 hit points per Tier of the Epic spell slot used to create it. When a creature within 60 ft. 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 ft. of you are made visible and you are aware of any spell effects within 60 ft. 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.
- When you would be affected by an Epic spell, you can destroy the spell engine as a reaction and become immune to the effects of the Epic spell for the spell's duration.

School of Conjunction

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 you at all times and follows you wherever you go but moves with a mysterious and curious intelligence. You may have only a single arcane entity at a time.

When you cast a spell from the conjunction 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 conjunction 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 a bonus to its attack rolls, saving throws, and ability checks equal to your proficiency bonus and 200 temporary hit points. 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, as a reaction at the end of each of your turns in which you took an action, you 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 item 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 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:

- 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.

If your concentration is broken the effects immediately end. A creature is not aware of this connection or the presence of the mind spider unless you will it but may attempt on a Wisdom saving throw versus your spell save DC each time you take this action to become aware of the connection on a success.

You can have a number of mind spiders implanted equal to your Intelligence modifier and a creature cannot be implanted with more than a single mind spider at any given 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 seed 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 in 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 weapons.
- 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 cost. 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 the effects of non-Epic magic. As an archlich, you cannot be reduced to a demilich by the passage of time.

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 as one of your transmuter's stone, plus the added benefits as detailed below:

- The stone has 3 charges and recovers one 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 stacks with your wizard level for the purposes of determining the effects of your warmage 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 non-Epic spell that you could learn as wizard, you may attempt an Intelligence (Arcana) ability check against DC of 20 + the spell's level. On a success, you can copy that spell into a spellbook for a period of one week before you forget the necessary details to do so.

Supreme Magic

At 30th level, you have achieved the high of understanding in the affairs of magic. You can learn spells 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 the school of magic the mystery is associated with. 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 other levels of the mystery you have gained or will gain along your path as an archmage.

Mysteries of Abjuration

The mysteries of abjuration affords an archmage mastery over anti-magic. 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 below. You can cast this spell without expending an Epic spell slot. When you do so, you can't do so again until you finish a long rest.

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 them 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 creatures turns, it may attempt a Wisdom saving throw to end the effect. Once a creature has made three successful Wisdom saves over the spell's duration, the effect ends.

Mysteries of Conjunction

To know the mysteries of conjunction is to control space itself. An archmage with knowledge of these mysteries can never want for allies or resources, able to conjure assistance with but a thought. Those that master these mysteries can summon creatures of extraordinary power to aid in any task.

Fundamental

When you cast a non-cantrip spell from the conjunction 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 conjunction school with a duration greater than instantaneous that requires you to maintain concentration, you may increase the length of that spell's duration to permanent.

Pinnacle

You learn a secret Epic abjuration spell, *grand summons*, 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 can't do so again until you finish a long rest.

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 that it cannot escape by any means while the spell is in effect. A creature bound within the 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 to an unoccupied space within 100 ft. 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.

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 of divination's mysteries can manipulate the knowledge of other creatures, imparting great wisdom and power.

Fundamental

Non-Epic creatures are unable to detect the effects or presence of your spells from the divination school (such as through spells like *detect magic*) under any circumstances and effects produced by spells you cast from the divination school are invisible. Epic or Deific 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 spells known. These spells are 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 below. You can cast this spell without expending an Epic spell slot. When you do so, you can't do so again until you finish a short or long rest.

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 they had finished a short 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 that 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

If you attempt to charm a creature that 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 below. You can cast this spell without expending an Epic spell slot. When you do so, you can't do so again until you finish a long 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 them within a fictional reality of your own design. This spell is so powerful as to destroy a creature's higher brain functions, effectively lobotomizing them. If the creature you choose has 300 or fewer hit points it is immediately and permanently incapacitated, cannot communicate in any way, willingly cause 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 300 or fewer hit points over the course of the spell's duration, it is subjected to the spell's effect immediately.

The effects of this spell can only be removed by Deific effects or a second cast of the spell by you on an affected creature.

Mysteries of Evocation

Simpler minds perceive the school of evocation to be the manipulation of energy. Those that 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 visit 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 a special type of damage called arcane damage. See the New Epic Terms and Rules section of this document for details on the effects of arcane damage.

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 below. You can cast this spell without expending an Epic spell slot. When you do so, you can't do so again until you finish a long rest.

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 to 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 ft. 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.

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. All that is required to do so is the proper application of magic. 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 make 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 below. You can cast this spell without expending an Epic spell slot. When you do so, you can't do so again until you finish a long rest.

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 and on a successful save, 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. The effects of the condition are detailed below. 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 six 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 ft. 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 condition.

Mysteries of Necromancy

Death is a fate that only the uneducated are destined to face; so sayeth the archmagi 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.

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 below. You can cast this spell without expending an Epic spell slot. When you do so, you can't do so again until you finish a long rest.

Obsolescence

Tier 3 Epic Necromancy

Casting Time: 1 action

Range: 300 ft.

Components: V, S, M (the soul of a creature from a race that is extinct)

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 make a Constitution saving throw. On a failed save, 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 zero hit points by this spell are destroyed utterly and can only be restored to life by Deific means.

Mysteries of Transmutation

An archmagi that 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.

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 can't do so again until you finish a long rest.

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 8 different colors which glisten and sparkle, shedding bright light in a 30 ft. radius. When the weapon scores a hit, the wielder may elect to expend a color of their 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.

Epic Feats

In 5th Edition, feats are a rules variant for player characters that allow 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 below.

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 pre-requisite 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 Dungeon Master’s discretion, you can forgo two of the ability points gained through that feature to select a single non-Epic feat instead from a list of non-Epic feats approved by your Dungeon Master.

Epic Feats

Arcane Insight

You understand the nature of magic of nearly every level, allowing 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, magical effects and Epic magical effects.
- 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, presence and general direction from which the casting

occurred, or effect is occurring. 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 attune yourself to 4 magic items at a time.
- You can attune yourself to up to 4 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 Artifact rarity or lower 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 combat. You gain the following benefits.

- Once per round, when you slay an enemy creature of a Challenge Rating of 10 or higher, until the end of your next turn when you take an action, you may instead take 2 actions.
- Creatures reduced to zero hit points by your attacks are slain instantly
- You may consume a pint of blood to gain the effects of both eating a 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 a special action on each of your turns in combat as a bonus action, called an inspired action. This action can only be used to take the Help, Ready, Search, or Use an Object 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 a total of 24 hours studying its syntax and forms.

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 ft. 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 against effects that would dismount you.
- When you roll for initiative and your mount is intelligent enough to have its own turn, you may choose to have your mount to instead 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 a single weapon additional attack as a part of that action, in addition to any other attacks you would normally make.
- When you hit a creature of CR of 5 or lower with a weapon attack, it is slain.
- 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 use your action to 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 ft. for every 5 ft. of movement you spend.
- When you take the Dash action, every time you spend movement you can shake the ground within 15 ft. of you with your footfalls.

Divine Aspect

You harness the power of good and evil, allowing you to smite enemies with raw holy or unholy power. You gain the following benefits.

- When you deal radiant damage, you may instead do a special type of damage called righteous damage, and when you deal necrotic damage you may instead do a special type of damage called vile damage. Resistance or immunity to radiant or necrotic damage does not reduce the damage from righteous or vile damage. Creatures of evil alignment are vulnerable to righteous damage, and creatures of good alignment are vulnerable to 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' name, 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 damage. 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 from the damage type you selected when you took this Epic feat, 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 towards 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 concentrating on a spell and you make a Constitution saving throw to maintain your concentration, the DC for that saving throw equals 10 or one quarter the damage you take, whichever number is higher.
- If you are able to be taught a skill, technique, or profession by another, 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 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 before initiative is rolled, you may move up to your speed.
- If a creature is hidden within 120 ft. 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 make a Constitution saving throw, you may make 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.
- Creatures you restore to life are friendly toward you, unless you were enemies in life.

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 sources.
- 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 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 make 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 categories presented in the Weapon Property column. You gain the corresponding benefits in the Benefits column according to which weapon properties you selected.

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 weapon with the Heavy property, 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 ft. closer to you or push it 5 ft. away from you.
Thrown	When you make a weapon attack with a weapon with the Thrown property, if you are within 30 ft. 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 quality of weapons you wield.
-------------------	---

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 sources.

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 as 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 free hand to cast a spell, but it must be on your physical person in some manner.

Master of Ceremonies

Spells that take others hours to cast you can cast in mere moments. 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) if you have played at least one game.

Paragon

You are a perfect example of your species, granting you the following benefits.

- Your proficiency bonus increases by 1. If your Epic prestige class would increase your proficiency bonus according to the Proficiency Bonus column, you gain that bonus and increase it by 1.
- Choose a saving throw. You gain proficiency in that saving throw. If you are already proficient in a saving throw you chose, whenever you make 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 for that current turn.
- You are immune to the exhausted condition.

- When you jump, you can increase the maximum length or height of your jump by 20 ft.

Relentless Warrior

Your attacks are as tenacious as they are deadly, allowing you to turn the fury of a failed attack into the 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 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 ft.
- 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 of CR 5 or lower makes a saving throw against a spell cast by you, it automatically fails.
- You learn the cantrip *arcane mark*, which is detailed below.

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 in. square on the surface of the structure or object. The mark cannot be removed by nonmagical means and is unique to you. Attempts by creature's 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 other's 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 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 on an ability check to counter or dispel a spell (such as one made when you cast a *counterspell* or *dispel magic* spell), 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 3 cantrips of your choice from any class spell list.

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 make a saving throw at the end of each of your turns to end an effect, you may make that saving throw at the start of each of your turns instead.
- 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.
- On your first turn of combat, creatures cannot take reactions in response to your movement or actions.

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 lose concentration on a single spell you are concentrating on of your choice if you cast a third spell that requires concentration.
- When an effect would force you to make two identical saving throws at the same time to maintain concentration on two spells you are concentrating on, you may instead make 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 Spellcasting

At its core, Epic magic is raw, highly-concentrated 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 shape 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 are consistent across nearly all uses of Epic magic: the laws of Supremacy, Exclusivity, and Nobility. Regardless of spellcasters 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 the understand of Epic magic, as detailed below.

Epic Spell. An Epic spell is a type of spell cast by a character or creature with access to Epic spellcasting. Epic spells function very similarly to non-Epic spells (those existing outside of the *Epic Legacy* system), having a cast time, range, components, and duration, all of which work identically to their non-Epic counterparts. Epic spells follow the same restrictions and rules that non-Epic spells adhere to with a few notable exceptions detailed in this section. However, instead of spell levels Epic spells have tiers of power. The “weakest” of the Epic spells are tier 1 Epic spells, followed by tier 2 Epic spells, and finally 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 casts 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 magical effect, such as removing a condition imposed by an Epic spell via a *greater*

restoration spell, the caster must make 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 the resource used to cast the spell (if any) is wasted. This DC is 21 for a tier 1 Epic spell, 24 for a tier 2 Epic spell, or 28 for a tier 3 Epic spell.

Developer Notes: In this document, whether or not an effect applies to a non-Epic spell or Epic spell is notated in the feature, spell, or item's description that applies the effect (in cases in which it applies to both, the generic terms "spell" is used). However, other materials used in conjunction with Epic level content may not make this distinction when describing something's ability to affect magic. Some class features, items, and other sources, such as an Oath of the Ancients paladin's Aura of Warding 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 to only non-Epic spells instead. 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 the either a DM or Player becomes aware of it.

Law of Exclusivity

Casting Epic spells is dangerous. Trying to cast too many in a short period of time is suicidal. 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 that 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 they may cause a violent magical catastrophe of tremendous proportions as the universe reacts poorly to the attempt.

Law of Nobility

While magic is powerful, it is in a different league than Epic magic. If a non-Epic spell or magical effect would attempt to replicate the effects of Epic magic, such as using a *wish* spell to cast an Epic spell, that attempt automatically fails.

Developer Notes: Problematic Spells

Some non-Epic spells have broad descriptions that allow them to be used in a variety of ways in the hands of clever players that can effectively "break" a game, allowing for absurd degrees of power or unstoppable combinations of magic. Below are a few examples of some of these spells and our 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 power is always greater than non-Epic power, and if you find your players using non-Epic magic to exploit or circumvent the restrictions placed on Epic magic, gently remind them that it is against the spirit of Epic level play to do so.

Simulacrum. This spell allows the caster to creature a weaker version of themselves with the ability to cast magic as they do. As written, this spell can create a second Epic spellcaster with a half a dozen or more Epic spell slots, by expending a single non-Epic spell slot. Not good. Using the Law of Nobility, we suggest altering this spell to instead creature a non-Epic version of the spellcaster (ie, a 20th level version of that 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 equal to the target's level. This means an Epic level character could transform themselves into legendary creatures such as an ancient gold dragon or a demon lord. We recommend capping the maximum creature CR that the caster can turn into at 20, as per the non-Epic maximum.

Shapechange. Like *true polymorph*, this spell allows the caster to potentially transform into extremely high Challenge creatures with a 9th level spell slot. We recommend capping the maximum creature Challenge 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 very easily. When considering the realms of Epic power, a *gate* spell can call up creatures of extraordinary strength. This can create tremendous problems for not only the DM, who may have to contend with the players summoning important Epic forces 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 only be pulled through the gate if they are willing.

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 using 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 caster can wish for a powerful effect which a DM has to determine whether it falls into the category of an “Epic effect” or not, a distinction that is often difficult to make. We recommend players use the “standard” casting of *wish* to replicated the effects of 1st through 8th level spell as its primary function, and DM's should heavily punish those that attempt to use *wish* to accomplish Epic acts when they should be using their Epic features.

Epic Rituals

Epic spells cannot be cast as rituals the way non-Epic spells can. However, there is a category of special Epic spells called Epic rituals that require significant casting time in addition to other prerequisites. These rituals are not present in this document, as they represent different elements of play not tied directly to combat and will be represented in the final release of the Epic Legacy Core Rulebook

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 able to be acquired 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. When using this variant, it is recommended that these material components not be consumed when their associated Epic spell is cast, acting instead as spell foci.

Epic Spells

This section describes all known Epic spells available to spellcasters of various Epic prestige classes. Each spellcasting Epic prestige class has a list of Epic spells that it can cast from. The names of all Epic spells and their descriptions are detailed in this section as well.

Epic Spell Lists by Epic Prestige Class

Archmage	Archon	Ascendant	Primordial	Overlord
Tier 1	Tier 1	Tier 1	Tier 1	Tier 1
Absorption	Absorption	Absorption	Absorption	Antimagic Ray
Antimagic Ray	Antimagic Ray	Antimagic Ray	Antimagic Ray	Arboreal
Dimensional	Dimensional	Catastrophe	Arboreal	Metamorphosis
Mastery	Mastery	Crown of Vermin	Metamorphosis	Catastrophe
Enigma Masque	Enigma Masque	Divine Intercession	Catastrophe	Crown of Vermin
Ephemeral Echo	Ephemeral Echo	Genesis	Crown of Vermin	Ephemeral Echo
Flash Freeze	Flash Freeze	Grave of the Fallen	Flash Freeze	Enigma Masque
Grave of the Fallen	Lightning Leap	Hungry Fissure	Genesis	Grave of the Fallen
Infinity Room	Lightning Surge	Lightning Leap	Hungry Fissure	Hideous Mandate
Lightning Surge	Magic Bullet	Mortifying Phobia	Lightning Leap	Mortifying Phobia
Magic Bullet	Mortifying Phobia	Night Terror	Lightning Surge	Reverse Magic
Mortifying Phobia	Phoenix Blast	Spell Sequencer	Sonic Boom	Night Terror
Night Terror	Reverse Magic	Wave of Calamity	Venom Lance	Translocation
Reverse Magic	Sonic Boom		Wall of Dissolution	Wave of Calamity
Spell Sequencer	Translocation			

Translocation Wall of Dissolution Wave of Calamity	Wall of Dissolution			
Tier 2	Tier 2	Tier 2	Tier 2	Tier 2
Anatomy Augmentation Congruous Spellward Dematerialize Determinism Enslave Force Armor Iron Doom Kinetic Control Necrotic Cyst Planar Eviction Prismatic Deluge Temporal Stasis	Caldera Dematerialize Energy Renewal Enslave Force Armor Implosion Kinetic Control Obsidian Tombs Planar Eviction Temporal Stasis Torrential Avalanche	Bioclasm Bloodbane Congruous Spellward Determinism Exalted Brand of Absolution Implosion Necrotic Cyst Planar Eviction Storm of Torment Upheaval	Anatomy Augmentation Bioclasm Bloodbane Caldera Congruous Spellward Megalith Obsidian Tombs Planar Eviction Torrential Avalanche Upheaval	Bloodbane Caldera Congruous Spellward Crimson Winds of Havoc Dematerialize Enslave Iron doom Necrotic cyst Planar eviction Storm of Torment
Tier 3	Tier 3	Tier 3	Tier 3	Tier 3
Dreamscape Luck of Ages Pyroclastic Cannon Soul Harvest	Phenomenal Cosmic Power Pyroclastic Cannon Sphere of Ultimate Annihilation Transmogrification	Celestial Tempest Release the Kraken Silent Scythe of Slaying Soul Harvest	Equinox Hail of Deadly Blossoms Release the Kraken Transmogrification	Hail of Deadly Blossoms Sphere of Ultimate Annihilation Malevolent Fists of Spite Soul Harvest

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

You encase yourself in a sheath of antimagic specially designed to negate enemy spells. 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 classes' 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.

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.

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 ft.

Components: V, S, M (An iron golem's knuckle)

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any non-Epic spell 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 make 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 ft.

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 failed save it is restrained as its body begins to harden. On a successful save, 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 saves 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.

Bioclasm

Tier 2 Epic Evocation

Casting Time: 1 action

Range: 300 ft.

Components: V, S, M (A perfectly ripe avocado)

Duration: Instantaneous

A swirling ball of concentrated life energy erupts from your hands to a point you choose within range, which unleashes with a roar. Each creature of your choice in a 60 ft. 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 make a saving throw to end its effect at the start or end of each of its turns, it may immediately make a single saving throw against any of those effects as though it were making saving throw at the start or end of its turns.

Additionally, if there are the bodies of any creatures slain in the last 24 hours in the spell's area, you may restore those creatures to life if their soul is free and willing to do so. 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 ft.

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 creature you can see within range must make 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 make this saving throw at Epic disadvantage.

Caldera

Tier 2 Epic Transmutation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (An obsidian figurine in a 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 ft. 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 save 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 increases by 2d8 (to a maximum of 40d8) and you may convert two additional 10 ft. 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 ft.

Components: V, S, M (A handful of earth taken from a dead world)

Duration: Instantaneous

You infect a single target with a dangerous infusion of negative energy by making a spell attack against a target you can see within range. On a successful hit, the target takes 20d6 points of necrotic damage and becomes wreathed in negative energy for 1 minute. When target so wreathed would regain hit points, the negative energy prevents the creature from regaining those hit points. Once the spell prevents a target from regaining 100 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 damage of the spell attack increases by 5d6 per tier above tier 1, and the amount of hit points the spell can prevent an affected creature from regaining increases by 100 per tier.

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 ft. tall and 1 mile in diameter, centered on a point within range that is at least 10,000 ft. 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 offered a prayer and may use this knowledge to spare them from the spell's effects as detailed below.

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 points of bludgeoning damage. Creatures of your choice that are exposed to these winds have Epic disadvantage on ranged attack rolls.

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)

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 ft. of one of those points must attempt a Dexterity saving throw. A creature takes 5d10 radiant or necrotic damage (your choice) and 5d10 lightning damage on a failed save, or half as much on a success. A creature cannot take damage from this effect more than once per turn.

Congruous Spellward

Tier 2 Epic Abjuration

Casting Time: 1 action

Range: Self (30 ft. 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 ft. 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 within 30 ft. of you of your choice are immune to that damage type. For the duration, as an action, you can extend the radius of this spell's effect to 300 ft. 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. Creatures affected by the spell also gain immunity to this damage type.

Crimson Winds of Havoc

Tier 2 Epic Conjunction

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 ft. 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 ft. in any direction along the ground. The cyclone sucks up any Gargantuan or smaller objects (including ammunition fired from ranged weapons) that aren't secured to anything and that 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 save prevents the restrained condition and halves the damage, and creatures larger than Gargantuan automatically succeed on Strength saving throws against this spell. Creatures that fail a Strength saving throw against this spell are drawn 100 ft. up into the air. A creature in the air inside the spell's area move

with the cyclone and fall when the spell ends or they leave the spell's area. Objects and structures in the spells area take 120 slashing damage at the end of each your turns, and creatures, objects and structures reduced to zero hit points by the spell are shredded into fine slices.

A creature so restrained may use an action to attempt a Strength or Dexterity ability check against your spell save DC. On a success, the creature is no longer restrained and hurled 200 ft. away from the cyclone in a random direction.

Crown of Vermin

Tier 1 Epic Conjunction

Casting Time: 1 action

Range: Self (15 ft. 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 a 15 ft. 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 zero 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 vanish as if erased from reality, becoming nigh impossible to perceive by any means. The target becomes invisible, along with everything it is wearing while the items remain on its person. The target is considered hidden, and creatures attempting to locate the target's must succeed on a Wisdom (Perception) ability check against your spell save DC to determine its location. Creatures under this effect cannot be seen by creatures with Truesight, though such creatures make ability checks to locate the invisible creature at Epic advantage.

Determinism Dimensional Mastery

Tier 1 Epic Enchantment

Casting Time: 1 action

Range: Self (60 ft. radius)

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

Duration: 10 minutes

You enchant yourself with a profound mastery over space within a 60 ft. 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. If a creature you can see within the spell's area casts a spell or uses a feature that would magically transport it to a different location, such as a *dimension door* spell or a conjuration wizard's Benign Transportation feature, you can use your reaction to force that creature to make a Charisma saving throw or have that movement be prevented and the resources expended to attempt the transportation are wasted.

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 ft.

Components: S

Duration: Instantaneous

You shield the target in a nimbus of silver light that protects them from harm. The creature is immune to damage until the start of its next turn.

Dreamscape

Tier 3 Epic Illusion

Casting Time: 1 action

Range: Self (150 ft. 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 ft. 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 require it to succeed on an Intelligence saving throw or be pulled into a dream like state. Creatures can willingly enter this dream like state without making an Intelligence saving throw.

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.

- A dreamspell has no effect on creatures that are not in a dream like state effect produced by this spell.
- A dreamspell does not require spell components.
- If a dreamspell is cast as an 8th level or lower spell, it is instead cast as a 9th level spell regardless of the spell slot used to cast the spell.

Equinox

Tier 3 Epic Evocation

Casting Time: 1 action

Range: Self (60 ft. radius)

Components: V, S, M (emerald cut in the shape of a maple leaf)

Duration: Concentration, up to 1 minute

You generate either an aura of either life-giving positive energy or deadly negative energy (determined when the spell is cast) in a 60 ft. radius centered on you. Until the spell ends, the aura moves with you and is centered on you.

If you selected 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 selected 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.

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 a spell slot granted by your class spellcasting features, 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.

Enslave

Tier 2 Epic Enchantment

Casting Time: 1 action, or 10 minutes

Range: 5 ft.

Components: V, S, M (A whip made from humanoid leather)

Duration: Concentration, up to 8 hours or permanent (see description)

You completely subjugate a creature's mind and enslave it to your every whim. The creature must succeed on a Wisdom saving throw or 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 does its best to obey. If you will it, a charmed creature can only take actions you choose and doesn't do anything that you do not allow it to do. 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 target must remain in range for the entire casting and the spell's duration becomes permanent. The creature 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.

Ephemeral Echo

Tier 1 Epic Illusion

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You create a shadowy reflection of yourself in a space adjacent to you that prepares to mimic your next action. If you take an action to cast a non-Epic spell with a casting time of 1 action on the turn you cast *ephemeral echo*, at the start of your next turn the shadowy reflection of you casts that same spell as though you had cast it. You choose how the spell is cast, such as which targets are selected or areas affected. This casting does not expend any spell slots or other resources expended to cast the original spell. The reflection cannot maintain concentration on spells that require it, though if you are able to concentrate on the spell the reflection casts, you may do so to maintain its effect (if any).

Enigma Masque

Tier 1 Epic Illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a memory of childhood trauma contained in a music box)

Duration: Concentration, up to 24 hours.

You a creature within reach in a magical mask that conceals their 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 the same size and creature type as the affected creature. You must determine the character's name, personality, background, alignment, and any other details you wish others to know the character by. For the duration of the spell, the creature 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, they must attempt an Intelligence saving throw. On a failed save, 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.

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 as a tier higher than tier 1, you may affect up to 2 additional creatures within reach per tier above tier 1.

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 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. The creature cannot lie or attempt to deceive others while branded and deals half damage on its attacks. When the affected creature ends each of its turns over the course of the duration, it takes 6d12 radiant damage as the brand sears their form. On each of its turns, a creature can attempt to remove the brand by taking an action to attempt a Charisma (Persuasion) ability check against your spell save DC check to beg for absolution, ending the effect on a success. A creature that takes no actions on its turn other than to beg for absolution 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 consecutive uninterrupted hours.

At Higher Levels: When you cast this spell as a tier 3 Epic spell, an affected creature suffers 6d12 additional radiant damage at the end of each of its turns

Flash Freeze

Tier 1 Epic Evocation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (A 1,000-year-old piece of ice, magically preserved)

Duration: Instantaneous

You generate a maelstrom of frigid cold in a 20 ft. 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 paralyzed as it is encased in ice for as long as it remains in that space. A successful saving throw halves the damage and restrains creatures instead of paralyzing them. A creature paralyzed or restrained by the spell may use an action to attempt a Strength (Athletics) ability check against your spell save DC to escape the ice and end either condition. If a creature paralyzed or restrained by this spell takes at least 20 fire damage in a single turn, the condition ends as the flame melts the ice.

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.

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 22 + your Dexterity modifier and you cannot be critically hit. As a reaction when you would take damage, you may end the spell and prevent the damage.

Genesis

Tier 1 Epic Evocation

Casting Time: 1 action

Range: 90 ft.

Components: V, S, M (a piece of bark from an elder 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. Additionally, the spell ends any diseases or poisons from non-Epic sources.

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.

Grave of the Fallen

Tier 1 Epic Necromancy

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (The powdered bone of a dead king)

Duration: 24 hours

This spell creates a mighty undead monstrosity of bones in an unoccupied space you can see within range. The creature is known as a boneyard, which has its own initiative count and takes its turn immediately after yours. On each of your turns, you can use a bonus action to verbally command the boneyard if the creature is within 300 ft. of you. You decide what actions the creature will take and where it will move

during its next turn. If you do not take a bonus action issue specific commands, the boneyard will act as it sees fit, attacking the nearest living creature on its next turn. You can take an action to attempt a Charisma saving throw versus your spell save DC to dismiss the boneyard.

The boneyard has the ability to consume corpses of other creatures, as detailed in its description. For every 50 medium or larger corpses the boneyard consumes, the duration of the spell increases by 24 hours.

Boneyard

Gargantuan swarm of tiny undead, chaotic evil

Armor Class 18

Hit Points 232 (16d20+56)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	18 (+4)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Str +15, Con +10, Wis +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, frightened, exhaustion, grappled, paralyzed, poisoned, prone, petrified, restrained, stunned, unconscious

Senses darkvision 60 ft. tremorsense 120 ft. passive Perception 15

Languages none, but understands the languages of its creator

Traits

Tunneller. The boneyard can burrow through solid rock at its burrowing speed, leaving a 5 ft. wide hole in its wake.

Swarm. The boneyard can occupy another creature's space and vice versa, though the boneyard's space counts as difficult terrain for creatures other than the boneyard, and can move through any opening large enough for a medium creature. The boneyard cannot regain hit points from sources other than its Skeletal Consumption ability and cannot gain temporary hit points.

Feast. If a creature enters the boneyard's space for the first time on its turn or starts its turn within the boneyard's space, it takes 36 (8d8) necrotic damage.

Skeletal Consumption. If the boneyard starts its turn occupying the space of a deceased creature that has a skeletal structure, it consumes the creature's skeleton and regains hit points equal to half the deceased creature's maximum.

Actions

Surge. The boneyard moves up to its speed in a roiling wave of bones. If the boneyard enters a creature's space over the course of this movement, the creature must succeed on a Dexterity saving throw versus your spell save DC or take 28 (5d10) points of bludgeoning damage and is grappled (escape DC 23)

Hail of Deadly Blossoms

Tier 3 Epic Conjunction

Casting Time: 1 action

Range: 150 ft.

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 300 ft. tall cylinder with a 30 ft. radius centered on a point you choose within range. For the duration of the spell, creatures within the area cannot be resistant or immune to poison damage. At the end of each of your turns, you select a single poison from one of the four options below and creatures in the area are subjected to that poison.

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 save 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 failed save, 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 save halves the damage and causes its speed to be halved until the end of its next turn instead.

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.

Hideous Mandate

Tier 1 Epic Enchantment

Casting Time: 1 action

Range: 120 ft.

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 suffers the effects of the command for the duration. The spell has no effect on creatures that cannot hear you.

You may issue the following evil commands as detailed below. You may issue a command other than the ones described here, as long as that command attempts to force a creature toward acts of evil and violence. If you do so, the DM determines how the target behaves based on their interpretation of the target's personality. 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 or object you can see within range. The target does everything in its power to kill the creature, using every means at its disposal to destroy the object of its hatred 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.

Supplicate. The target is charmed by another creature you can see within range and does everything in its power to aid the creature, trying to win its affection. 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 object of its affections.

Suffer. The target is wracked with extraordinary pain. When the creature attempts to take an action, it must succeed on a DC 20 Constitution ability check or have that action fail and the creature cannot attempt that action type (action, bonus action, reaction, etc) again that turn.

Suicide. The target attempts to end its life by 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 not make ability checks when prompted to do so.

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 ft.

Hungry Fissure

Tier 1 Epic Transmutation

Casting Time: 1 action

Range: Self (100 ft. line)

Components: V, S, M (A portable hole)

Duration: Instantaneous

A great fissure 100 ft. long, 30 ft. wide and 50 ft. deep from you opens along the ground. A creature standing in the effect's area can use its reaction to attempt a Dexterity saving throw. On a successful save, a creature moves to the edge of the fissure as it opens. On a failed save, a creature large enough to fit inside its dimensions falls to the bottom of the fissure. If the fissure opens beneath a structure, it automatically collapses. At the end of your turn, the fissure slams shut, trapping creatures within underground. A creature so entrapped cannot move unless it has a burrow speed and is restrained for as long as it remains underground. A entrapped creature can take an action to succeed on a Strength (Athletics) ability check versus your spell DC to move a quarter of its movement by digging its way out.

At Higher Levels. When you cast this spell as a Tier 2 Epic spell or higher, the dimensions of the fissure increase; 100 ft. in length per tier above tier 1, 30 ft. in width per tier above tier 1, and 50 ft. in depth per tier above tier 1.

Implosion

Tier 2 Epic Evocation

Casting Time: 1 action

Range: 60 ft.

Components: S

Duration: Instantaneous

You compress a single target of Gargantuan size or smaller with overwhelming force. If the target is a non-Epic, non-Legendary creature, it is slain instantly. All other targets instead take 30d10 points of magical bludgeoning damage. Creatures reduced to 0 hit points or slain by this spell have their body, along with all nonmagical equipment they are carrying compressed to the size of a marble.

Infinity Room

Tier 1 Epic Illusion

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (A tessellation drawn upon a piece of vellum)

Duration: Concentration, up to 1 hour, or permanent (see description)

You fabricate a 20 ft. cube of illusory, impossible architecture and absurd geometry in a space you can see within range. The area visibly distorts and warps creatures within it, making them appear as if they were 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 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 the size of the cube by 10 ft. for every tier above tier 1.

Iron Doom

Tier 2 Epic Conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (A adamantine mace head)

Duration: Instantaneous, or concentration up to 5 rounds.

You make a single melee spell attack against a creature you can reach, thrusting a sphere of magical metal into its body, which immediately explodes with tremendous effect. The affected creature must succeed on a Constitution saving throw or take 30d12 points of piercing damage on, or half as much on a success. A creature that fails its saving throw by 5 or more is vulnerable to the piercing damage dealt by this spell.

As an alternate casting of *iron doom*, when you cast this spell, you may choose to concentrate on it and hold the metal sphere in your hand instead of making a melee spell attack. At the beginning of each of your turns during the duration, the damage the sphere deals when it explodes increases by 5d12. As an action over the duration, you may make a melee spell attack, implanting the metal sphere inside your struck target. This alternate casting otherwise functions as if you had cast the spell instantaneously.

Kinetic Control

Tier 2 Epic Transmutation

Casting Time: 1 action

Range: 300 ft.

Components: V, S

Duration: Concentration, up to 10 minutes.

Your consciousness overflows with telekinetic power, allowing you manipulate almost any object with the power of 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, causing the appropriate effect below. 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 make a Strength saving throw or you can move the creature up to 120 ft. 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 mid-air. 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 for each additional creature.

Object or structure. You can try to move an object or structure that weights up to 100,000 pounds that entirely fits inside the spell's area. If an object isn't being worn or carried, you automatically move it up to 120 ft. 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 for every 100,000 pounds beyond the spell's normal limit.

If an object is worn or carried by a creature, that creature must make a Strength saving throw or have the object pulled away from the creature and moved up to 120 ft. 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.

Lightning Leap

Tier 1 Epic Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a fine adamantine wire 15 ft. long)

Duration: 1 round

You transform 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 ft. and you do not provoke opportunity attacks by moving or entering another creature's space.
- 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 pin head. 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 for each tier above tier 1 and the spell's duration increases by one round.

Lightning Surge

Tier 1 Epic Evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a ball of pure copper that has been struck by lightning 9 times)

Duration: 1 minute

You charge yourself with electrical energy that you can release to devastating effect. Once per turn for the duration, immediately after you make a spell attack as a bonus action you may cause that attack to deal 5d8 lightning damage in addition to the effects of the spell attack.

As a reaction when you deal lightning damage with a spell attack, you may end this spell prematurely to deal an additional 15d8 lightning damage in addition to the effects of the spell attack.

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 for the duration. While under the effects of this spell, a creature gains the following benefits:

- If the creature fails a saving throw, it can choose to succeed instead.
- All attacks the creature makes hit. An attack roll of 1 is treated as a 20.
- If the creature makes an ability check and rolls a 19 or lower, it instead rolls a 20.

Malevolent Fists of Spite

Tier 3 Epic Evocation

Casting Time: 1 action

Range: 300 ft.

Components: V, S, M (A live animal that fits in your palm, that you must crush to death as a part of casting the spell)

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, the fist gives a final offensive gesture

before exploding. Each creature within 20 ft. 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 a bonus action on your subsequent turns, you can move each fist up to 60 ft. and then cause one of the following effects with each of them.

Crush. A fist makes a single melee spell attack (using your spell attack bonus) against each in a 15 ft. cube with at least one side adjacent to it. On a successful hit, a creature takes 6d12+12 force damage and if on the ground, is knocked prone.

Shield. A fist encircles a Large or smaller creature within 5 ft. squeezing into that creature's space and provoking an attack of opportunity. The fist grants total cover to the creature it encircles and other creatures have three quarters cover against the creature. A creature that wishes to leave the cover granted by the fist must spend at 30 ft. of movement to exit the confined cover, emerging in an unoccupied space.

Throttle. A fist attempts to grapple a Gargantuan or smaller creature within 5 ft. of it. You use the hand's Strength score to resolve the grapple. If the target is Large or smaller the fist has have Epic advantage on the check. While the fist is grappling a target, it 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 succeed on a Constitution saving throw or be knocked unconscious until the start of its next turn.

If both fists are within 60 ft. of each other with no structures or barriers between them, as an action you can have them perform a special maneuver by working together to cause one of the following effects. If obstacle, structure, or magical barrier prevents the fists from being able to cooperate (such as a wall of force preventing their movement) these effects fail.

Obliterate. The fists "fistbump" together with punishing force, moving 30 ft. directly toward each other. Gargantuan or smaller creatures in the fists path 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 save moves a creature to the nearest unoccupied space out of the path of the fists, preventing the movement and subsequent effects from that movement.

Tear. Both fists move directly toward a Gargantuan or smaller creature between them and attempt to grapple when they get within 5 ft. of 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 100 hit points on a success. A creature reduced to zero hit points from this hit point lost is torn in half. If only a single fist succeeds on the grapple, the target is instead subjected to this spell's Throttle effect.

Magic Bullet

Tier 1 Epic Evocation

Casting Time: 1 action

Range: 1 mile

Components: S, M (A extremely dense object the size of a marble)

Duration: Instantaneous

You fire a super dense projectile at unreal speeds toward a single target you can see within range. The projectile passes through any non-magical 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.

Megalith

Tier 2 Epic Conjuration

Casting Time: 1 action

Range: 90 ft.

Components: V, S, M (a fist sized stone inscribed with druidic runes by 7 different archdruids)

Duration: Concentration, up to 1 hour

You call up 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 ft. of you, half of any damage you take (rounded up) is transferred to the megalith.

The megalith's statistics are provided below:

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 weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, stunned, unconscious

Senses truesight 60 ft. passive Perception 13

Languages Druidic, Terran

Traits

Siege Monster. The megalith deals double damage to objects and structures.

Druidic Strikes. The megalith's attacks are magical.

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.

Mortifying Phobia

Tier 1 Epic Illusion

Casting Time: 1 action

Range: 120 ft.

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 loses this immunity against this spell but makes saving throws against this spell 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 successful save, the spell ends for that creature and it cannot be frightened by the spell again.

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 living creature with the vilest of disease that festers and churns with raw evil. Make a melee spell attack against a creature within your reach. On a hit, you infest the creature with a necrotic cyst which takes up residence within the creature's 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 as described below, each of which has unique penalties it inflicts upon its host. 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, as described below. An Epic creature can attempt a Constitution saving throw at the end of each of its turns to cure itself of the disease and end the effect. 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.

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.

Emaciating Cyst. The creature's body rapidly withers as the cyst consumes their life force, reducing them 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 hungry 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 ft. 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, which you can affect as though it were the original cyst.

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.

Benign Cyst. The cyst lies dormant within the creature, becoming nearly undetectable. Non-Epic magic is unable to detect the cyst in any way and the creature no longer makes 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 Wisdom (Medicine) ability check versus your spell save DC.

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 you know to you as the target of this spell. Creatures that do not sleep such, such as elves, have Epic advantage on saving throws against this spell and are not immune to its effects, instead suffering its effects when they take a long rest. Over the spell's duration, you automatically sense when your target takes a long rest. While the target is resting, you may take a short or long rest to enter a trancelike state. You are 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.

Enervating Visions. If the creature is taking a rest, you can send them exhausting nightmares of starvation and weakness. The creature gains one level of exhaustion when it finishes the rest and must make a Wisdom saving throw or receive no benefit from that rest.

Murderous Intentions. 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 over the course of the spell's

duration, 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.

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. 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 its saving throws against this spell with Epic disadvantage.

This spell immediately ends if you cast it again before its duration ends.

Obsidian Tombs

Tier 2 Epic Conjuration

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (Four obsidian shards carved into fists)

Duration: Instantaneous

You create prisons of crushing rock to burst from the ground in four 15 ft. cubes you can see within range. The cubes have an AC of 20 and 200 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. While encased creatures cannot leave tombs by physical means until the cubes are destroyed, and at the start of each of their turns take 10d12 bludgeoning damage. If this damage reduces a creature to 0 hit points, their body is pulverized into oblivion.

At Higher Levels. When you cast this spell as a tier 3 Epic spell, each cube created by this spell has 400 hit points instead of 200.

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 over the spell's duration, you may expend two unspent non-Epic spell slots granted by your class Spellcasting feature(s), of slot level of your choice, gaining a number of special dice called Cosmic Dice (d12s) equal to six plus the combined level of spell slot levels spent this turn 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 its 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 options described below.

- **Cosmic Shield:** When you take damage, you may use your reaction roll any number of your Cosmic Dice and reduce the damage by the total of the amount rolled on the dice.
- **Cosmic Form:** Once per turn, on your turn at no action, you may spend four Cosmic Dice to end a single condition of your choice that currently affects you.
- **Cosmic Grace:** When you would spend movement, you may spend any number of your Cosmic Dice to replace your movement with a Fly speed of 30 ft. times the number of dice spent in this fashion. This movement speed lasts until the end of your turn.
- **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 by the Cosmic Dice.

Phoenix Blast

Tier 1 Epic Transmutation

Casting Time: 1 action

Range: Self (20 ft. radius, 100 ft. high cylinder)

Components: V, S, M (A phoenix feather)

Duration: Instantaneous

As part of the spell's casting, you expend up to half of your current available hit dice, rolling them as though you were using them to regain hit points (including such bonuses as Constitution modifiers). You immolate yourself in a massive blast of flame, dying instantly as your body erupts in a pillar of fire, though you remain in initiative order. Your body is destroyed and any equipment you were carrying vanishes in the flames. Creatures in a 20-ft.-radius, 100-ft.-high cylinder centered on your space must succeed on a Dexterity saving throw or take fire damage equal to the total result of the rolled dice plus any associated hit die modifiers. A successful saving throw halves the damage. At the end of your next turn, your body and equipment magically reform at the space where you cast this spell (or the nearest unoccupied space if that space is occupied) as you return to life. When you return, you have hit points equal to the result of the spent hit dice plus any associated hit die modifiers, up to your hit point maximum.

At Higher Levels. When you cast this spell as a tier 2 Epic spell, you can instead roll any number of your available hit dice. When you cast this spell as a tier 3 Epic spell, your hit dice first replenish to your hit dice maximum and then automatically roll the highest possible values when used in conjunction with this spell.

Planar Eviction

Tier 2 Epic Conjunction

Casting Time: 1 action

Range: Touch

Components: V, S, M (Two native flowers from two different planes)

Duration: 1 round (see description)

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, the creature suffers an additional 10d10 damage of a different type from the same list (your choice), then returning 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 ft.

Components: V, S, M (A shard of glass forged by dragonfire)

Duration: Concentration, up to 1 minute

A cloud of multicolored light appears in the shape of a cylinder that is 10 ft. tall with a 150 ft. radius, centered on a point you can see 200 ft. directly above you. The spell fails if you cannot see a point in the air where the clouds 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 below. Each globe strikes a separate 15-ft. cube centered on a point within range and has properties according to the table below. When you use your action in this fashion, you may roll a d20. On a roll of 11 or higher, you may choose to replace one of the colored globes you create with your action with a single globe of your choice from the “Mysterious Globe” table, which has properties according to the table below.

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 save 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 save 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 save halves the damage and prevents the Poisoned condition.
Blue	Each creature in the area succeed on a Constitution saving throw or take 80 cold damage and have their movement speed reduced to zero until the end of their next turn. A successful save halves the damage and prevents the reduction to movement speed.
Indigo	Each creature in the area succeed on a Constitution saving throw or become restrained as they begin to turn to stone. At the start of that creature’s turn for the remainder of the

	spell's duration, the creature must make a Constitution saving throw. If the creature fails a total of three Constitution saving throws against an indigo colored globe or its effects, it is petrified.
Violet	Each creature in the area must succeed on a Wisdom saving throw or become slowed, halving its move speed and becoming 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.

Mysterious Globe	Effect
Prismatic	The area is affected by two different colored globes of your choice from the "Colored Globe" table.
Mysterious	Each creature in the area takes 80 arcane damage.
Black	Each creature in the area must succeed on a Constitution saving throw or take 80 points of necrotic damage and become Frightened. A successful save halves the damage and prevents the Frightened condition.
White	Each creature in the area must succeed on a Constitution saving throw or take 120 points of radiant damage, or half as much on a success.

At Higher Levels: If you cast this spell as a tier 3 Epic spell, you create three colored globes instead of two from the "Colored Globe" table and three colored globes instead of two from the "Colored Globe" table each time you take an action to call down additional globes.

Pyroclastic Cannon

Tier 3 Epic Evocation

Casting Time: 1 action

Range: Self (500 ft. 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 ft. long and 15 ft. wide. Each creature in the line must attempt a Dexterity saving throw. On a failure, a

creature takes 50d8 fire damage and is coated in molten lava. A successful save prevents a creature from 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 shake off the lava and end the effect.

Release the Kraken

Tier 3 Epic Conjunction

Casting Time: 1 action

Range: 300 ft.

Components: V, S, M (A kraken's heart)

Duration: Concentration, up to 10 minutes

You conjure watery tentacles in eight separate unoccupied 10 ft. 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 ft. 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, it cannot attack any creature other than the grappled creature.

As an action, you can command all active tentacles to either attack against a single creature, object, or structure you can see within 50 ft. of them or attack the nearest creature. Tentacles not grappling foes make a melee spell attack against a creature within its reach (or against the specified target, if the former option was selected), dealing 6d6 bludgeoning damage on a successful hit and grappling and restraining Huge or smaller struck targets (Escape DC equal to your spell save DC). Tentacles grappling creatures when you command them to attack, instead fling the grappled creatures 120 ft. in a random direction dealing 12d6 bludgeoning damage and knocking them prone.

Reverse Magic

Tier 1 Epic Abjuration

Casting Time: 1 reaction to a creature casting a spell

Range: 300 ft.

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 a 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 caused to fail by casting of *reverse magic* explode spectacularly, dealing 10d6 arcane damage to the casting creature.

At Higher Levels. When you cast this spell as 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 failed spell increases by 5d6 per tier above tier 1.

Silent Scythe of Slaying

Tier 3 Epic Abjuration

Casting Time: 1 bonus action

Range: 60 ft.

Components: V, S, M (A piece of 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 ft. 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, the spell deals an additional 5d10 force damage before rolling damage dice from the critical hit. Creatures reduced to 0 hit points by damage from this spell are instantly decapitated.

As a bonus action on each your turns, you can move the weapon up to 60 ft. and repeat the attack against a target within 15 ft. of it.

Sonic Boom

Tier 1 Epic Evocation

Casting Time: 1 action

Range: Self (60 ft. 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 ft. 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 save halves the damage and prevents the blinded and deafened condition.

If this spell is cast in a structure or enclosed space that is not large enough to accommodate the entire 60 ft. radius, it deals an additional 20d6 thunder damage and you are subjected to the spell's effects along with other creatures in the area.

Soul Harvest

Tier 3 Epic Necromancy

Casting Time: 1 action

Range: 30 ft.

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 their 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.

When the spell is cast, you gain temporary hit points equal to ten times the creature's Constitution score for the spell's duration. 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 returned 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 magic with a powerful infusion of Epic magic, you select three spells you know of 5th level or lower at the time of this spell's casting. Until the duration expires, 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 spell you can select at the time of the spell's casting increases to 6th level when cast as a Tier 2 Epic spell, and 7th level as a tier 3 Epic spell.

Sphere of Ultimate Annihilation

Tier 3 Epic Conjunction

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (A black diamond cut into a perfect sphere)

Duration: Concentration, up to 1 minute

You summon a 5-ft.-diameter sphere of pure destructive emptiness in a space of your choice within range which lasts for the duration. At the end of each of your turns, creatures within the sphere's space must attempt a Constitution saving throw. A creature takes 30d10 force damage on a failed saving throw or half as much on a success.

As a bonus action, you can move the sphere up to 60 ft. which can pass through anything that is not produced by a Deific effect. Creatures the sphere passes through must make the saving throw against the sphere's damage and cannot be damaged again by the sphere that turn. Objects, and structures of Huge size or smaller are destroyed instantly and the sphere can disintegrate up to a 100 ft. cube of material per round. If the damage from the sphere reduces a creature to 0 hit points, it is disintegrated along with any non-magical equipment it possesses.

If the sphere maintains contact with a magical item of legendary quality or lower for its full duration, that item is disintegrated.

Storm of Torment

Tier 2 Epic Necromancy

Casting Time: 1 action

Range: Self (60 ft. 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 ft. 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 or lose the triggering actions, bonus action, legendary action, or reaction as it is wracked with terrible pain. If the creature succeeds on its saving throw, you regain the use of your reaction at the end of that creature's turn.

On each of your turns until the spell ends, you may choose to not take your action, bonus action or either that turn. If you forgo your action or bonus action, you gain the use of an additional reaction until the start of your next turn. If you forgo both, you gain the use of two additional reactions until the start of your next turn.

Temporal Stasis

Tier 2 Epic Transmutation

Casting Time: 1 action or 1 minute

Range: 120 ft.

Components: V, S, M (A silver pocket watch that has never worked)

Duration: Concentration, up to 1 minute, or permanent (see description)

Choose a creature you can see within range. Time itself attempts to freeze the target in place for the duration. The target must attempt a Wisdom saving throw or become paralyzed for the duration. Non-Epic creatures automatically fail their saving throws against this spell. Creatures immune to the paralyzed condition are not immune to the effects of this spell and instead having Epic advantage on their saving throws against its effects. At the end of each of its turns, a creature paralyzed by this spell can attempt another 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 target must be in range of the spell for the entire duration and the spell's duration becomes permanent. 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 breath. Instead of attempting a Wisdom saving throw at the end of each of its turns to suppress the paralyzed condition, the target attempts a Wisdom saving throw every 100 years to completely end the effect.

Torrential Avalanche

Tier 2 Epic Evocation

Casting Time: 1 action or 10 minutes (see description)

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 (see description)

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 ft. long, 100 ft. high, and 50 ft. 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 your turns after the wall appears, the wall, along with any creatures in it, moves 60 ft. 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 you do so, the properties of the wall change according to the description below, but otherwise works identically to the other casting method's properties. The duration of the spell increases to 10 minutes, and the wall may be a straight line up to 1

mile long, 500 ft. high, and 100 ft. thick. The wall moves 200 ft. away from you at the start of each of your turns.

Translocation

Tier 1 Epic Conjuration

Casting Time: 1 action or 1 bonus action (see description)

Range: 30 ft.

Components: V, S

Duration: Instantaneous or Concentration up to 1 minute (see description)

By casting this spell as an action, you and up to 20 willing creatures, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit inside a 30 ft. 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 and you may cross any planar boundary to reach your target unless prevented from doing so by Epic or Deific means.

This spell may be cast as a bonus action. If you do so, you teleport to an unoccupied space you can see within 60 ft. and must concentrate on the spell to maintain its effect. On each of your turns over the duration you may take a bonus action to teleport yourself to an unoccupied space you can see within 60 feet.

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 the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). If this spell is cast on a Mythic creature, the spell fails. 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 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. Once three successful Wisdom saving throws have been made in this manner over the duration, 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 the target's (or level, if the target doesn't have a challenge rating). A creature cannot be turned into a Mythic creature under any circumstances. At your discretion, the target's game statistics, including mental ability scores, are completely replaced by the statistics of the new form and the creature assumes the new forms alignment and personality. Otherwise, the target retains its alignment, and 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 and the bonus listed in its statistics is higher than the target's, use the creature's bonus in place of the target's.

The creature 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 requires 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 creature 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 over the spell's duration.

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 one worth more than 1,000 GP.

Upheaval

Tier 2 Epic Evocation

Casting Time: 1 action

Range: Self (90 ft. cone)

Components: V, S

Duration: Instantaneous

You strike the earth with terrific force, causing the ground in a 90 ft. cone to erupt into the air. Each creature on the ground in the area or up to 50 ft. above the area takes 20d10 bludgeoning damage and must attempt a Dexterity saving throw. On a failed save, a creature is knocked is knocked prone and pushed to the end of the cone's area. Non-magical objects and structures that are not being worn or carried completely in the spell's area are instantly destroyed.

Venom Lance

Tier 1 Epic Conjuration

Casting Time: 1 action

Range: 500 ft.

Components V, S, M (A manticore's spine)

Duration: Instantaneous

You hurl a spine imbued with lethal poison which seeks out a living creature you suspect to be within range. If the spell would fail as a result of the creature you target being beyond the spell's range, you may select a new target. 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 reduced by this spell remains reduced until it is affected by an Epic effect that restores hit points, or 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 save 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 ft.

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 ft. long, 30 ft. high, and 5 ft. thick, centered on a point you can see within range. Alternatively, you can shape the wall into a hemisphere up to 30 ft. 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, moving into the wall, or starting their turn within it 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 quadruple the amount of movement required to move, requiring 20 ft. of movement be spent for every 5 ft. 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 ft. per tier above tier 1.

Wave of Calamity

Tier 1 Epic Necromancy

Casting Time: 1 action

Range: Self (30 ft. cone)

Components V, S, M (Demon Bile)

Duration: Instantaneous

Toxic fumes emanate from your mouth. Each creature in a 30 ft. cone must attempt a Constitution saving throw. A creature gains two levels of exhaustion on a failed save, or half as many levels 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 save per tier above Tier 1, or half as many levels on a success.