

# Making Monsters Epic: Epic Affixes

*“Wow! I never knew goblins exploded like that!”*

- *Shana Troublefoot, dazed and confused*

## What are Epic Affixes?

By definition, Epic characters are well beyond the power of most “mundane” monsters in a world full of dungeons and dragons. Most encounters against non-Epic foes are incredibly one-sided affairs as the player characters cleave entire armies in twain with mighty spells or split pit fiends in half with a single strike. While those encounters are fun and have a place in *Epic Legacy*, your players will often need a reasonable challenge that forces them to make tactical decisions, spend resources, and face a degree of risk. Epic Affixes provide a Dungeon Master with tools to make reasonable and challenging encounters for your players from existing non-Epic monsters. Creating custom monsters can be very difficult, and represents a common pitfall of Epic games. While we certainly encourage you to create your own devious monsters to test your player’s might, it’s a lot to ask for encounter your players face. As a supplement to your Epic game, the Affixes will help you fill your world with quick and easy builds using monsters you are familiar with from across the worlds of 5<sup>th</sup> Edition.

## What do the Affixes do?

Epic Affixes augment a creature in various ways to increase its combat effectiveness without needing to create an entire monster from scratch. Affixes can be used to increase a monster’s offense, defense, or utility to create fresh, challenging, and fun encounters for your *Epic Legacy* games. Increasing the AC and hit points of a trio of clay golems can create a longer encounter that allows your villain to stall for time. A dragon that recharged its breath weapon every turn can cause horrific collateral damage in a fight Epic characters could normally contain effectively. A demon that can use its teleport feature as a bonus action instead of an action can use a masterful hit-and-run strategy that leaves players struggling for solutions. These options and more are available to you via this system, allowing you to create monsters that feel and play according to how you need them do.

## How Do They Work?

Epic Affixes are applied to monsters by the DM during preparation of encounters. The goal for creating a challenging encounter is to give your monsters the appropriate Epic Challenge as detailed in the follow sections by applying appropriate Affixes. You can apply as many Affixes as you see fit, but be cautious to avoid creating monsters that are far too powerful, even for Epic characters, or have abilities that stray into

areas of unfairness (such as causing permanent paralysis effects on a single failed save, or killing an entire party in a single round). To aid with this, each Affix is broken down into components that allow you to easily increase your monster's various abilities and stats incrementally, while having a handle on how strong your improved monster is likely to be. Each Epic Affixes includes three sections: Description, Effect, and Adjustment.

### Description

This tells you what the Affix does, how it may be useful, and provides some fluff for inspiration as to how to apply this Affix. You will want to indicate to your players that the monsters they are fighting are different from their "usual" fair. Things like sharper claws, unnatural speed, and glowing fiery eyes can indicate to your players that these owlbears are going to be a bit more trouble than usual. Affixes are divided into one of three descriptive categories;

### On Challenge & Epic Challenge

*Epic Legacy* denotes the difficulty of an encounter using three terms: Challenge, Epic Challenge, and Mythic Challenge.

The first, Challenge, is consistent with classic 5th Edition encounter Challenge – determined through encounter budgeting and tables in the *Dungeon Master's Guide*.

Epic Challenge is used in cases where monsters are designed to specifically challenge Epic characters.

Mythic Challenges are those with Mythic Monsters - monster of great power and legend that can alter the course of your campaign world and slay your player characters outright.

The *Epic Legacy* system does not rely on experience points to determine level progression. Therefore, Epic Challenge and Mythic Challenge are instead intended to help you determine what a reasonable opponent for your party would be.

- **Tenacity:** These Affixes increase your monsters staying power and defense. Essential for increasing the longevity of an encounter, these Affixes are useful for increasing your monster's durability. Whether its increasing hit points, pumping up their AC, or giving them excellent saves, well-chosen Tenacity Affixes can turn any monster into a serious problem. Few monsters can survive more than a round in battle with Epic characters without one or more of these Affixes.
- **Brutality:** These Affixes are your monster's tools of destruction. Useful for a wide variety of attacks and abilities, whatever methods your monster needs to attack an enemy, Brutality Affixes can provide. Even a horde of goblins can do respectable damage to Epic characters with a good mix of these Affixes. Classic monsters can certainly hit hard, but may be missing the necessary attack bonus, damage type, or abilities to threaten your players.
- **Utility:** Designed to give your monsters more flexibility, these Affixes can make an otherwise bland encounter dynamic and compelling. Used to add or improve unique components of a

creature, these Affixes can increase a monster's movement, add additional abilities, or improve its action economy.

## Effect

This section details to you exactly what the mechanical applications the Affix will be to your monster, and should be considered part of its stat block. Often, Affixes have incrementally increasing effects depending on the level of the Affix assigned to them. Most Affixes have levels associated with them, that indicates an increased potency of their effects, at the cost of a higher increase to the creature's Epic Challenge. A Monster could have multiple levels of *Invulnerability*; I, II, or III, giving it 25% reduction to all damage, 50%, or even 75%, each of which increases the creature's Epic Challenge by a different amount.

## Challenge Adjustment

Each Affix has a number, the Challenge Adjustment, that indicates how much a creature's Epic Challenge increases when applied. *Invulnerability III*, with its 75% reduction to all damage it receives might be very powerful when placed upon an ancient dragon, but it will change little about an encounter if placed upon a lowly, but endearing, flumph. The degree to which a creature is improved is based on its Challenge, which gives it an Epic Challenge. Each Affix, and the levels therein, improves the creature's Epic Challenge and is detailed in the Affix. A creature with an Epic rating can be an appropriate combat challenge for Epic characters. What each rating indicates is detailed below. And how to determine it based on Challenge is detailed below on the "Determining Epic Challenge" chart.

## Base Adjustments

Some creatures possess properties that benefit more from the inclusion of Epic Affixes than normal creatures. These are often creatures with additional actions, such as *Legendary* or *Lair* actions, but at your discretion may apply to creatures with unique properties and mechanics not seen in the core rulebooks. Detailed in the *Determining Epic Challenge* table are a few features that may adjust a creature's Epic Challenge.

### Using Epic Affixes without *Epic Legacy*

What if I like the idea of these Affixes, but I'm not ready for *Epic Legacy*?

Using these Affixes in a non-Epic setting is entirely possible, if you take care to consider their effects on your game. A single Affix is enough to increase a creature's Challenge by a factor of three per Epic Challenge. For example, if you applied the *Hearty I* Affix to a goblin for an extra 100 hit points, its Challenge would increase from a ¼ to 3! Take specific care when using these Affixes on legendary creatures, as the Affixes can benefit them to a tremendous degree, well beyond the boons "normal" creatures receive.

Determining Epic Challenge		
Challenge	Base Epic Challenge	Base Adjustments
>2	-18	
3-5	-15	
6-8	-12	
9-11	-9	
12-14	-6	
15-17	-4	
18-20	-2	
21, 22	-1	
23, 24	0	
25, 26	1	
27, 28	2	
29, 30	3	
Legendary Actions		+2
Lair Actions		+1
Less than 50 hit points		-3
Between 51 and 100 hit points		-2

## Encounter Design

Epic Challenge is to characters built under the *Epic Legacy* system, what Challenge is to those characters created without. An appropriately equipped and well rested party of four to six characters should be able to defeat a creature of an Epic Challenge equal to their Epic character level without suffering serious injury, death, or significant drain on resources. Epic characters should be able to handle many such encounters over the course of a single day, likely with resources to spare. Keep in mind creatures with Epic Affixes can also be major enemies, bosses, and deadly encounters (depending on application of their Affixes), but should still pale in comparison to the challenges presented by creatures of Mythic Challenge (more on that in another update).

### Exceptions & Edge Cases

Obviously, there are many exceptions to these rules when applying the Affixes to create Epic challenges for your players, and it's important to keep in mind that the Challenge Adjustment system is very much an estimation of a creature's potential challenge. Much of what makes a creature difficult or easy will depend on the composition of the party in question, and the changes you made to your monster. Conditions such as Exhaustion can be devastating to a party without magical means of removing that condition, while monsters highly resistant to magic can be significantly harder against a party of spellcasters. Always plan carefully when applying Affixes to your monsters for best results.

## Applying an Epic Affix

To augment a creature using Epic Affixes optimally, it is recommended you use a step by step process like that detailed below. This should give you a reasonable approximation as to what the strength of your creature will be, and what Affixes it needs to be effective.

## Select the Creature

Select a creature you wish to apply Affixes to, then consider what their current Epic Challenge is via consultation of the “Determining Epic Challenge” table. In our example, we are going to select a common monster in fantasy settings; the chimera. We want our chimera to threaten our players with its *fire breath* and variety of attacks, but also make sure it lives long enough for that to be a serious concern. A chimera’s Epic Challenge is quite low (-12), and we will be augmenting it to face a group of 23<sup>rd</sup> level characters. This means we will need to fit in a +15 increase to the chimera’s Epic Challenge before it is fit for battle. Before we can proceed any further, we look at the chimera’s stat block to see what needs improving.

### Chimera

Large Monstrosity, Chaotic Evil

**Armor Class:** 14 (natural armor)

**Hit Points:** 114 (12d10 + 48)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

**Skills** Perception +8

**Senses:** Darkvision 60 ft., passive Perception 18

**Languages** understands Draconic but can’t speak

**Challenge** 6 (2,300 XP)

### ACTIONS

**Multiattack.** The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Horns.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Fire Breath (Recharge 5-6).** The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much on a successful one.

## Identify Vulnerabilities

Looking at our monster, we can find some vulnerabilities that need to be corrected to make it a fight worth the time of Epic characters. Firstly, the creature's Armor Class and Hit Points are quite low, so we will need to pick at least one of them to improve to give it some reasonable defenses. Its movement is quite good with its 60-ft. fly speed to traverse the battlefield with considerable speed. Looking at the creature's actions, we can see that, with a +7 to hit, the creature has a reasonable attack bonus, but not enough for our purposes. The chimera's fire breath does not fare much better, with a paltry DC 15 Dexterity saving throw to avoid most of its damage. Even if all the chimera's attacks were to hit, it would still only do an average of 32 damage – a trivial scratch for 23<sup>rd</sup> level Epic characters. Looking at these elements of the monster, we can get a sense of what needs to be improved. From here, we can begin to select our Affixes and augment our monster to be a suitable foe.

## Apply Affixes

Here we select and apply Affixes. Starting with Tenacity Affixes for some much-needed defense, we focus on hit points for the chimera, giving it *Hearty IV* for four hundred additional hit points. In addition, we apply the *Resilience III* Affix, giving it a +9 bonus to all of its saving throws. With that accomplished, we can turn to the task of offense, choosing some fun Affixes to give the chimera some significant punch.

Focusing on the creature's damage, we consider the options of the *Impact II* and *Multiattack III* Affixes to supply us with some good on-demand damage. The former, however, doesn't fit well with the theme we wanted to augment (attacking several times), but the latter does, complimenting the chimera's already formidable offense by bringing its total attacks per turn to six. That said, we are unlikely to land any of these with a +7 to hit on attacks, so adding the *Precision II* Affix increases the attack bonus to a much-needed +15.

At this point, we step back and think about how the Affixes have adjusted the chimera's Epic Challenge.

Base:	-12 Epic Challenge
<i>Hearty IV</i>	+4 Epic Challenge
<i>Resilience III</i>	+3 Epic Challenge
<i>Multiattack III</i>	+3 Epic Challenge
<i>Precision II</i>	+2 Epic Challenge
Current Total:	0 Epic Challenge

## Chimera (Adjusted)

*Large Monstrosity, Chaotic Evil*

**Armor Class:** 14 (natural armor)

**Hit Points:** 514 (12d10 + 448)

**Speed** 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

**Saving Throws** Str +13, Dex +9, Con +13, Int +5, Wis +11, Cha +9

**Skills** Perception +8

**Senses:** Darkvision 60 ft., passive Perception 18

**Languages** understands Draconic but can't speak

**Epic Challenge** 3

### TRAITS

**Hearty IV Affix.** The chimera's hit points are increased by 400 (included in the stat block).

**Resilience III Affix.** The chimera's saving throws are improved by +9 (included in the stat block).

**Antimagic II Affix.** The chimera has advantage on saving throws against Epic and non-Epic spells and magical effects.

**Multiattack III Affix.** When the chimera takes the multiattack action, it may additionally make any combination of three bite, horns, or claw attacks.

**Mobility I Affix.** The chimera's movement is increased by 20 ft. for all movement modes (included in the stat block), and its speed cannot be reduced below half through non-Epic means.

### ACTIONS

**Multiattack.** The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Horns.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +15 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Fire Breath (Recharge 5-6).** The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much on a successful one.

We're still have three points to adjust to get to Epic Challenge 3 (for our 23<sup>rd</sup> level group), and we've covered the essentials. At this point, we consult our Utility Affixes to add some flair and functionality to our monster. We add some speed with the *Mobility I* Affix to conduct impressive flyby attacks that can target weak players who think they are safe at range. Lastly, we can add the *Antimagic II* Affix to protect it against powerful magic that could threaten to trivialize it. Now that we have our Affixes, we can put it all together to see what our new and improved monster looks like, as detailed below.

## Review the Monster

Looking at our monster, we have a reasonable challenge for 23<sup>rd</sup>-level Epic characters. We shouldn't expect the beast to give them an overly difficult time, but it is likely they will take some damage and expend some resources. It wouldn't be unreasonable to have encounters with several foes of this caliber throughout the course of their adventuring day. As a Dungeon Master, you should build your creature according to the composition of the party they will be fighting, as well as their items and abilities. On the previous page, you'll find the adjusted stat block for the chimera with our applied Affixes.

## List of Affixes

Below is a list of Epic Affixes divided up into their respective categories. When selecting Affixes to apply to your monsters, it is recommended that you choose from this pool, or from Affixes presented in 2CGaming's other *Epic Legacy* works. If your monster needs a specific tool that can take the form of an Affix that is not represented, you are certainly encouraged to develop it and add it to your pool of available resources. Any Dungeon Master loves a big tool box, so expand as you see fit.

### Tenacity Affixes

Tenacity Affixes are designed to draw out an encounter's length by granting resistances, immunities, and other longevity-improving abilities. Most classic monsters, even mighty dragons, will quickly fall to Epic characters in a round or two without at least one of these Affixes.

### Antimagic

Creatures with the *Antimagic* Affix are extremely resilient to magic. Creatures that live in areas of intense magic or have fought spellcasters for most of their lives may have this Affix. Epic spellcasters often have magic that can destroy non-Epic creatures with a single spell, or clear whole armies of enemies with a gesture. This Affix helps ensure spellcasters cannot solve every problem immediately.

A creature with the *Antimagic* Affix gains the following:

- **Antimagic I:** The creature gains advantage on saving throws against non-Epic spells and other magical effects. (+1 Epic Challenge)



- **Antimagic II:** The creature gains advantage on saving throws against Epic and non-Epic spells and magical effects. (+2 Epic Challenge)
- **Antimagic III:** The creature is not affected by non-Epic spells or magical effects unless it wishes to be. Additionally, the creature gains advantage on saving throws against Epic spells and magical effects. (+3 Epic Challenge)

## Fortification

Creature with the *Fortification* Affix have exceptionally improved armor. Whether they are outfitted with godlike armaments, have developed shockingly thick hides, or an excellent sense for danger, fortified creatures present a challenging target for many martial characters and those that make attack rolls. The *Fortification* Affix can serve to frustrate or challenge characters who rely heavily on attacks, forcing them to change strategies or rely on teammates to make sure their attack land.

A creature with the *Fortification* Affix increases their Armor Class by the following:

- **Fortification I:** +4 AC (+1 Epic Challenge)
- **Fortification II:** +6 AC (+2 Epic Challenge)
- **Fortification III:** +8 AC (+3 Epic Challenge)
- **At Higher Levels:** Additional levels of *Fortification* beyond *Fortification III* grant +2 bonus to AC and increase the Epic Challenge by one per level of *Fortification* beyond *Fortification III*.

## Hearty

*Hearty* creatures are imbued with bonus hit points, granting them additional staying power on the battlefield. *Hearty* creatures are blessed, often by power beyond their own, with increased vitality and health. It is essential that creatures facing Epic characters have a significant hit point pool if they are to pose a reasonable challenge, as many spells and abilities (such as *power word kill*) can end an encounter with a single spell based on hit point total.

A creature with the *Hearty* Affix increases their maximum health by the following:

- **Hearty I:** +100 hit points (+1 Epic Challenge)
- **Hearty II:** +200 hit points (+2 Epic Challenge)
- **Hearty III:** +300 hit points (+3 Epic Challenge)
- **At Higher Levels:** Additional levels of *Hearty* beyond *Hearty III* grant an additional 100 hit points and increase the creature's Epic Challenge by one per level of *Hearty* beyond *Hearty III*.

## Indomitable

Creatures with the *Indomitable* Affix have improved resistance or immunity to a condition. Some Epic characters can cause paralysis, unconsciousness, or exhaustion within a single blow or snap of their fingers. This Affix helps protect monsters in your games from conditions that may trivialize or ruin encounters. When you select this Affix, choose one of the following conditions; Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Incapacitated, Invisible, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, or Unconscious.

A creature with the *Indomitable* Affix gains the following properties:

- **Indomitable I:** The creature has advantage on saving throws and ability checks against effects that cause or maintain the chosen condition. If the chosen condition would last for a set duration beyond one round, that duration is reduced to one round. (+1 Epic Challenge)
- **Indomitable II:** The creature is immune to the chosen condition. (+2 Epic Challenge)

## Invulnerability

Creatures with the *Invulnerability* Affix have bodies or armor that refuses to yield even against overwhelming force. Perhaps a blessing from a dark god, or a dip in a pool of living metal has given your monster a bulwark of impenetrable defenses. This Affix can be useful when facing players who have ways of dealing consistent high damage that bypasses most defenses.

A creature with the *Invulnerability* Affix gains the following properties, which apply after resistances and other damage reductions:

- **Invulnerability I:** The creature takes 25% less damage from all sources. (+2 Epic Challenge)
- **Invulnerability II:** The creature takes 50% less damage from all sources. (+4 Epic Challenge)
- **Invulnerability III:** The creature takes 75% less damage from all sources. (+6 Epic Challenge)

## Ironguard

*Ironguard* creatures are well-protected from damage from weapons of certain materials, or, in extreme cases, weapons without specific magical properties. Creatures with this Affix are often battle-scared and brutal, having learned to shrug off devastating blows from weapons like it was nothing. This Affix can force a Dreadnought to draw her favorite magic sword usually kept in reserve to do battle, or prevent clever characters from pelting a creature to death from long range with non-magic weapons.

A creature with the *Ironguard* Affix gains the following properties:

- **Ironguard I:** The creature is immune to bludgeoning, slashing, and piercing damage from nonmagical weapons that are not made of a material (Dungeon Masters choice). (+1 Epic Challenge)

- **Ironguard II:** The creature is immune to bludgeoning, slashing, and piercing damage from nonmagical weapons. (+2 Epic Challenge)
- **Ironguard III:** The creature is immune to bludgeoning, slashing, and piercing damage from magical weapons of rare quality or lower. (+3 Epic Challenge)

## Primal Core

A creature that contains one or more *Primal Core* Affixes gains extraordinary immunity to certain types of energy damage. These creatures often inhabit extreme environments with elemental hazards, or have been on the wrong end of a Wizard's experiment. Monsters with a *Primal Core* Affix select a single damage type from the following; Acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder. This Affix is useful against characters who favor certain damage types over others, and when pushed to a high enough level, can even be used to turn their power against them.

A creature with the *Primal Core* Affix gains the following properties:

- **Primal Core I:** The creature gains resistance to the chosen damage type. (+1 Epic Challenge)
- **Primal Core II:** The creature gains immunity to chosen damage type. (+2 Epic Challenge)
- **Primal Core III:** When the creature is subjected to damage from the chosen damage type, it takes no damage and heals that much instead. (+3 Epic Challenge)

## Resilience

Creatures with the *Resilience* Affix have improved saving throws, a trait gained by excessive exposure to powerful magic or extreme stress. Creatures with resilience are strong against spellcasters and other classes that rely heavily on saving throws, as their universally improved saves are effective against a wide variety of magic and abilities. This Affix is useful if your monster has few immunities to conditions such as

### Synergizing Affixes with Existing Creature Abilities

What if my creature is already resistant to a type of damage, and I want to make it immune using Affixes similar to the *Ironguard* or *Primal Core* Affixes?

When a creature is resistant to or immune to a type of damage that has a similar property to an Epic Affix such as *Primal Core*, it can be practical to consider augmenting it as though it already possessed a lower level of the Affix. For example, if we wanted to apply the *Primal Core III* Affix to a fire elemental, which is immune to fire damage, we could consider its base statistics as though they granted it the *Primal Core II* Affix. A reasonable adjustment, therefore, would be to grant it *Primal Core III* for an increase of only one in Epic Challenge, instead of the increase of three usually applied to the *Primal Core III* Affix.

stunned and paralyzed, as many effects that apply those conditions have saving throws to prevent those affects.

A creature with the *Resilience* Affix gains the following properties:

- **Resilience I:** The creature gains a +3 bonus to all saving throws (+1 Epic Challenge)
- **Resilience II:** The creature gains a +6 bonus to all saving throws (+2 Epic Challenge)
- **Resilience III:** The creature gains a +9 bonus to all saving throws (+3 Epic Challenge)
- **At Higher Levels:** Additional levels of *Resilience* beyond *Resistance III* grant an additional +3 bonus to all saving throws and increase the creature's Epic Challenge one per level of *Resilience* beyond *Resistance III*.

## Brutality Affixes

Brutality Affixes ensure that foes an Epic party faces can deal threatening damage, requiring caution, healing, and tactical decisions to prevent serious injury. Non-Epic monsters can certainly hit hard, but may be missing the necessary attack bonus, damage type, or abilities to threaten players.

### Devastating

A creature with the *Devastating* Affix delivers crushing blows that always hit for significant damage. These creatures are consistent in their ability to deal high damage whenever they wound their enemies, and can be counted on to inflict huge amounts of damage should the encounter require it. A creature with the *Devastating* Affix always rolls the highest possible amount when rolling damage dice, effectively doing maximum possible damage with every hit. Use this Affix when you want to leave nothing to chance, ensuring your creature is always a threat on the battlefield.

A creature with the *Devastating* Affix gains the following properties:

- **Devastating:** When the creature rolls damage dice, it treats its damage rolls as if it had rolled the maximum possible amount. (+3 Epic Challenge)

### Keen

A creature with the *Keen* Affix is more likely to score vicious blows against a target when it hits. These creatures have mastered their attacks to maximize carnage and the severity of the blows. Because any attack that lands within a critical hit range is an automatic hit, it's important to remember that this Affix increases a creature's chance to hit, in addition to the damage that it will deal.

A creature with the *Keen* Affix gains the following properties.

- **Keen I:** The creature scores a critical hit on an attack roll of 19-20. (+1 Epic Challenge)
- **Keen II:** The creature scores a critical hit on an attack roll of 18-20. (+2 Epic Challenge)
- **Keen III:** The creature scores a critical hit on an attack roll of 17-20. (+3 Epic Challenge)
- **At Higher Levels:** Additional level of the *Keen* Affix beyond *Keen III* increase the critical hit range and Epic Challenge by one per level of *Keen* beyond *Keen III*.

## Impact

The *Impact* Affix increases damage on the basic attacks and spells of a creature, so that even the simplest of attacks can be a cause for concern. Creatures with the *Impact* Affix often have gained considerable might through years of combat, or innate gifts. A creature with the *Impact* Affix deals additional damage when they make an attack or cast a spell that does damage. If you wish, you can make this damage a new damage type thematic to other changes you have made to your monster, otherwise it deals damage of the type the attack or spell deals normally. For example, creatures with a *Primal Core* Affix that grants them fire immunity could gain a flavorful bonus fire damage to their spells and attacks with the *Impact* Affix.

A creature with the *Impact* Affix gains the following properties:

- **Impact I:** Once per turn, when the creature deals damage, it can deal an additional 3d10 damage. (+1 Epic Challenge).
- **Impact II:** Once per turn, when the creature deals damage, it can deal an additional 5d10 damage. (+2 Epic Challenge).
- **Impact III:** Once per turn, when the creature deals damage, it can deal an additional 7d10 damage. (+3 Epic Challenge).
- **At Higher Levels:** Additional levels of *Impact* beyond *Impact III* deal an additional 2d10 damage of the selected type and increase the Epic Challenge by one per level of *Impact* beyond *Impact III*.

## Multiattack

A common feature of monsters is the ability to multiattack, unleashing a flurry of devastating blows upon an enemy. The *Multiattack* Affix further improves upon this ability or introduces it to a monster that is lacking such a feature. Creatures with the *Multiattack* Affix gain the added benefit of being able to strike multiple enemies in a single turn, which can be essential when devising an encounter that requires a Dungeon Master be flexible in his choice of targets.

A creature with the *Multiattack* Affix gains the following properties:

- **Multiattack I:** The creature can make one additional attack (of the Dungeon Masters's choice) when it takes an action that allows it to make an attack. (+1 Epic Challenge)

- **Multiattack II:** The creature can make two additional attacks (of the Dungeon Master's choice) when it takes an action that allows it to make an attack. (+2 Epic Challenge)
- **Multiattack III:** The creature can make three additional attacks (of the Dungeon Master's choice) when it takes an action that allows it to make an attack. (+3 Epic Challenge)
- **At Higher Levels:** Additional levels of *Multiattack* beyond *Multiattack III* grant one additional attack per level and increase the Epic Challenge by one per level of *Multiattack* beyond *Multiattack III*.

## Multispell

Many creatures in fantasy worlds are capable of great magic. Some of the fiercest among them can sling multiple spells in rapid success, devastating their foes in a hail of magic and death. The *Multispell* Affix makes this style of play possible for your monsters, allowing them to throw out many spells in a single turn. This Affix is only effective when paired with monsters that can cast a significant number of spells (particularly cantrips), so make sure to consult (or improve) the monster's spellcasting ability before applying this Affix.

A creature with the *Multispell* Affix gains the following properties:

- **Multispell I:** When the creature uses its action to cast a spell, it may cast an additional spell of 3<sup>rd</sup> level or lower that it is able to cast as an action. The spell still consumes any spell slots or uses per day where applicable. (+1 Epic Challenge)
- **Multispell II:** When the creature uses its action to cast a spell, it may cast an additional spell of 6<sup>th</sup> level or lower that it is able to cast as an action. The spell still consumes any spell slots or uses per day where applicable. (+2 Epic Challenge)
- **Multispell III:** When the creature uses its action to cast a spell, it may cast an additional spell of 9<sup>th</sup> level or lower that it is able to cast as an action. The spell still consumes any spell slots or uses per day where applicable. (+3 Epic Challenge)

## Potent

A creature with the *Potent* Affix has its natural or magical ability enhanced to be particularly poignant, and difficult to resist. A creature may have gained this feature from years of practice with its chosen ability, or a powerful gift from a greater entity. With their multitude of saving throw proficiencies and high stats, player characters often render traditional monsters' effects non-threatening. A wraith with a DC 22 Constitution save on its ability to reduce maximum hit points can be a considerably more dangerous threat. When you select this Affix, choose an ability or feature the creature possesses that requires a saving throw.

A creature with the *Potent* Affix gains the following properties:

- **Potent I:** The Save DC associated with the chosen ability or feature increases by 4. (+1 Epic Challenge).
- **Potent II:** The Save DC associated with the chosen ability or feature increases by 6. (+2 Epic Challenge).
- **Potent III:** The Save DC associated with the chosen ability or feature increases by 8. (+3 Epic Challenge).
- **At Higher Levels:** Additional levels of Potent beyond *Potent III* increase the Save DC of the selected ability or feature by 2 and increase the Epic Challenge by one per level of *Potent* beyond *Potent III*.

## Precision

It is all too likely that many monsters will need an improved attack bonus to have a prayer of striking Epic opponents. The *Precision* Affix alleviates this problem, dramatically improving a creature's attack bonus. Not all creatures rely heavily on their attacks to do damage, though, so when applying this Affix, it is prudent to consider if the attack is worth improving, particularly if its damage is negligible. Remember also that some spells require attack rolls which some creatures stand to benefit from considerably.

A creature with the *Precision* Affix gains the following properties:

- **Precision I:** The creature gains a +5 bonus to hit on all attack rolls. (+1 Epic Challenge)
- **Precision II:** The creature gains a +8 bonus to hit on all attack rolls. (+2 Epic Challenge)
- **Precision III:** The creature gains a +11 bonus to hit on all attack rolls. (+3 Epic Challenge)
- **At Higher Levels:** Additional levels of *Precision* beyond *Precision III* grant an additional +3 bonus to hit on all attack rolls and increase the Epic Challenge by one per level of *Precision* beyond *Precision III*.

## Wounding

Epic characters often have impressive healing and regenerative abilities, able to recover from devastating wounds in a matter of seconds. To effectively combat a well-equipped party with an impressive healer, your monsters may need to mitigate the effectiveness of that character. The *Wounding* Affix causes the creature's damage damaging effects to have greater impact, preventing healing magic and abilities from recovering health without additional effort.

A creature with the *Wounding* Affix gains the following properties:

- **Wounding:** When the creature deals damage, the maximum hit points of the creature it damaged are reduced by an equivalent amount until its next long rest. A *greater restoration* or similarly powerful healing magic can remove this effect. (+1 Epic Challenge)

## Utility Affixes

Utility Affixes help fill the gaps between Brutality and Tenacity Affixes. While some may still improve a creature's attacks and defenses, the main focus is to give creatures more tactical abilities to increase its movement, support skills, and general frustration imposed on Epic characters. Forcing an Epic character to consider their next move is the primary strategy behind powerful monsters with Utility Affixes.

### Alacrity

Creatures with the *Alacrity* Affix take bonus actions that they previously could not. One of their previous abilities that required an action to use, now requires a bonus action instead. The strength of this Affix varies dramatically depending on which ability you improve, though as a rule you should aspire to make the bonus action an ability significant enough to cause the players to take notice. This Affix is useful for making the action economy of your creatures more efficient, allowing them to present greater and more cunning threats to characters.

A creature with the *Alacrity* Affix gain the following properties:

- **Alacrity I:** The creature can take a Dash, Disengage, Dodge, or Hide action as a bonus action. (+1 Epic Challenge)
- **Alacrity II:** The creature can take a single action of your choice (Chosen when you select this Affix), as a bonus action instead. (+2 Epic Challenge).

### Mobility

Speed and mobility are essential tools in combat to gain advantage on your opponents. This is equally true for both players and monsters. Speedy characters packing spells like *Haste* or the dexterity of monks and rogues can literally run circles around slower monsters. Your players are likely not going to take a monster seriously if they can simply walk away from it. The *Mobility* Affix can help prevent that from happening, allowing your monsters to chase cocky characters down with impunity.

A creature with the *Mobility* Affix gains the following properties:

- **Mobility I:** The creature's speed increases by 20 ft. for all modes of movement, and its speed cannot be reduced below half through non-Epic means. (+1 Epic Challenge)
- **Mobility II:** The creature's speed increases by 40 ft. for all modes of movement and its speed cannot be reduced below half through non-Deific means. In addition, the creature ignores difficult terrain and can spend 5 ft. of movement to escape nonmagical restraints or grapples. (+2 Epic Challenge)



- **Mobility III:** The creature's speed increases by 60 ft. for all modes of movement. Additionally, the creature can spend 5 ft. of movement to end the restrained or prone conditions, and can move normally through barriers that would prevent or inhibit movement (excepting those created by Epic or Deific means) – creatures with *Mobility III*, for example, can move normally through non-magical or magical walls, *forcecage* or similar effects. (+3 Epic Challenge)

## Paragon

Even with Epic Affixes, creatures can still be shockingly vulnerable to the power of Epic characters. The most extreme powers will not afford non-Epic foes a chance to save against instant death effects, for example, allowing for wholesale massacres. The *Paragon* Affix treats a creature as an Epic creature for the purposes of determining effects of Epic abilities, and can be used to protect your creatures against player abilities that would ordinarily trivialize encounters.

A creature with the *Paragon* Affix gains the following properties:

- **Paragon:** The creature is considered an Epic creature for the purposes of determining the effectiveness of spells or abilities against it. (+1 Epic Challenge).

## Proficient

A creature with the *Proficient* Affix is a master of specific skills, determined at the time of selection of this Affix. Unlike other Affixes, a DM may select this Affix for a creature more than once, selecting a new ability to apply this Affix to each time the *Proficient* Affix is taken.

A creature with the *Proficient* Affix gains the following properties:

- **Proficient I:** The creature gains a +5 bonus to ability checks made with the selected ability, and can make those ability checks as a bonus action instead of an action. (+1 Epic Challenge)
- **Proficient II:** The creature gains a +10 bonus to ability checks made with the selected ability, can make those ability checks as a bonus action instead of an action, and makes those checks with advantage when opposed by another creature's check. (+2 Epic Challenge).
- **Proficient III:** The creature automatically succeeds on ability checks with the selected ability where unopposed by another creature's check and the attempted check is realistically possible (DM's discretion), and can make those checks as a bonus action instead of an action. The creature gains a +15 bonus to ability checks made opposed by another creature's check. (+3 Epic Challenge)