

5E

EPIC CHARACTERS



EPIC CHARACTERS

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The artwork in this handbook is all created by the artists below. A huge thanks goes out to them, for allowing me to include their illustrations herein.

If you find their artwork intriguing, you should check out their galleries, which are linked below.

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ON THE COVER

In this snowy scene illustrated by dleoblack, an epic hero stands bloodied and victorious upon the field of battle, taking a moment to gaze upon the slain dragon in front of him.

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INTRODUCTION

WHY EPIC PROGRESSION?

To us roleplaying is all about escaping every day life. But it's not just an escape to anywhere, but a magical journey to mystical places together with friends. It's a way to play a socially challenged brute or a young boy meddling with dark powers he doesn't quite understand. It's about collective experiences, and most importantly: having fun.

Sometimes, however, that fun must come to an end. When a campaign is finished, well then Thokk the Barbarian or Kaibo the Warlock stop existing. Of course that might result in the birth of Odeon the Sorcerer and completely new adventures, which is part of the awesomeness to begin with!

However, sometimes you just fall in love with your characters, and you want to continue following them on their journey. It is my hope, that this is what epic classes will be able to provide.

BALANCING "EPIC"

Trying to balance all the classes, each with a multitude of archetypes, is by no means an easy task. There is, however, some wiggle room, as classes past 20th level are intended to be quasi demigods - maybe even capable of challenging the gods themselves.

That being said, feedback from the community has proven to be paramount when balancing epic levels. We thank you all for your continued support. Epic Classes will continue to be revised so long as there is an interest in it.

WHAT IS IN THE BOOK?

The content within this handbook is based on the following official fifth edition material from Wizards of the Coast.

Player's Handbook. Classes, archetypes and races.

Dungeon Master's Guide. Archetypes.

Elemental Evil Player's Companion. Races.

Sword Coast Adventurer's Guide. Archetypes.

Volo's Guide to Monsters. Races.

Xanathar's Guide to Everything. Archetypes.

The book also draws on the following of our own titles.

Heroes of the Orient. Classes, archetypes and races.

Monsters of the Orient. Races.

And it references the following third party titles published by Matthew Mercer using the Community Content Agreement for the Dungeon Masters Guild.

Blood Hunter Class. Class and archetype.

College of the Maestro - Bard College Option. Archetype.

Gunslinger Martial Archetype for Fighters. Archetype.

Order of the Lycan for Blood Hunters. Archetype.

Totem of the Duck - Option for Totem Warrior Barbarians. Archetype option.

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BEYOND 20TH LEVEL

In the Dungeon Master's guide it is suggested, that once you reach 20th level, you can obtain epic boons whenever you've amassed 30.000 XP (as per page 230). That makes sense, where the power gain from boons is marginal when compared to the power contained within this handbook. You are free to go with that progression, but I'd suggest 50.000 XP would be more fitting, as 30.000 is done rather fast with the epic features.

Of course you could also go with milestones, or a completely different style of level progression. That is, as always, completely up to you. However, for the sake of completion, I will present a flow for character advancement here, based on the progression suggested in the *Player's Handbook*.

TIER OF PLAY

The first epic levels (levels 21- 22) you are still considered to be fourth tier of play.

In the fifth tier of play (levels 23 - 26), characters have reached a level of power, that few mortals can match, and the gods themselves begin to take notice.

The sixth and final tier (levels 27-30+), is where you've reached godlike heights. You are near unstoppable and have a fighting chance against righteous gods and antediluvian evils alike. You take part in cosmic struggles and discover the most ancient and well hidden secrets of existence.

PROFICIENCY

The proficiency bonus does not increase at epic levels.

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
410,000	21	+6
470,000	22	+6
540,000	23	+6
620,000	24	+6
710,000	25	+6
810,000	26	+6
950,000	27	+6
1,200,000	28	+6
1,500,000	29	+6
1,800,000	30	+6

MULTICLASSING

Multiclassing functions exactly the same beyond 20th character level as it does before.

SPELLCASTING

As described in the Player's Handbook, you determine your available spell slots by adding together all your levels in the in full caster classes, half your levels (rounded down) in half caster classes, and a third of your levels (rounded down) in spellcasting archetypes from martial classes (like the Eldritch Knight subclass for the fighter or the Arcane Trickster subclass for the rogue). Use this total to determine your spell slots by consulting the Multiclass Spellcaster table below.

For example, if a character is a 25th level paladin and a 5th level sorcerer, it would be a 17th level spellcaster. Any additional spell slots gained from epic paladin levels are added on top of that.

MULTICLASS SPELLCASTER

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	-	-	-	-	-	-	-	-
2nd	2	-	-	-	-	-	-	-	-
3rd	4	2	-	-	-	-	-	-	-
4th	4	3	-	-	-	-	-	-	-
5th	4	3	2	-	-	-	-	-	-
6th	4	3	3	-	-	-	-	-	-
7th	4	3	3	1	-	-	-	-	-
8th	4	3	3	2	-	-	-	-	-
9th	4	3	3	3	1	-	-	-	-
10th	4	3	3	3	2	-	-	-	-
11th	4	3	3	3	2	1	-	-	-
12th	4	3	3	3	2	1	-	-	-
13th	4	3	3	3	2	1	1	-	-
14th	4	3	3	3	2	1	1	-	-
15th	4	3	3	3	2	1	1	1	-
16th	4	3	3	3	2	1	1	1	-
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

MYTHIC PROGRESSION

If you reach 30th level and wish to continue playing, mythic progression has got you covered. The various boons, maneuvers, and spells available here are intended to be god-like in power, allowing characters to gradually surpass even the mightiest of deities and might even take your own seat among the pantheon of gods

CHANGES TO THE GAME

In order to have fun and not break the game, some elements can be changed, while others should be changed. This is because the base game was designed with level 20 as the cap, eliminating the need to think beyond 20th level.

Below you'll find restrictions as well as a new variant rule, supported by all our future publications that include epic monsters.

CANTRIPS

Many cantrips continue to increase in potency as characters progress past 20th level. If a cantrip has a uniform progression at 5th level, 11th level, and 17th level, it continues that progression at 23rd level and 28th level.

For example, the *eldritch blast* cantrip gains an additional beam at 23rd level for a total of five beams, and again at 28th level for a total of six beams.

Similarly, the *vicious mockery* cantrip increases by 1d4 damage at 23rd level for a total of 5d4 damage, and again at 28th level for a total of 6d4 damage.

If a cantrip progresses through various die types, such as from a d4 to a d6, it can also progress at 23rd and 28th level, though it can't increase in power beyond a single d12.

RESTRICTIONS PAST 20TH LEVEL

Here's a list of the elements you should restrict in your game.

Challenge Rating Limitations. Regardless of what spells or class features a Player Character has access to, it can't conjure or create creatures with a CR above 20, nor can a Player Character transform into such a creature.

In addition, while within a deity's divine realm, a creature can't conjure forth other creatures with a CR higher than half its own CR or level, unless the deity allows it.

Divine Intervention. The cleric's Divine Intervention feature is blocked from reaching the target deity within a divine realm, unless the realm belongs to the deity that is being targeted. The Divine Intervention feature also can't be

used offensively against a deity.

In addition, consider limiting the Divine Intervention feature to effects that mimic spells up to 9th level with the exception of the *wish* spell, when combating monsters of challenge rating 30 and higher.

Magical Communication. While in a divine realm, spells and effects that allow contact with beings from other planes don't function unless the realm's deity allows it. In addition, a deity can sense when someone in its domain is casting such a spell or using such an effect and can choose to make itself the spell's or effect's recipient, so that it becomes the one who is contacted.

VARIANT RULE: EPIC DIE

If you want your combat to feel truly epic, consider including the Epic Die. It is designed to make combat more dynamic and represents increasing adrenaline, allowing Player Characters to increase in power the longer they stay in combat, while monsters gain new and unique abilities to still remain an epic threat.

SETUP

When initiative is rolled, a d6 is placed visibly for all and set to 1. This is the Epic Die. Whenever the creature with the lowest initiative has finished its turn, the Epic Die is increased by 1. If the Epic Die reaches 6, it cannot increase further.

MONSTERS AND THE EPIC DIE

Some monsters also receive bonuses based on the Epic Die, as shown in the "Variant: Epic Die Traits" sidebar for a monster. This is generally the case for monsters of CR 20 and higher.

Here is an example of a monster using the Epic Die, taking from the upcoming title *Ulaunt's Guide to the Planes: The Shadowfell*.

VARIANT: EPIC DIE TRAITS

If your group plays with the Epic Die, a nosferatu also has the additional trait noted below:

Epic Trait: Unholy Speed. While in nosferatu form, the nosferatu's AC increases by an amount equal to half the Epic Die, and its walking, climbing, and flying speed increases by a number of feet equal to 10 x the Epic Die.

PLAYER CHARACTERS AND THE EPIC DIE

Below are the bonuses that players receive based on the Epic Die. When a Player Character receives a bonus from the Epic Die, it keeps that bonus until it gets a higher bonus that affects the same gameplay element. For example, if the Epic Die was on 3, giving PCs a +1 bonus to saving throws and skill checks, a PC would also retain the bonus from when the Epic Die was 2.

1. No bonus
2. +1 to attack rolls, damage rolls, and save DCs
3. +1 to saving throws and skill checks
4. +2 to attack rolls, damage rolls, and save DCs
5. +2 to saving throws and skill checks
6. +3 to attack rolls, damage rolls, save DCs, saving throws, and skill checks

REMOVING THE EPIC DIE

When a combat is concluded, the Epic Die is decreased by 1 every 30 seconds. After 3 minutes, the Epic Die is removed from play. If initiative is rolled again before the Epic Die is removed, treat its current number as its starting number.

FIGHTING EPIC MONSTERS

While using this book allows you to delve into epic levels, the final ingredient for true epic level play is not found within these pages: epic monsters.

Epic Monsters. To include epic monsters in your adventures, purchase *Ulraunt's Guide to the Planes*. Each volume focuses on a particular plane of existence, such as The Shadowfell, Acheron, or Hades. Each title in the series includes a multitude of locations and character options that fit the theme of the plane such as races, archetypes, and spells. Each volume also includes many new monsters with challenge ratings going beyond 40. Each plane also has deity's or godlike creatures inhabiting it which are all presented within a volume, complete with original artwork, statblocks, and lair actions.

The Keeper of Tomes. Ulraunt is the fictional author of each volume. He is the Keeper of Tomes at Candlekeep; an enormous and exclusive library on the Sword Coast within the Forgotten Realms.

Ulraunt penned the descriptions of the various locations, deities, and monsters himself, based on the adventures he had when he was still a young wizard.

Creating Epic Combat Encounters. As detailed in chapter 3 of the Dungeon Master's Guide, you can create combat encounters based on XP thresholds and gauge how much experience a PC is expected to earn during a standard adventuring day. Use the XP Thresholds by Epic Character Level and Adventuring Day XP tables to supplement those rules when creating combat encounters for epic characters.

XP THRESHOLDS BY EPIC CHARACTER LEVEL

Character Level	- Encounter Difficulty -			
	Easy	Medium	Hard	Deadly
21	4,000	7,500	11,000	15,000
22	4,500	8,500	12,500	16,500
23	5,000	10,000	15,000	20,000
24	5,500	11,000	16,500	22,000
25	6,000	12,000	18,000	24,500
26	7,000	14,000	21,000	28,000
27	8,500	17,000	25,000	33,500
28	10,500	21,000	31,500	42,000
29	13,000	26,000	39,000	52,000
30	17,000	33,500	50,000	67,000

ADVENTURING DAY XP

Level	Adjusted XP per Day per Character	Level	Adjusted XP per Day per Character
21	45,000	26	85,000
22	50,000	27	100,000
23	60,000	28	125,000
24	66,000	29	155,000
25	73,000	30	200,000



DESIGNING THE CLASSES

In case you wish to hear a few words about the design philosophy about each class, this chapter is for you. We will try to provide insight into why each class ended up the way it did. In order to get the full picture, however, we will sort the classes into a few groups.

In order to balance the classes, and make sure the power curve is at least reasonably close, we designed a uniform progression system that all the classes follow. Here's a short look into the planning behind it all.

ALL CLASSES

PROGRESSION

Level 21. Ability Score Improvement.

Level 25. Ability Score Improvement.

Level 29. Ability Score Improvement.

VARIANT: SPELL POINTS WITH EPIC SPELL CAPACITY

If you play with the Spell Points variant rule, use the following information to replace the Epic Spell Capacity feature:

22ND LEVEL

Spell Points. Your spell point maximum increases to 152.

26TH LEVEL

Spell Points. Your spell point maximum increases to 176.

Spellcasting Improvement. You can cast spells of 6th and 7th level twice between long rests.

29TH LEVEL

Spell Points. Your spell point maximum increases to 228.

Max Spell Level. You can cast spells at 10th, 11th, and 12th level.

10th Level Cost. It costs 15 spell points to cast a 10th level spell.

11th Level Cost. It costs 17 spell points to cast a 11th level spell.

12th Level Cost. It costs 20 spell points to cast a 12th level spell.

Note that a character can only gain the benefits noted above when it would get the Epic Spell Capacity feature which is based on class advancement rather than character advancement.

MARTIAL CLASSES AND HALF-CASTERS

MARTIAL CLASSES

Barbarian, Blood Hunter, Fighter, Monk, Rogue

HALF-CASTERS

Paladin, Ranger

PROGRESSION

Level 21. Minor utility or non-combat ability boost.

Level 22. Unique minor class ability for martial classes and Extended Spell Capacity for half-casters.

Level 23. Central class ability boost.

Level 24. Unique survivability boost, possibly combined with some offense.

Level 25. Minor utility or non-combat ability boost.

Level 26. Unique major class feature (often big improvement on level 24 ability) for martial classes and Extended Spell Capacity for half-casters.

Level 27. Archetype feature (power varies somewhat depending on base class power).

Level 28. Central class ability boost for the monk and rogue and Extra Attack for all other classes.

Level 29. Major combat boost or central class ability boost.

Level 30. Capstone and Death Save Advantage

Death Save Advantage is given to all martial classes. It doesn't do a lot at these high levels, and as such it is mostly a ribbon feature, but it tries to show the superior physique of the martial classes.

ARCHETYPE FOCUSED FULL CASTERS

CLASSES

Cleric, Sorcerer, Wizard

NOTES

The cleric, sorcerer and wizard have one thing in common besides being full spell casters: the core class doesn't actually get that much. In large part most of their features come from the chosen archetype. That effectively means, that there isn't a lot to build on in the core class. It also means that two clerics can be very different. In order to continue this design for epic levels, we chose for the archetype focused full casters to gain archetype features at three different levels: 21st, 25th, and 28th, instead of just at the 27th level like other full casters.

That being said, they are full casters, and as such they get Epic Spell Capacity at 22nd, 26th and 29th level.

PROGRESSION

Level 21. Archetype feature.

Level 22. Epic Spell Capacity.

Level 23. Central class ability boost.

Level 24. Unique minor ability.

Level 25. Archetype feature.

Level 26. Epic Spell Capacity.

Level 27. Major combat boost.

Level 28. Archetype feature.

Level 29. Epic Spell Capacity.

Level 30. Capstone.



EPIC SPELL CAPACITY

Full casters all gain access to the Epic Spell Capacity feature. At 29th level, the feature grants access to 10th, 11th, and 12th level spell slots. These spell slots can be used to cast any spell. If you, for example, were to cast *fireball* using a 12th level spell slot, it would deal 17d6 fire damage.

CLASS FOCUSED FULL CASTERS

CLASSES

Bard, Druid

NOTES

Having just explained the decisions behind giving some of the caster classes archetype features at three levels, you might wonder here why the bard gets one archetype feature, and the druid gets two. Well, the bard isn't very dependent on the archetypes, as he gets a lot of stuff from his core class. The druid, however, is somewhere in the middle, and we wanted to accommodate that.

PROGRESSION

Level 21. Minor non-combat ability boost.

Level 22. Epic Spell Capacity.

Level 23. Central class ability boost for bard, archetype feature for druid.

Level 24. Unique survivability or utility boost, possibly combined with a little offense.

Level 25. Minor non-combat ability boost for the druid, unique, hard-to-quantify boost for the bard.

Level 26. Epic Spell Capacity.

Level 27. Archetype feature.

Level 28. Central class ability boost.

Level 29. Epic Spell Capacity.

Level 30. Capstone.

THE WARLOCK

See then class for its progression. With pact boons, patrons, eldritch invocations, and spells, the warlock is an exceptionally customizable class.

THE KENSAI AND THE SHOGUN

The kensai and shogun classes, first introduced in *Heroes of the Orient: Player's and DM's Companion*, are both similar in design, landing somewhere between the martial classes and the archetype focused full casters. They are both martial classes that gain three archetype features as they are very dependent on the chosen subclass, much like the cleric, sorcerer, and wizard are. They also borrow design elements from the other martial classes, as they gain Extra Attack at 28th level and Death Save Advantage at 30th level.

DESIGN PHILOSOPHY

Here we would like to provide a few key words on each class individually. These keywords were our anchor during the design phase.

Barbarian. Hard to kill, big criticals, punishes attackers.

Bard. Superb at many things, support.

Blood Hunter. Damage, risk/reward. While it would normally never be feasible to do so, the Blood Hunter's Crimson Rite damage die eventually becomes a d20. This is a reflection of the risk/reward gameplay that defines the class.

Cleric. Archetype dependent, focus on channel divinity.

Druid. Versatile with spells and wild shape.

Fighter. Damage, survivability, tactics.

Kensai. Archetype dependent, damage, survivability.

Monk. Battlefield control, survivability, utility.

Paladin. Damage, survivability, support.

Ranger. Focus on favored enemies, polish archetypes.

Rogue. Damage, survivability, trickery, utility.

Shogun. Archetype dependent, leader, tactics.

Sorcerer. Archetype dependent, breaking the rules, high damage potential, unruly.

Warlock. Customizability, a little of everything.

Wizard. Archetype dependent, master of spells.



PART 1: EPIC PROGRESSION

This chapter provides meaningful progression past 20th level for 15 classes and a total of 122 archetypes, allowing your character to become truly epic.

EPIC BARBARIAN

PLAYER'S HANDBOOK

THE EPIC BARBARIAN

Level	Rage Damage	Features
21	+5	Fast Movement (+ 20 feet), Ability Score Improvement
22	+5	Blindsight
23	+5	Brutal Critical (4 dice)
24	+5	Indomitable Vigor
25	+6	Fast Movement (+ 30 feet), Ability Score Improvement
26	+6	Unmatched Brutality
27	+6	Path Feature
28	+7	Extra Attack (2)
29	+7	Brutal Critical (5 dice), Ability Score Improvement
30	+8	Primal Instinct, Death Save Advantage

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your barbarian.

SUPERNATURAL RAGE

A barbarian's rage takes many forms. Most are simply filled with anger akin to a furious thunderstorm, but a select few are filled with a supernatural rage that seemingly can't be quenched. Consider if your barbarian enters into a supernatural rage or not.

SUPERNATURAL RAGE EFFECT

d6 Effect

- 1 Your eyes become inky voids as your rage is fueled by some strange entity possessing you.
- 2 Lightning crackles from your hands as you strike.
- 3 Your tattoos glow with holy radiance.
- 4 A spirit seems to move with you, mirroring your movements with a split second delay.
- 5 You are surrounded by benign flames and your veins bulge from your skin.
- 6 Your shadow becomes that of your totem animal or some other bestial force.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature, except for Strength and Constitution, which you can improve to 28.

FAST MOVEMENT

Starting at 21st level, your speed increases by an additional 10 feet while you aren't wearing heavy armor, for a total of 20 feet. At 25th level your speed increases by another 10 feet while you aren't wearing heavy armor, for a total of 30 feet.

BLINDSIGHT

Your senses have become so honed that you surpass the sensory limitations of mere mortals, being able to accurately predict an opponent's movements even with your eyes closed. Beginning at 22nd level, you gain blindsight with a range of 5 ft., and an additional 5 ft. of blindsight while raging.

BRUTAL CRITICAL

Beginning at 23rd level, you can roll four additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

This increases to five additional dice at 29th level.

INDOMITABLE VIGOR

Beginning at 24th level, if your total for a Constitution check is less than your Constitution score, you can use that score in place of the total.

UNMATCHED BRUTALITY

Years of hacking and slashing at your enemies, has taught you everything there is to know about creating and abusing openings in an enemy's defense, as well as opening or closing yourself to opportunistic strikes.

Beginning at 26th level, when using Reckless Attack, you can choose whether hostile creatures have advantage against you or not, and attacks of opportunity against you are made at disadvantage unless you choose otherwise.

PATH FEATURE

PATH OF THE ANCESTRAL GUARDIAN

XANATHAR'S GUIDE TO EVERYTHING

ANCESTRAL CONDUIT

At 27th level, you roll 4d12 when using your Spirit Shield feature.

PATH OF THE BERSERKER

PLAYER'S HANDBOOK

CRAZED FRENZY

Beginning at 27th level, when you go into a frenzy while you raging, you can make two melee weapon attacks as a bonus action rather than one.

PATH OF THE BRAWN

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

FEROCITY

Beginning at 27th level, while raging your speed can't be magically reduced and it doesn't cost you extra movement to move through difficult terrain.

PATH OF THE TOTEM WARRIOR

PLAYER'S HANDBOOK, SWORD COAST ADVENTURER'S GUIDE, HEROES OF THE ORIENT, & TOTEM OF THE DUCK

Beginning at 27th level, you may choose one of the following totems.

TOTEMIC SYMBIOSIS

Bear. While raging you cannot be knocked prone or moved against your will by any means as long as you are conscious.

Duck. While raging you add twice your Rage Damage to your melee attacks that hit a creature frightened of you.

Eagle. You don't take damage from falling 30 feet or less, and when you fall longer distances you take only half as much damage from the fall.

Wolf. While you're raging, you can use a bonus action to attempt to grapple an opponent.

Elk. Your movement speed cannot be reduced by any means, and it only costs you 5 feet of movement to stand up from prone.

Phoenix. If you fail a saving throw while raging, you can choose to succeed instead. Once you use this feature, you must finish a short or long rest before you can use it again.

Tiger. You have advantage on Stealth checks and you can take the Hide action as a bonus action.

PATH OF THE BATTLERAGER

SWORD COAST ADVENTURER'S GUIDE

THORNS

Starting at 27th level, you can move through other creatures no matter their size. The first time you enter a creature's space on your turn, you deal piercing damage equal to half your rage damage rounded down. If you are raging, this damage instead equals your rage damage. If you end your turn in another creature's space, you take 1d10 bludgeoning damage and are ejected to the nearest unoccupied space.

PATH OF THE STORM HERALD

XANATHAR'S GUIDE TO EVERYTHING

TEMPESTUOUS HARBINGER

Starting at 27th level, you can change your environment choice for your Storm Aura whenever you finish a long rest. In addition, the range of your storm aura increases to 30 feet, and the environmental effects that can be activated are improved:

Desert. When this effect is activated, all other creatures in your aura take 10 fire damage each.

Sea. When this effect is activated, you can choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 4d12 lightning damage on a failed save, or half as much damage on a successful one.

Tundra. When this effect is activated, each creature of your choice in your aura gains 10 temporary hit points, as icy spirits inure it to suffering.

PATH OF THE ZEALOT

XANATHAR'S GUIDE TO EVERYTHING

UNDYING ZEALOTRY

Starting at 27th level, when you would otherwise die, you instead regain hit points equal to half your hit point maximum.

Once you use this feature, you can't use it again until you finish a long rest.

EXTRA ATTACK

Beginning at 28th level, you can attack three times whenever you take the Attack action on your turn.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

PRIMAL INSTINCT

At 30th level, you choose a primal instinct and gain its features.

Brutal. Your critical hits threaten to obliterate your foes. You can roll a total of seven additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Savage. Taking injuries while raging fuels the fire within you. While raging, whenever you are hit with a melee attack, you gain a number of Savagery Dice equal to the damage taken divided by 5. You can never have more than 3 Savagery Dice at any one time. Your stored Savagery Dice last until your rage ends, until you are healed, or after 1 minute.

When you hit a creature with a melee weapon attack, you can expend any number of Savagery Dice you have stored and add the dice to the attack's damage roll. The damage of your Savagery Dice equals your weapon damage die.

Tribal. Your very presence makes your allies more resilient. While raging, your allies within 5 feet of you are resistant to bludgeoning, piercing, and slashing damage.

Undaunted. You are near impossible to kill. If you drop to 0 hit points and don't die outright, you can make a DC 5 Constitution saving throw with advantage. If you succeed, you drop to 1 hit point instead, and your rage is automatically activated if it isn't already.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 5. This feature replaces your Relentless Rage feature.

Wild. Your vitality is unmatched. Your hit point maximum increases by 30.

THE BEAST HAD BLOODIED THE STRANGER WITH A CRITICAL NECK BITE AND I WAS NEXT. ITS BURNING RED EYES FILLED MY HEART AND SOUL WITH PURE TERROR. MY TIME HAD COME. AS IT WAS ABOUT TO LUNGE ITS TEETH INTO MY FLESH, A SHATTERING ROAR MADE THE HEAVENS THEMSELVES TREMBLE, AND THE BLOODIED STRANGER CAME DOWN UPON THE BEAST LIKE NO MAN COULD. HE WAS THE BEAST AND IT WAS HIS PREY NOW. THE CREATURE COILED, BUT EVERY STRIKE JUST SEEMED TO FUEL THE STRANGER'S FIRE. AS HE SWUNG HIS AXE, HE FELLED THE CREATURE WITH A SINGLE MIGHTY BLOW. HE SEEMED A GOD AMONG MEN, YET I NEVER SAW HIM AGAIN. THIS SIMPLE MAN WITH AN AXE.

- P.T. DIRAQ, ADVENTURER

EPIC BARD

PLAYER'S HANDBOOK

THE EPIC BARD

Level	Cantrips Known	Spells Known	Features
21	5	22	Song of Rest Improvement, Ability Score Improvement
22	5	23	Epic Spell Capacity
23	5	24	Countercharm Improvement
24	5	25	Bardic Inspiration Improvement
25	5	27	Empathic Learning, Ability Score Improvement
26	6	28	Epic Spell Capacity
27	6	30	Bard College feature
28	6	31	Force of Personality, Legendary Wordsmith
29	6	32	Epic Spell Capacity, Ability Score Improvement
30	6	34	Bardic Supremacy

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your bard.

BARDIC LEGACY

You don't simply entertain; you have reached heights unimaginable by most other bards. Your very voice might have become imbued with bardic magic, or you might leave behind a legacy that will leave others breathless for generations to come. Work with your DM to determine how a bardic legacy might help give your character have an epic impact on the world and help drive the story forward.

BARDIC LEGACY

d6 Effect

- You have made a magnum opus that is world renowned.
- When playing an instrument, for a few seconds you can make it sound as if an entire orchestra is playing.
- You have a loyal fan base in every city.
- You always get glowing reviews after performing at a new venue.
- Others find it difficult to take their eyes of you while you perform.
- You have created a new genre of music that others attempt to imitate.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

SONG OF REST IMPROVEMENT

Beginning at 21st level, the extra hit points generated by Song of Rest increase to 2d12. Additionally, the time required for a short and long rest is halved for you and any allies within 60 feet of you that can see or hear you.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.

COUNTERCHARM IMPROVEMENT

Beginning at 23rd level, you can use your Countercharm feature as a bonus action.

BARDIC INSPIRATION IMPROVEMENT

Starting at 24th level, when a creature rolls one of your Bardic Inspiration dice, it can roll the die twice and take either result.



EMPATHIC LEARNING

Upon reaching 25th level, you can choose a 1st level feature from any class and adopt it as your own as if you had one level in the chosen class. The feature can't be a feature that is restricted to a particular archetype of the chosen class.

You could, for example, choose the barbarian's Rage feature, the fighter's Second Wind feature, or the paladin's Divine Sense feature.

BARD COLLEGE FEATURE

Your chosen college grants you features at 27th level.

COLLEGE OF GLAMOUR

XANATHAR'S GUIDE TO EVERYTHING

MAJESTIC

Starting at 27th level, the temporary hit points generated by your Mantle of Inspiration feature increases to 20 and you can use your Mantle of Majesty feature once between short or long rests, rather than just between long rests.

COLLEGE OF LORE

PLAYER'S HANDBOOK

EXPERT CASTING

Beginning at 27th level, casting spells from a specific school comes easily to you. Choose a school of magic. Casting spells from your chosen school will only expend a fraction of your spellcasting efforts. When you cast a bard spell of 3rd level or higher from that school, you regain one expended spell slot. The slot you regain must be of at least two levels lower than the spell you cast and can't be higher than 5th level.

COLLEGE OF SWORDS

XANATHAR'S GUIDE TO EVERYTHING

FLOURISH MASTER

Starting at 27th level, you can use your Blade Flourish feature twice when you take the Attack action on your turn; one for each of your attacks.

In addition, the first Blade Flourish you make on a turn doesn't expend the rolled Bardic Inspiration die.

COLLEGE OF THE GEISHA

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

ALLURING DANCE

Starting at 27th level, you can use your action to perform an alluring dance. All creatures of your choice within 60 feet of you who can see you must succeed on a Wisdom saving throw or make attack rolls with disadvantage until the end of your next turn.

Once you use this feature, you must finish a short or long rest before you can do so again.

COLLEGE OF THE MAESTRO

COLLEGE OF THE MAESTRO

ADROIT CONDUCTOR

At 27th level, you learn two additional conducting techniques. In addition, you gain one additional use of your Bardic Inspiration.

COLLEGE OF VALOR

PLAYER'S HANDBOOK

INSPIRE LEGION

When you would grant another creature a Bardic Inspiration die, you can instead choose to grant up to five eligible creatures of your choice a Bardic Inspiration die. You only expend one use of Bardic Inspiration when doing so. You can't use this feature on a turn where you also use your Legendary Wordsmith feature.

Once you use this feature, you can't use it again until you finish a long rest.

COLLEGE OF WHISPERS

XANATHAR'S GUIDE TO EVERYTHING

METAPHYSICAL IMPAIRMENT

Starting at 27th level, the psychic damage from your Psychic Blades increases to 12d6.

FORCE OF PERSONALITY

Starting at 28th level, your Charisma score increases by 2, as does your maximum for that score.

LEGENDARY WORDSMITH

Starting at 28th level, when you would grant another creature a Bardic Inspiration die, you can choose to grant that creature two dice instead. The creature chooses whether to use the dice one at a time or simultaneously.

BARDIC SUPREMACY

At 30th level, your proficiency bonus increases by 1.

VARIANT: PROFICIENCY DICE

If you play with the Proficiency Dice variant rule, the Bardic Supremacy feature instead grants you a +1 bonus to the rolls you make with your proficiency die.



EPIC BLOOD HUNTER

BLOOD HUNTER CLASS

THE EPIC BLOOD HUNTER

Level	Crimson Rite Damage Die	Features	Blood Curses Known
21	1d10	Dark Hunter (1), Ability Score Improvement	6
22	1d10	Blood Augmentation	6
23	1d12	Wounds of Woe (1)	6
24	1d12	Mystic Blood	7
25	1d12	Dark Hunter (2), Ability Score Improvement	7
26	1d12	Master of Curses and Rites	7
27	1d12	Order Feature	7
28	1d12	Extra Attack (2)	8
29	1d20	Wounds of Woe (2), Ability Score Improvement	8
30	1d20	Nefarious Predator, Death Save Advantage	8

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your blood hunter, choosing from the options shown below.

DIABOLICAL ALTERATION

Surviving the imbibing of Hunter's Bane, or perhaps balancing your existence so closely to the evil you wish to combat, has caused you to change in a diabolical way. A diabolical alteration can provide many roleplaying possibilities but might also cause NPCs to become more wary of you. Work with your DM to determine if a physical alteration is right for your blood hunter.

DIABOLICAL ALTERATION

d6 Alteration

- 1 You don't have a reflection.
- 2 Your voice is deep and growly like that of a large, wild animal, and you can howl with unnatural ferocity.
- 3 Your eyes have a slit-like pupils, like the eyes of a cat or snake.
- 4 Your blood is different from regular blood. It might be sticky and black like tar, a water-like golden substance, boiling hot blood, sand or dust, or something else entirely.
- 5 Your toes and feet lengthen and you walk on your toes, giving you a bestial digitigrade posture.
- 6 Your skin is terrifyingly different. Your skin might be translucent, have extreme hair growth, be exceptionally pale, feel wet and rubbery to the touch, gleam with a subtle radiance, or something else entirely depending on your order and your personal nature.

VIOLENT RITES

Contrary to most blood hunters, your crimson rites manifest not only on your weapon, but also on yourself or even the world around you. This reflects how your crimson rites have become second nature to you, as your power has grown.

VIOLENT RITE EFFECT

d6 Effect

- 1 While you have a rite active, your eyes become infused with the effect of your active rite: swirling red flames for fire, motionless icy blue for cold, crackling yellow and white for lightning, vibrating eyes for thunder, lifeless gray for psychic, ventablack for necrotic, and sparkling white for radiant.
- 2 Lights within 30 feet of you flicker while you have an active rite.
- 3 While you have an active rite, your veins bulge and become visible beneath your skin, like a network of black tunnels.
- 4 While you have an active rite, you seemingly grow in size and bulk.
- 5 While you have an active rite, creatures within 30 feet of you get a sense of imminent doom.
- 6 While you have an active rite, the air around you seems to shift and shimmer unnaturally and nonmagical plants that aren't creatures wither and die when within 5 feet of you.



ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

DARK HUNTER

Starting at 21st level, your darkvision extends out an additional 30 feet and you can use your Blood Maledict feature five times between rests. Once you reach 25th level your darkvision extends 30 feet further and you can use your Blood Maledict feature six times between rests.

BLOOD AUGMENTATION

Beginning at 22nd level, when you amplify a blood curse, you can choose to amplify it even further with a Blood Augmentation by suffering damage equal to your crimson rite damage die an additional time. A blood augmented curse gains its amplified effect, as well as the effect noted below.

Blood Curse of Binding. On a failed saving throw, the creature also drops prone.

Blood Curse of the Eyeless. On a failed saving throw, the creature also becomes blinded until the end of its next turn.

Blood Curse of the Fallen Puppet. On a failed saving throw, the creature attacks with advantage and also adds half your level to its damage roll.

Blood Curse of the Fending Rite. On a failed saving throw, creatures affected by the curse also make the saving throw with advantage.

Blood Curse of the Marked. The target's hit point maximum is reduced by an amount equal to the Crimson Rite damage you deal.

Blood Curse of Mutual Suffering. The cursed creature also suffers from the curse if it deals damage to you with a spell.

Blood Curse of Purgation. Your target can instead immediately make a saving throw against one other condition afflicting it. This condition can be charmed or stunned.

Blood Curse of Spell Sunder. The creature's spell misses you automatically without you making a roll.

Order of the Lycan: Blood Curse of the Howl. Affected creatures have disadvantage on the saving throw.

WOUNDS OF WOE

Your suffering begins to supernaturally affect the world around you. Beginning at 23rd level, whenever you take damage equal to or higher than your level on a turn, all nonmagical light within 30 feet of you is dimmed until the end of your next turn; bright light becomes dim light and dim light becomes darkness. The effect follows you as you move. For the same duration, when you roll damage for your Crimson Rite, you can roll the dice twice and take either result.

Once you reach 29th level, your Wounds of Woe feature affects nonmagical light within 60 feet of you, and when you roll damage for your Crimson Rite, and both rolls are less than 10, you can add them together.

MYSTIC BLOOD

Beginning at 24th level, roll a die equal to your Crimson Rite damage die whenever you finish a long rest. Your hit point maximum increases equal to the roll. You lose the increase when next you finish a long rest and roll again. In addition, your hit point maximum can't be reduced below 1.

MASTER OF CURSES AND RITES

Beginning at 26th level, the range of your blood curses is doubled. In addition, you learn an additional Esoteric Rite.

ORDER FEATURE

ORDER OF THE GHOSTSLAYER

THE BLOODHUNTER

VARIABLE DARKNESS

Starting at 27th level, you can cause magical darkness to spill from you as a bonus action. The darkness spreads in a 5- to 10-foot radius. You can alter the radius or end the effect as a bonus action on your turn. When a creature other than you ends its turn in the darkness, it takes necrotic damage equal to your Constitution modifier.

ORDER OF THE LYCAN

THE BLOODHUNTER

LYCAN ELDER

Starting at 27th level, you can use your Hybrid Transformation feature four times between rests. In addition, you gain the following features while transformed:

Elder Wisdom. You have advantage on Wisdom saving throws.

Vicious Predatory Strikes. Your unarmed strikes now deal 1d12 slashing damage.

ORDER OF THE MUTANT

THE BLOODHUNTER

MUTANT ANOMALY

Starting at 27th level, your body has begun producing another of your toxins naturally. Choose one of your known mutagen formulas other than the one you chose for your Exalted Mutation feature. You gain the benefits and side effects of this mutagen permanently, at all times. You cannot change this choice of formula after this feature is acquired. In addition, you learn three additional formulas.

ORDER OF THE PROFANE SOUL

THE BLOODHUNTER

EXALTATION

Starting at 27th level, your dark patron lifts you to otherworldly heights, granting you a boon of exceptional power.

The Archfey. Your eyes are blessed by powerful fey magic, giving you vision as only the most powerful fey have. You gain Fey Vision out to a range of 30 feet. Each object or creature within range is outlined in a blue, green, or violet light (your choice), and your attack rolls have advantage against creatures and objects within range. Your Fey Vision outlines even hidden or invisible creatures, as well as creatures on the ethereal plane, but it doesn't let you discern a shapeshifter's true shape.

The Celestial. Whenever you expend a use of your Blood Maledict feature, you regain lost hit points equal to your Wisdom modifier.

The Fiend. When you reduce a hostile creature to 0 hit points while you have a crimson rite active, you can hurl a ball of energy at a hostile creature within 30 feet of you as a bonus action. Make a ranged spell attack. On a hit, the target takes damage equal to your Crimson Rite damage die and is paralyzed until the end of its next turn.

The Great Old One. You learn to manipulate the minds of your enemies, sending them running like puppets under your control. You target a creature within 30 feet of you as a bonus action, forcing it to make a Wisdom saving throw saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the creature becomes charmed by you for 1 minute. When

charmed, the target becomes convinced that its ally that is furthest away from it which it can see is in fact an otherworldly abomination that must be destroyed. On each of its turns, the target will move straight towards the creature and try to slay it to the best of its ability. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the target succeeds in killing its ally, or if it takes psychic damage.

Once you use this feature, you can't use it again until you finish a short or long rest.

The Hexblade. Whenever you target a creature with a blood curse, you gain a bonus to the next damage roll against the cursed target. The bonus equals your proficiency bonus.

The Undying. On your turn, you can use a bonus action to regain hit points equal to 1d6 + your blood hunter level. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches.

Once you use this feature, you can't use it again until you finish a short or long rest.

EXTRA ATTACK

Beginning at 28th level, you can attack three times whenever you take the Attack action on your turn.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

NEFARIOUS PREDATOR

Also at 30th level, when a hostile creature is affected by one of your blood curses, your very being becomes focused on slaying that creature. You gain a number of benefits as described below. Some benefits work only if your curse was amplified, while you gain all benefits if your curse was augmented.

- You ignore difficult terrain while moving the most direct route towards the affected creature.
- When you hit the affected creature with a melee attack on your turn, you gain temporary hit points equal to half the Crimson Rite damage you deal to the target. These temporary hit points can only absorb damage caused by the affected creature.
- *Amplified.* Your attacks ignore any damage resistances the affected creature has.
- *Amplified.* When the affected creature attacks you with a melee weapon attack while within 5 feet of you, you can use your reaction to make a melee attack against it.
- *Augmented.* You have advantage on saving throws against spells and effects from the target.
- *Augmented.* Your melee attacks are made with advantage against the target creature.



EPIC CLERIC

PLAYER'S HANDBOOK

THE EPIC CLERIC

Level	Cantrips Known	Features
21	6	Divine Domain feature, Ability Score Improvement
22	6	Epic Spell Capacity
23	6	Channel Divinity (4/rest)
24	6	Destroy Undead (CR 5)
25	6	Divine Domain feature, Ability Score Improvement
26	7	Epic Spell Capacity
27	7	Empowered Channel Divinity
28	7	Divine Domain feature
29	7	Epic Spell Capacity, Ability Score Improvement
30	7	Apotheosis, Destroy Undead (CR 6)

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your cleric.

DIVINE ECHO

You are among your deity's mightiest servants. For your zeal and devout service, your deity has bestowed upon you an echo of its divine power.

DIVINE ECHO

d6 Echo

- 1 When you use your Channel Divinity, your deity's holy symbol briefly manifests near you as radiant light, dark shadow, or some other visual phenomenon that reflects the nature of your deity.
- 2 Periodically when you speak, your deity's voice is audible but faint as it mirrors your words. As a result, at the whims of your deity your words can cause awe in those around you.
- 3 When you expend a cleric spell slot, millions of minuscule particles seem to hover in the air around you for a few seconds before they fade from view. The particles can be radiant light, wisps of shadow, luminescent green sparks, or some other visual phenomenon that reflects the nature of your deity.
- 4 Through your mere presence you can cause the world around you to seem more beautiful, magical, or horrible, depending on the nature of your deity. For example, colors could appear brighter or dulled down, or bird song could be heard clearly or not at all.
- 5 When you are victorious in battle, an audible phenomenon manifests in the world around you. The phenomenon can be a thunderous boom, a mischievous and ominous giggle, a mad laughter, an angelic hymn, or something else that reflects the nature of your deity.
- 6 The touch of your hand on a willing creature causes the creature to clearly picture your deity for but a split second. The creature immediately forgets the image but is convinced that it has seen something divine.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

DIVINE DOMAIN FEATURE

Your chosen domain grants you features at 21st, 25th and 28th level.

ARCANA DOMAIN

SWORD COAST ADVENTURER'S GUIDE

CHANNEL ARCANA

Beginning at 21st level, your Channel Divinity: Arcane Abjuration has its range increased to 60 feet, and the maximum Challenge Rating for banishment increases to 5.

MIGHTY SPELLCASTING

At 25th level, you add your Wisdom modifier twice to the damage you deal with any cleric cantrip, rather than once.

WEAVE DISTORTION

Starting at 28th level, you are always under the effect of the *detect magic* spell.

In addition, you can twist and bend the Weave around you. Using a bonus action, you gain resistance to all magical damage until the start of your next turn.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended charges once you finish a long rest.

DEATH DOMAIN

DUNGEON MASTER'S GUIDE

CHANNEL DEATH

Starting at 21st level, the damage from your Channel Divinity: Touch of Death spreads to all creatures of your choice within 10 feet of you.

IMPROVED DIVINE STRIKE

Beginning at 25th level, your Divine Strike damage increases to 3d8.

DEATH THROES

When you reach 28th level, when you deal necrotic damage to a creature, the creature's maximum hit points is reduced by the same amount.

FORGE DOMAIN

XANATHAR'S GUIDE TO EVERYTHING

CHANNEL ARTISANRY

Starting at 21st level, you can use your Channel Divinity: Artisan's Blessing to create magical objects and your creation can have a value up to 1,000 gp.

IMPROVED DIVINE STRIKE

Beginning at 25th level, your Divine Strike damage increases to 3d8.

BLESSING OF THE GREAT FORGE

Beginning at 28th level, you can use your Blessing of the Forge feature to imbue magical objects, and the bonus increases to +3 if you use it on a nonmagical object.

GRAVE DOMAIN

XANATHAR'S GUIDE TO EVERYTHING

GRAVE CHANNELING

Starting at 21st level, when you use your Channel Divinity: Path to the Grave, the curse no longer ends after the target is hit.

MIGHTY SPELLCASTING

At 25th level, you add your Wisdom modifier twice to the damage you deal with any cleric cantrip, rather than once.

SANCTUM OF SOULS

Beginning at 28th level, when you would be reduced to 0 hit points, you instead regain a number of hit points equal to half your hit point maximum. Once you use this feature, you can't use it again until you finish a long rest.

KNOWLEDGE DOMAIN

PLAYER'S HANDBOOK

CHANNEL KNOWLEDGE

Starting at 21st level, you can empower others with your Channel Divinity: Knowledge of the Ages.

MIGHTY SPELLCASTING

At 25th level, you add your Wisdom modifier twice to the damage you deal with any cleric cantrip, rather than once.

MAGICAL KNOWHOW

Your deep insight into the workings of magic, lets you thwart offensive spells against you more effectively. Beginning at 28th level, you have advantage on saving throws against spells that target you.

LIFE DOMAIN

PLAYER'S HANDBOOK

CHANNEL LIFE

Starting at 21st level, your Channel Divinity: Preserve Life can restore a creature back to its hit point maximum.

LIFE INFUSED STRIKES

Beginning at 25th level, when you hit a creature with a weapon attack, you regain lost hit points equal to the radiant damage done.

ARMOR OF LIFE

Beginning at 28th level, whenever you receive healing, you gain the same amount of hit points as temporary hit points, up to a maximum of half your cleric level.

LIGHT DOMAIN

PLAYER'S HANDBOOK

CHANNEL THE LIGHT

Starting at 21st level, the radius of your Channel Divinity: Radiance of the Dawn increases to 60 feet and its damage is increased to 4d10 + your Cleric level.

MIGHTY SPELLCASTING

At 25th level, you add your Wisdom modifier twice to the damage you deal with any cleric cantrip, rather than once.

ARMOR OF LIGHT

Starting at 28th level, you can use a bonus action to conjure forth radiant light that envelops you like a suit of divine armor for 1 minute. For the duration, you shine bright light in a 30-foot radius and dim light for an additional 30 feet. The light is magical. A creature has disadvantage on attack rolls against you unless it is immune to the blinded condition. A creature that is vulnerable to radiant damage can't target you with attacks or spells while it is within the light.

Once you use this feature, you must finish a long rest before you can do so again.

NATURE DOMAIN

PLAYER'S HANDBOOK

CHANNEL NATURE

Starting at 21st level, the radius of your Channel Divinity: Charm Animals and Plants has its radius increased to 60 feet, and its duration increased to 5 minutes.

IMPROVED DIVINE STRIKE

Beginning at 25th level, your Divine Strike damage increases to 3d8.

BOND WITH NATURE

At 28th level, you learn three druid spells of your choice of 6th level or lower. These spells count as cleric spells for you, are always prepared, and don't count toward your maximum number of prepared spells.

SHAMANISM DOMAIN

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

CHANNEL SPIRIT SIGHT

Starting at 21st level, the range of your Channel Divinity: Spirit Sight increases to 300 feet.

SPIRIT ROOTS

Beginning at 25th level, you can cast *etherealness* and *speak with dead* at will.

SPIRIT'S BLESSING

At 28th level, your chosen spirit bestows upon you a blessing.

Ancestral Spirit. If you fail to maintain concentration on a spell, you can instead choose to succeed. Once you use this feature, you can't do so again until you finish a long rest.

Animal Spirit. You can use your action and expend one cleric spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Demonic Spirit. You can cast *eyebite* at will, without expending a spell slot.

Primordial Spirit. You can cast *misty step* at will, without expending a spell slot.

SHUGENJA DOMAIN

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

DESTROY ELEMENTALS AND FIENDS

Starting at 21st level, when an elemental or fiend fails its saving throw against your Turn Elementals and Fiends feature, the creature is instantly destroyed if its challenge rating is at or below 5.

ELEMENTAL SCRYING

Also starting at 21st level, when you detect an element with your sense elements feature, you can cast a ritual that lets you see through the element for up to 10 minutes. You retain your normal vision when you do so, but you cannot see further than the 300 feet your sense elements lets you detect. While seeing through an element, you lose your own senses and you are unaware of your own surroundings.

You can end the effect as a bonus action. The effect also ends early, if you take damage or drop unconscious.

MIGHTY SPELLCASTING

At 25th level, you add your Wisdom modifier twice to the damage you deal with any cleric cantrip, rather than once.

IMPROVED ELEMENTAL PERSONIFICATION

At 28th level, you gain another feature depending on the Elemental Affinity you chose at 2nd level.

Air. You can use your Mislead feature any number of times.

Earth. The range of your Shaking the Foundations feature is doubled.

Fire. The range of your Eruption feature increases to 10 feet and the damage increases to 2d10 fire damage.

Water. Your Elemental Metabolism feature restores you to your maximum hit points and cures you of any effect that reduces your hit point maximum

TEMPEST DOMAIN

PLAYER'S HANDBOOK

CHANNEL THE TEMPEST

Beginning at 21st level, your Channel Divinity: Destructive Wrath also makes your attack hit up to two additional targets within 5 feet of the original target.

IMPROVED DIVINE STRIKE

Beginning at 25th level, your Divine Strike damage increases to 3d8.

MOLECULAR ABSORPTION

Starting at 28th level, you become resistant to thunder and lightning damage.

TRICKERY DOMAIN

PLAYER'S HANDBOOK

CHANNEL TRICKERY

Beginning at 21st level, your Channel Divinity: Cloak of Shadows can be activated using a bonus action, rather than an action.

IMPROVED DIVINE STRIKE

Beginning at 25th level, your Divine Strike damage increases to 3d8.

ELUSIVE

Beginning at 28th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

WAR DOMAIN

PLAYER'S HANDBOOK

CHANNEL WAR

Beginning at 21st level, your Channel Divinity: Guided Strike affects all of your attacks on that turn.

IMPROVED DIVINE STRIKE

Beginning at 28th level, your Divine Strike damage increases to 3d8.

HOLY ARMOR

Starting at 28th level, you can use a bonus action to magically don a spectral armor for 1 minute. For the duration, your AC increases by 2. In addition, when you are hit by an attack or targeted by a spell, you can roll 3d8 as a reaction and add them to your AC or saving throw. When you do so, you can't use your Divine Strike feature on your next turn.

Once you use this feature, you must finish a long rest before you can do so again.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.

CHANNEL DIVINITY

Beginning at 23rd level, you can use your Channel Divinity four times between rests.

DESTROY UNDEAD

Starting at 24th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below 5. At 30th level, the threshold increases to a challenge rating at or below 6.

EMPOWERED CHANNEL DIVINITY

Beginning at 27th level, enemies have disadvantage on saving throws against any of your Channel Divinity effects that require them to make one.

APOTHEOSIS

Starting at 30th level, your connection to the divine lets you assume an apotheosized form. As an action, you transform into a being of pure energy appropriate to your Divine Domain, magically healing you up to your hit point maximum. While in this form, your melee weapon attacks deal an additional 2d8 damage of the same type as your Divine Strike feature, or radiant damage if you lack that feature. In addition, you can cast any spell you know, whether you have it prepared or not, and you gain truesight out to a range of 120 feet.

While in this form, as a bonus action, you can magically teleport, along with any equipment you are wearing or carrying, up to 120 feet to an unoccupied space that you can see,

Your apotheosized form lasts a number of rounds equal to your Wisdom modifier. Once you use this feature, you must finish a long rest before you can do so again.

EPIC DRUID

PLAYER'S HANDBOOK

THE EPIC DRUID

Level	Cantrips Known	Features
21	5	Mindfulness (1), Wild Shape Improvement, Ability Score Increase
22	5	Epic Spell Capacity
23	5	Druid Circle feature
24	5	Primeval Gift
25	5	Mindfulness (2), Wild Shape Improvement, Ability Score Improvement
26	6	Epic Spell Capacity
27	6	Druid Circle feature, Wild Shape Improvement
28	6	Essence of the Wild
29	6	Epic Spell Capacity, Ability Score Improvement
30	6	Archdruid Elder, Wild Shape Improvement

BEAST SHAPES

Level	Max. CR	Limitations	Example
21st	2	-	Polar Bear
25th	3	-	Killer Whale
27th	4	-	Elephant
30th	5	-	Giant Crocodile

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your druid.

MARK OF THE WILDS

Being so in touch with the natural forces of the world has caused those forces to leave their mark on you, either influencing your physical appearance or causing nature itself to react differently towards you.

MARK OF THE WILDS EFFECT

d6 Effect

- 1 A light breeze surrounds you, reflecting your current mood as a bitter cold breeze, a midsummer breeze, or anything in between.
- 2 Your skin is tough to the touch like bark.
- 3 Small pointy antlers grow from your head. As you gain levels, the antlers grow in size.
- 4 Wild beasts of all shapes and sizes greet you by bowing their heads.
- 5 Thorny vines grow out of your body, curling around your limbs, though they don't hamper your movement in any way.
- 6 Your eyes glow with a luminescent, green tinge.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

MINDFULNESS

At 21st level, the number of spells you can prepare increases by 2. At 25th level, it increases by 2 once more.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.



DRUID CIRCLE FEATURE

Your chosen circle grants you features at 23rd and 27th level.

CIRCLE OF CHAOS

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED CHAOTIC RECOVERY

Starting at 23rd level, when you would recover spell slots equal to your druid level from your chaotic recovery feature, you instead regain all your expended spell slots.

CONTROLLED CHAOS

At 27th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

CIRCLE OF DREAMS

XANATHAR'S GUIDE TO EVERYTHING

ENRICHED BALM

Beginning at 23rd level, your pool of fey energy is imbued with even greater power. The d6s from your Balm of the Summer Court feature become d8s.

SUMMER COURT ARCH PHYSICIAN

Starting at 27th level, your pool of fey energy begins to flow more naturally. You regain all expended dice from your Balm of the Summer Court feature when you finish a short or long rest.

CIRCLE OF ELEMENTALISM

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

ELEMENTAL COMPANION IMPROVEMENT

Beginning at 23rd level, when you use your find familiar spell to summon a **mephit**, you instead summon 3 **mephits** of the same kind, with whom you share your thoughts.

ELEMENTAL CARNAGE

Starting at 27th level, your damaging spells bypass resistances against acid, cold, fire, and lightning damage.

CIRCLE OF THE FEY TOUCHED

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED HEART SIGHT

Beginning at 23rd level, the range of your heart sight feature is increased to 120 feet.

EYES OF THE ARCHFEY

Starting at 27th level, you automatically see through any illusions created by a 6th level spell or lower, and you have advantage to see through illusions of 7th level or higher. Additionally, you automatically sense if a creature you can see is charmed, though you can't discern who or what a creature was charmed by.

CIRCLE OF THE LAND

PLAYER'S HANDBOOK

IMPROVED NATURAL RECOVERY

Beginning at 23rd level, the spell slots recoverable through your Natural Recovery feature can be of any level.

MAGICAL SECRETS

Starting at 27th level, your innate wisdom has absorbed enough knowledge from observing other spell casters cast their magic, that you have learned to replicate some of their spells. Choose two spells from any class. A spell you choose must be of a level you can cast. The chosen spells count as druid spells for you.

CIRCLE OF THE MOON

PLAYER'S HANDBOOK

MOON WARD

Beginning at 23rd level, you can't be charmed or frightened by beasts or monstrosities, and you are immune to poison and disease.

MONSTROUS WILD SHAPE

Starting at 27th level, your Wild Shape feature enables you to take the form of monstrosities you have seen, such as a gorgon or chimera. The monstrous shape you assume must Medium or Large in size and can't be bipedal. Other restrictions of your Wild Shape feature still apply.

CIRCLE OF THE SHEPHERD

XANATHAR'S GUIDE TO EVERYTHING

GRAND SUMMONER

Beginning at 23rd level, beasts and fey that you conjure are have a strengthened bond with your magics. Any beast or fey summoned or created by a spell that you cast gains the following benefits.

- Your spells that restore hit points always restore the maximum value when targeting the creature.
- The creature has resistance to all damage while it is within range of your Spirit Totem.

SPIRITUAL UNITY

Starting at 27th level, your Spirit Totem has the effect of all three spirits simultaneously.

PRIMEVAL GIFT

At 24th level, you choose one of the following primeval gifts and gain its features.

Druidic Versatility. If you cast at least one spell without being transformed, you double your movement on your next turn if you use your Wild Shape feature before the end of your next turn.

Furthermore, if you end your Wild Shape and cast a spell on the same turn, the spell is empowered. If the spell requires an attack roll you make the attack with advantage. If the spell requires one or more creatures to make a saving throw, the creature or creatures have disadvantage on that saving throw.

Floral Wild Shape. You can use your Wild Shape feature to magically assume the shape of a plant creature that you have seen before. Other restrictions of your Wild Shape feature still apply.

Mindfulness. The number of spells you can prepare increases by 2.

One with Nature. You are always under the effect of the *freedom of movement* and *tree stride* spells.

Regeneration. You stop aging and you regain 10 hit points at the end of each minute. In addition, any lost limbs regenerate when you finish a short or long rest. If you have a severed part and hold it to the stump, the limb instantly knits to the stump.

ESSENCE OF THE WILD

At 28th level, you become immune to effects that would reduce your Ability Scores or cause you to be unable to regain hit points, and you can't be possessed unwillingly.

ARCHDRUID ELDER

At 30th level, you can choose a second option from your Primeval Gift feature.

In addition, you learn to magically adopt a spell into your very being: an elder spell. Whenever you finish a long rest you can choose a druid spell of 6th level or lower that requires concentration and has a range of self to be your elder spell. The spell remains your elder spell until you choose a new elder spell at the end of a long rest.

You don't have to concentrate on your chosen elder spell and it remains active so long as you are conscious, but it can still end early through other means. You can deactivate or reactivate the effect of your elder spell as a bonus action on your turn.

EPIC FIGHTER

PLAYER'S HANDBOOK

THE EPIC FIGHTER

Level	Features
21	Superior Second Wind (1d12), Ability Score Improvement
22	Agoge
23	Extra Attack (4)
24	Pincer Maneuver
25	Superior Second Wind (1d20), Ability Score Improvement
26	Truly Indomitable
27	Martial Archetype feature
28	Extra Attack (5)
29	Action Surge (three uses), Ability Score Improvement
30	Warfare, Death Save Advantage

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your fighter.

WEAPON VEHEMENCE

Now a warrior that has mastered the use of all gear and weapons of war, you have truly reached the pinnacle of martial skill with one type of weapon in particular. Using that weapon, you can display near supernatural feats.

WEAPON VEHEMENCE EFFECT

d6	Effect
1	Armor. While wearing armor, you move with the same grace as an unarmored monk, seemingly dancing as you shrug off blows. A sight to behold.
2	Blades. When wielding a blade such as an axe, a dagger, a spear, or a sword, your stabs or swings cause the blade to almost cut the very air, creating an audible effect best described as mesmerizing music.
3	Blunt Weapons. When wielding a blunt weapon such as a club, hammer, or flail, you can create minor but still audible tremors by smashing your weapon into the ground.
4	Projectile Weapons. When wielding a ranged weapon such as a bow or crossbow, you can create a small, supersonic boom when you fire a projectile from the weapon.
5	Shields. Hitting a shield you have equipped with a weapon you are wielding, you can create rhythmical martial or marching music as if playing a drum.
6	Thrown Weapons. Using two free hands, you can juggle up to ten thrown weapons at a time without risk of dropping any of the weapons.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

SUPERIOR SECOND WIND

Beginning at 21st level, your Second Wind ability lets you regain hit points equal to 1d12 + your Constitution modifier + your fighter level. At 25th level this increases to 1d20 + your Constitution modifier + your fighter level.

AGOGE

Starting at 22nd level, your rigorous and methodical training, has made you capable of shrugging off strenuous activity that would exhaust anybody else, as well as made you proficient with another skill. Choose one skill from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

In addition, when gaining one level of exhaustion, you can choose to not gain the exhaustion. Once you use this feature, you must finish a long rest before you can use it again.

EXTRA ATTACK

Beginning at 23rd level, you can attack five times whenever you take the Attack action on your turn. At 28th level, the number of attacks increases to six.

PINCER MANEUVER

Starting at 24th level, when an enemy scores a critical hit against you with a melee weapon, you can use your reaction to turn it into a normal hit, and you can immediately make a melee weapon attack against the attacker as part of the same reaction. You have advantage on this attack unless the triggering attack was made with advantage.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended charges when you finish a long rest.

TRULY INDOMITABLE

Beginning at 26th level, you are no longer forced to use the new roll upon using the Indomitable feature, but can instead roll an additional time by expending more charges of your Indomitable feature.

MARTIAL ARCHETYPE FEATURE

Upon reaching 27th level, you gain a feature depending on your Martial Archetype.

ARCANE ARCHER

XANATHAR'S GUIDE TO EVERYTHING

ARCANE ASSAILANT

Starting at 27th level, you can use your Arcane Shot feature five times between rests and you learn all Arcane Shot Options.

BATTLE MASTER

PLAYER'S HANDBOOK

WARLORD

Starting at 27th level, you learn three additional maneuvers, and gain two additional Superiority Dice.

BUSHI

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED COMBAT SAVANT

When you reach 27th level, your Combat Savant feature recharges after a short or long rest.

CAVALIER

XANATHAR'S GUIDE TO EVERYTHING

RESOLUTE

Starting at 27th level, you regain all expended uses of your Unwavering Mark feature when you finish a short or long rest.

CHAMPION

PLAYER'S HANDBOOK

SURGICAL PRECISION

Starting at 27th level, your weapon attacks score a critical hit on a roll of 17-20.

ELDRITCH KNIGHT

PLAYER'S HANDBOOK

SUPERIOR WAR MAGIC

Starting at 27th level, you gain an additional 4th level spell slot and a single 5th level spell slot.

In addition, when you take the Attack action, you can use your bonus action to cast a spell of 3rd level or lower that has a casting time of 1 Action.

GUNSLINGER

GUNSLINGER MARTIAL ARCHETYPE FOR FIGHTERS

EXPERT GUNMAN

Starting at 27th level, when you misfire you can spend one grit point to instead reroll the attack. In addition, you no longer need one free hand in order to reload.

HOGO-SHA

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED GUARDIAN'S BOND

When you reach 27th level, you can choose up to 3 creatures with your guardian's bond feature, rather than just 1 creature.

PURPLE DRAGON KNIGHT

SWORD COAST ADVENTURER'S GUIDE

VANGUARD

Starting at 27th level, you can extend the use of your Pincer Maneuver to your allies. When you use your Pincer Maneuver ability, you can choose an ally within 60 feet of you that is also in danger of receiving a hit. If that creature can see or hear you, the first critical hit against it before the end of its next turn, will be reduced to a normal hit.

SAMURAI

XANATHAR'S GUIDE TO EVERYTHING

STEADFAST SPIRIT

Starting at 27th level, the number of temporary hit points you gain from your Fighting Spirit increases to 20 and you regain all expended uses when you finish a short or long rest.

SATSUGAI

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED WYVERN'S FEROCITY

When you reach 27th level, your Wyvern's Ferocity feature recharges after a short or long rest.

WITCH HUNTER

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED BANE OF EVIL

When you reach 27th level, you can roll three additional weapon damage dice from your bane of evil feature.

ACTION SURGE

Beginning at 29th level, you gain an additional use of Action Surge between rests.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

WARFARE

Upon reaching 30th level, you can become an avatar of warfare as a bonus action, increasing either your commanding, defensive, or tactical potential immensely. Each turn for three consecutive turns, you gain certain bonuses, depending on the type of warfare you have chosen. Each type of warfare utilizes Warfare Dice and Warfare Points.

When a type of warfare lets you add your Warfare Dice to a gameplay element, roll the number of Warfare Dice available to you and add the total number rolled. Warfare Points add a flat number to some gameplay element. The Warfare table shows how many Warfare Dice and Warfare Points you have on each turn for the duration.

Commanding. You and allies within 60 feet of you who can hear and see you, gain temporary hit points equal to your Warfare Dice at the end of your turns and gain a bonus to their walking speed equal to your Warfare Points.

Defensive. You add your Warfare Dice to all saving throws. In addition, at the end of each of your turns you gain temporary hit points equal to your Warfare Points.

Offensive. You add half your Warfare Dice to the damage of all weapon attacks, and your movement speed increases by an amount equal to your Warfare Points.

Tactical. You add your Warfare Dice to Strength (Athletics) checks and you can shove creatures that are up to two sizes larger than you. In addition, damage from opportunity attacks against you are reduced by an amount equal to your Warfare Points.

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

WARFARE

Turn	Warfare Dice	Warfare Points
1	3d6	30
2	2d6	20
3	1d6	10

EPIC KENSAI

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

THE EPIC KENSAI

Level	Ki	Features
21	21	Martial Discipline feature, Ability Score Improvement
22	22	Clash Improvement (4 dice)
23	23	Grace Improvement
24	24	Weapon Bond Improvement (d6)
25	25	Martial Discipline feature, Ability Score Improvement
26	26	Clash Improvement (5 dice)
27	27	Weapon Bond Improvement (d8)
28	28	Extra Attack (2)
29	29	Martial Discipline feature, Ability Score Improvement
30	30	Epic Maneuver, Death Save Advantage

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your kensai. Use the epic fighter's Weapon Vehemence or the epic monk's Intrinsic Transcendence to do so.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

MARTIAL DISCIPLINE FEATURE

Your chosen discipline grants you features at 21st, 25th and 29th level.

BLADEMASTER

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED INNER PEACE

Beginning at 21st level, you can no longer be surprised at the start of combat.

BLINK MASTER

Starting at 25th level, the range of your Blinkstrike feature increases to 60 feet.

KAI MASTER

Beginning at 29th level, your Kai feature can be used twice between rests.

MASTER OF THE UNSEEN HAND

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED UNSEEN HAND

Beginning at 21st level, the range of your Unseen Hand feature increases to 80 feet.

MASTER TELEKINETIC

Starting at 25th level, you gain 2 additional Telekinetic Charges.

HURL

Beginning at 29th level, the range of your Fling feature increases to 150 feet.

SAMURAI

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

STRENGTHENED STANCES

Beginning at 21st level, you can strengthen an additional stance.

CLASH MASTERY

Starting at 25th level, as long as you wield a bonded weapon that is held in two hands, your Clash dice become d10s.

IMPROVED STANCE MASTERY

At 29th level, you can have two empowered stances active simultaneously.

SHINOBI

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

THERE AND BACK AGAIN

Beginning at 21st level, you can cast the *misty step* spell at will, without expending a spell slot or Ki points.

LIGHT AND SHADOW

Starting at 25th level, the benefits you gain from your At Home in the Shadows feature affects you even while you aren't in dim light or darkness.

MANEUVER MASTERY

At 29th level, any Shadow Maneuvers and Ninpo Maneuvers you know cost 1 less Ki point to initiate, to a minimum of 1.

SOULKNIFE

HEROES OF THE ORIENT: UNEARTHED KENSAI

AT THE READY

Beginning at 21st level, using your reaction you can throw your mindblade at a hostile creature when it moves within 30 feet of you.

HADRONIC BEAM

Starting at 25th level, your mindblade attacks can release powerful shocks of psychic energies into your target. When you make a successful attack with your mindblade, you can use your bonus action to halve the target's speed until the start of your next turn. If you do so, the target also has disadvantage on saving throws to maintain Concentration against the damage from your attack.

ASTRAL STRIKE

Beginning at 29th level, once on each of your turns by expending 4 Ki points when you hit a creature with your

mindblade, you can force the target to make a Wisdom saving throw against your maneuver save DC. If the creature fails its saving throw, your mindblade deals 1d20 damage, rather than 1d12.

Additionally, if a creature fails its saving throw while tethered to a silver cord as with the astral projection spell or other means, your mindblade can cut the cord.

SPELLFIRE INCANTER

HEROES OF THE ORIENT: UNEARTHED KENSAI

IMPROVED SPELLFIRE BLADE

Beginning at 21st level, when your bonded weapon is affected by your Spellfire Blade feature, your attacks with your bonded weapon no longer require an attack roll. Instead, the target must make a Dexterity saving throw against your maneuver save DC. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

ADDITIONAL MANEUVERS

Starting at 25th level, you can learn two additional maneuvers.

UNINTELLIGIBLE ANNULMENT

Beginning at 29th level, by expending 10 Ki points as a reaction when a hostile creature within 30 feet recharges an ability, you expend the charge forcefully before the creature can use the ability.

When you use this feature you can't use it again until you finish a long rest.

VINDICATOR

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

SPIRITUAL ENLIGHTENMENT

At 21st level, you can choose a single 5th level cleric spell from among the abjuration, conjuration, divination, and enchantment schools. You can cast the spell only as a 5th level spell by expending 1 Ki point. Once you cast the spell, you can't cast it again in this manner until you finish a long rest.

CHANNEL DIVINITY IMPROVEMENT

Beginning at 25th level, you can use your Channel Divinity twice between rests.

ADDITIONAL MANEUVERS

At 29th level, you learn two additional maneuvers from among those available to you.

ZERTH ELOCATER

HEROES OF THE ORIENT: UNEARTHED KENSAI

LIGHT STEP

Beginning at 21st level, your zerth teachings allow you to permanently alter your density and weight to improve your mobility. Using a bonus action, until the end of your turn your walking speed increases by 10 feet and you only need to spend 5 feet of movement to stand up from prone.

ZERTH REACTION

Starting at 25th level, your deep control of time and space allow you to react faster to danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

MASTER ELOCATER

Beginning at 29th level, you can use your True Elocation feature any number of times between rests, though its Ki cost increases by 1 with each use. The Ki cost resets to its original cost when you finish a short or long rest.

VILLAINOUS CLASS OPTION: RAVAGER

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED DESPAIR

Beginning at 21st level, the damage from your Despair feature increases to 4d6.

DREADFUL GAZE

Starting at 25th level, the Ki cost of the effects from your Eyes of Dread feature are reduced to 1 Ki point.

MASTER RAVAGER

At 29th level, creatures always have disadvantage against your Ravage feature and its Ki cost is reduced to 6 ki.

CLASH IMPROVEMENT

Beginning at 22nd level, you gain 4 dice from your Clash feature. Once you reach 26th level, this bonus increases to 5 dice.

GRACE IMPROVEMENT

Beginning at 23rd level, you can no longer suffer disadvantage on attack rolls using your bonded weapon.

WEAPON BOND IMPROVEMENT

Starting at 24th level, you can add a d6 to all attack rolls made with your bonded weapon, rather than a d4. This bonus increases to a d8 at 27th level.

EXTRA ATTACK

Beginning at 28th level, you can attack three times whenever you take the Attack action on your turn.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

EPIC MANEUVERS

Once you reach 30th level, you learn an epic maneuver from among those listed below.

CLASH SMASH

As you slam your bonded weapon into the ground, spiritual energies radiate in all directions.

Cost: 10 Ki

As an action you slam your bonded weapon into the ground. Each creature of your choice within 60 feet of you must succeed on a Constitution saving throw or take force damage equal to your Clash damage and become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPIRITUAL DISASSEMBLY

You point your bonded weapon at a target and channel enormous amounts of spiritual energies at a single point.

Cost: 15 Ki

As an action you channel spiritual energies through your bonded weapon at a creature that you can see within 5 feet of you. The creature takes force damage equal to your Clash damage, and must succeed on a Constitution saving throw or suffer extra force damage equal to half its remaining hit points.

SPIRIT RIVER

Spiritual energies flow through your bonded weapon, reinvigorating you.

Cost: 15 Ki

As an action you channel spiritual energies from your bonded weapon into yourself. You restore yourself to your hit point maximum, and cure yourself of all diseases, curses, and poisons.

EPIC MONK

PLAYER'S HANDBOOK

THE EPIC MONK

Level	Martial Arts	Ki	Unarmored Movement	Features
21	1d10	21	+ 30 ft.	Grand Master (1), Ability Score Improvement
22	1d10	22	+ 30 ft.	Danger Sense
23	1d12	23	+ 30 ft.	A Thousand Fists (1)
24	1d12	24	+ 35 ft.	Be Like Water (1)
25	1d12	25	+ 35 ft.	Grand Master (2), Ability Score Improvement
26	1d12	26	+ 35 ft.	Be Like Water (2)
27	1d12	27	+ 35 ft.	Monastic Tradition feature
28	1d12	28	+ 40 ft.	A Thousand Fists (2)
29	1d12 or 2d6	29	+ 40 ft.	Mind and Body, Ability Score Improvement
30	1d12 or 2d6	30	+ 40 ft.	Nirvana, Death Save Advantage

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your monk.

INTRINSIC TRANSCENDENCE

Your asceticism and rigorous training has caused your mortal body to naturally transcend, causing a supernatural and deeply spiritual effect to take root within you.

INTRINSIC TRANSCENDENCE EFFECT

d6 Effect

- When you clench your fists, pebbles and other minuscule objects that weigh one ounce or less within 5 feet of you begin to levitate up to an inch above the ground.
- When you speak, all other sounds seem distant and dulled down.
- Unless you suffer from the blinded condition, you retain your regular vision when you close your eyes or blindfold yourself.
- Whenever you spend Ki, you are briefly surrounded by swirling, spiritual energies.
- When in direct sunlight, your skin glows with a light, golden hue.
- When in unarmed combat, it seems like an extra pair of arms and legs, consisting entirely of spiritual energy, periodically emerge from you to deliver you blows.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

GRAND MASTER

You've become a grand master of your style, capable of learning and performing feats normally reserved to styles other than your own. Upon reaching 21st level, you learn one 6th level feature from another monastic tradition of your choice. At 25th level, you again learn one 6th level fea-

ture from another monastic tradition of your choice.

DANGER SENSE

At 22nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened or incapacitated.

A THOUSAND FISTS

Starting at 23rd level, whenever you use your Flurry of Blows or a similar archetype feature such as Radiant Sun Bolt, you can make three attacks as a bonus action, rather than two. Upon reaching 28th level, this bonus increases to four attacks.

BE LIKE WATER

Beginning at 24th level, whenever a Large or smaller creature within your reach misses you with an attack or fails to grapple you, you can use your reaction to automatically grapple it instead. By expending 1 Ki point, you can knock the creature prone or shove it up to 10 feet as part of the same reaction.

Starting when you reach 26th level, whenever a creature hits you with a melee attack, you can use your reaction to take only half damage from the attack, and immediately make a single melee attack against them as part of the same reaction.

MONASTIC TRADITION FEATURE

Upon reaching 27th level, you gain a feature depending on your Monastic Tradition.

WAY OF THE ANCIENT SYMBOLS

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

TATTOO MASTERY

Starting at 27th level, you gain two additional tattoos.

WAY OF THE DRUNKEN MASTER

XANATHAR'S GUIDE TO EVERYTHING

DRUNKEN MONEY

At 27th level, you gain immunity to the grappled condition. In addition, whenever a Huge or smaller creature within 5 feet of you attempts to grapple you, you can expend one Ki point as a reaction to knock the creature prone.

WAY OF THE FOUR ELEMENTS

PLAYER'S HANDBOOK

ELEMENTAL AFFINITY

Beginning at 27th level, you learn to cast *scorching ray* for the cost of 1 Ki point, *lightning bolt* for the cost of 2 Ki points, *fire shield* for the cost of 3 Ki points and *conjure elemental* for the cost of 4 Ki points.

WAY OF THE KENSEI

XANATHAR'S GUIDE TO EVERYTHING

WEAPON MASTER

Starting at 27th level, as an action you can target any number of creatures within 30 feet of you that you can see, spending 1 Ki point for each target chosen. Make a weapon attack and an unarmed strike with advantage against each target. You then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

WAY OF THE LONG DEATH

SWORD COAST ADVENTURER'S GUIDE

TOUCH OF THE LONG DEATH

Beginning at 27th level, for the cost of 1 Ki point you can use your Touch of Death feature when an ally reduces a creature within 5 feet of you to 0 hit points.

Additionally, whenever you use your Touch of Death feature after you have reduced a creature within 5 feet of you to 0 hit points, you gain healing equal to the amount of temporary hit points gained.

WAY OF THE OPEN HAND

PLAYER'S HANDBOOK

ONE FINGER DEATH PUNCH

You have learned the feared One Finger Death Punch technique. Beginning at 27th level, you can use an action to make a One Finger Death Punch, targeting a creature that you can see within 5 feet of you.

Using this feature, your attack is guaranteed to connect as a critical hit and applies all effects of your Open Hand Technique, Stunning Strike and Quivering Palm features.

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

WAY OF PURITY

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

LOCKING GAZE

Starting at 27th level, you learn how to utilize the ancient locking gaze, transforming your eyes into will shattering orbs of radiant light. Choose a single creature within 30 feet of you that you can see, which can also see you. You try to seize the target's mind by making a Wisdom (insight) check contested by the target's Wisdom (insight) or Intelligence (investigation) check (the target chooses the ability to use).

If you succeed, the target becomes paralyzed for 1 minute. You can release the target whenever you like (no action required).

A creature paralyzed in this way can use its action to escape. To do so, it must succeed on a Wisdom (insight) or Intelligence (investigation) check contested by your Wisdom (insight) check.

WAY OF THE RIGHTEOUS FURY

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

DEEP FRENZY

Starting at 27th level, you can use your Ki Frenzy three times between rests.

WAY OF SHADOW

PLAYER'S HANDBOOK

MASTER OPPORTUNIST

Starting at 27th level, when you would normally be able to make a melee attack using your Opportunist feature, you may instead use your Flurry of Blows for the cost of 1 Ki point.

WAY OF THE SUN SOUL

SWORD COAST ADVENTURER'S GUIDE & XANATHAR'S GUIDE TO EVERYTHING

CORNEAL BURN

Upon reaching 27th level, your Sun Shield can reach brightness only surpassed by the sun itself. When your Sun Shield is up, for the cost of 2 Ki points per round hostile creature have disadvantage on any attack rolls against you. Furthermore, any hostile creatures within 10 feet of you must succeed a Constitution saving throw or suffer a corneal burn, effectively blinding them. They can repeat the saving throw at the end of each of their turns, ending the effect on a success, and becoming immune to your Corneal Burn feature for 24 hours.

This feature is usable for a number of rounds equal to your Wisdom modifier. You regain all expended charges when you finish a long rest.

MIND AND BODY

Starting at 29th level, all healing effects on you are increased by an amount equal to your Wisdom modifier. When receiving a healing effect, you can increase this bonus to twice your Wisdom modifier by expending 1 Ki point as a reaction.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

NIRVANA

Beginning at 30th level, when you are forced to make a saving throw by a hostile creature, you regain 1 expended Ki point if you succeed on the saving throw. In addition, if you fail a saving throw, you can expend 10 Ki points as a reaction to succeed instead, but you don't regain any expended Ki points for succeeding in this manner.

MARTIAL ARTS DICE

Upon reaching 29th level, you can decide whether to use 1d12 or 2d6, as seen in the Martial Arts column of the Epic Monk table, whenever you use a feature that uses your martial arts dice. This represents your mastery over different types of martial arts.

EPIC PALADIN

PLAYER'S HANDBOOK

THE EPIC PALADIN

Level Features

21	Improved Lay on Hands (1), Ability Score Improvement
22	Extended Spell Capacity, Improved Divine Health
23	Superior Divine Smite (1)
24	Righteous Demeanor, Divine Soul
25	Improved Lay on Hands (2), Ability Score Improvement
26	Extended Spell Capacity
27	Sacred Oath feature
28	Extra Attack (2)
29	Glory, Ability Score Improvement
30	Exemplar, Death Save Advantage

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your paladin.

GIFT OF EXALTATION

You have gained great renown throughout the lands as a divine warrior and a true paragon of your oath. For your many great deeds, you have been gifted a remarkable object, either by a regent, a holy order, directly from your deity, or perhaps the common folk have gathered all of their wealth in order to procure this object for you. This much is certain: carrying it with you, it will signal who you are and inspire awe in those around you.

GIFT OF EXALTATION

d6 Gift

- 1 **Book.** Your crest or holy symbol is etched into the cover. Inside, each page is gilded paper, written on them are stories of your many adventures. Faint, melancholy music is heard when you open the book.
- 2 **Sword Hilt.** Beautifully crafted from adamantite, overlaid with white gold, and your crest or holy symbol engraved, this hilt can be have a blade fastened within. When you hold a sword made from the hilt and a blade, the blade hums with vibrations as if cutting the very air.
- 3 **Gemstone.** A fist-sized gem in the shape of your crest or holy symbol. Its type and color is whatever best reflects your oath, and it radiates with divine light. A blacksmith can fasten the gem into your armor, helmet, shield, or weapon.
- 4 **Hammer.** A ceremonial light hammer crafted from the finest silver. The grip is made to resemble you standing proudly in your armor.
- 5 **Relic.** An object of great historical or religious importance. It could be the crown of a legendary ruler, a bone from a dead saint, a weapon that was used to slay a creature of legend, or similar.
- 6 **Sash.** A white, gossamer sash. Along the edges are runes in golden or silver stitching telling of your exploits.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

IMPROVED LAY ON HANDS

Starting at 21st level, your Lay on Hands can cure curses. Upon reaching 25th level, when you use your Lay on Hands to heal, you also grant the healed character temporary hit points equal to half the number of hit points restored.

EXTENDED SPELL CAPACITY

Beginning at 22nd level, you gain an additional 5th level spell slot. At 26th level you gain a 6th and 7th level spell slot and you gain access to additional spells as shown in the Paladin Expanded Spell List sidebar below.

PALADIN EXPANDED SPELL LIST

6TH LEVEL

True Seeing (divination)
Word of Recall (conjuration)

7TH LEVEL

Divine Word (evocation)
Resurrection (necromancy)

IMPROVED DIVINE HEALTH

By 22nd level, your divinity grants you immunity to curses.

SUPERIOR DIVINE SMITE

Beginning at 23rd level, the damage from your Improved Divine Smite feature increases to 3d8 radiant damage.

RIGHTEOUS Demeanor

Starting at 24th level, your divine spirit grants you advantage on Charisma checks. You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

DIVINE SOUL

At 24th level, your Divine Sense is always active, you can't be surprised by fiends and undead, and you always know when you hear a lie. In addition, you can use your Channel Divinity feature twice between rests.

SACRED OATH FEATURE

Upon reaching 27th level, you gain a feature depending on your Sacred Oath.

OATH OF THE ANCIENTS

PLAYER'S HANDBOOK

IMPROVED NATURE'S WRATH

Beginning at 27th level, your Channel Divinity: Nature's Wrath can be cast as a bonus action and the target creature has disadvantage on saving throws against it.

OATH OF CONQUEST

XANATHAR'S GUIDE TO EVERYTHING

IMPROVED CONQUERING PRESENCE

Beginning at 27th level, your Channel Divinity: Conquering Presence increases to 60 feet and the initial saving throw is made with disadvantage.

OATH OF THE CROWN

SWORD COAST ADVENTURER'S GUIDE

IMPROVED TURN THE TIDE

Beginning at 27th level, your Channel Divinity: Turn the Tide can affect allies even if they have more than half their hit points and its heal is increased to 3d6 + your Charisma Modifier.

OATH OF DEVOTION

PLAYER'S HANDBOOK

IMPROVED SACRED WEAPON

Beginning at 27th level, your Channel Divinity: Sacred Weapon also lets you add your Charisma modifier to damage rolls with the imbued weapon.

OATH OF REDEMPTION

XANATHAR'S GUIDE TO EVERYTHING

IMPROVED REBUKE THE VIOLENT

Beginning at 27th level, the saving throw against your Channel Divinity: Rebuke the Violent is made with disadvantage.

OATH OF THE STALWART DEFENDER

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED SACRED DEFENSE

Starting at 27th level, your Channel Divinity: Sacred Defense also grants a +1 AC bonus to all affected allies.

OATHBREAKER

An Oathbreaker Paladin follows the same progression as all other paladins with the following modifications: the Improved Lay on Hands feature is replaced by the Vampiric Grasp feature and the Glory feature is replaced by the Inglorious feature.

VAMPIRIC GRASP

Starting at 21st level, you can use your Lay on Hands feature to inflict harm upon others, dealing half the amount of damage you would otherwise heal for. Upon reaching 25th level, when you use your Lay on Hands ability to inflict damage, you also heal yourself for twice the damage dealt.

OATHBREAKER FEATURE

As an Oathbreaker you gain a feature at 27th level.

IMPROVED CONTROL UNDEAD

Beginning at 27th level, your Channel Divinity: Control Undead can target a number of undead creatures equal to your Charisma modifier.

INGLORIOUS

By 29th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. Additionally, whenever you are struck by a melee attack, you can use your reaction to erupt in necrotic flame, dealing the amount of damage suffered to all creatures within 10 feet of you as necrotic damage. A creature engulfed in these flames is allowed a Dexterity saving throw against your paladin spell save DC, taking half damage on a successful save.

OATH OF VENGEANCE

PLAYER'S HANDBOOK

IMPROVED VOW OF ENMITY

Beginning at 27th level, your Channel Divinity: Vow of Enmity can be moved to a new target using a bonus action up to 1 minute after the original target creature is reduced to 0 hit points.

EXTRA ATTACK

Beginning at 28th level, you can attack three times whenever you take the Attack action on your turn.

GLORY

By 29th level, you learn two cleric spell of your choice. The spells must be of a level for which you have spell slots. You always have these spells prepared and they count as paladin spells for you.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

EXEMPLAR

Starting at 30th level, your connection to the divine lets you assume the form of an Exemplar. As a bonus action, you transform into a form appropriate to your Sacred Oath. For example, you could consist of pure radiant light or an ancient angelic defender of nature. Once you transform, your size becomes Large, you magically heal up to your hit point maximum, you can't be restrained by any means, and your melee weapon attacks deal an additional 18 (4d8) magical weapon damage.

Your Exemplar form lasts a number of rounds equal to your Charisma modifier. Once you use this feature, you must finish a long rest before you can do so again.



EPIC RANGER

PLAYER'S HANDBOOK

THE EPIC RANGER

Level	Features	Spells Known
21	Master Explorer (1), Ability Score Increase	11
22	Extended Spell Capacity, Strider	12
23	Deadly Foe Slayer (1)	12
24	Favored Enemy Improvement	13
25	Master Explorer (2), Ability Score Increase	13
26	Extended Spell Capacity	14
27	Ranger Archetype feature	14
28	Extra Attack (2)	15
29	Deadly Foe Slayer (2), Ability Score Increase	15
30	Apex Predator, Death Save Advantage	16

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your ranger.

PLANAR SOUL

You have formed a bond with the wilds that echoes beyond planar boundaries. You have become connected to one plane in particular which radiates from within you.

PLANAR SOUL

d6 Plane

- Echo Plane.** Your soul is bound to either the Feywild or the Shadowfell. If your soul is bound to the Feywild, you radiate with a gleam of beauty and awe. If your soul is bound to the Shadowfell, small, thin wisps of black smoke rise from you, only visible in the clearest daylight.
- Transitive Plane.** Your soul might be bound to the Astral Plane, causing you to move with unnatural grace, almost gliding across the ground. Your soul might instead be bound to the Ethereal Plane, causing you to become slightly transparent when you move.
- Inner Plane.** Your soul is bound to one of the Inner Planes, causing your eyes to be a window to either the Plane of Air, the Plane of Earth, the Plane of Fire, or the Plane of Water.
- Lawful Outer Plane.** If your soul is bound to Arcadia, you channel the power of the Storm Kings whenever you expend a spell slot, causing a few drops of rain fall from the sky within a few hundred feet of you, while the lightning splits the sky in a thunderous boom. If your soul is bound to Acheron, your skin gains a metallic hue and your spells that create visual effects are surrounded by a light, rust-colored smoke.
- Chaotic Outer Plane.** Your soul can be bound to Ysgard, causing your skin to change from icy cold to the touch to searing hot to the touch, depending on your current state of mind. In addition, you radiate with evocation magic. If your soul is instead bound to Pandemonium, distant cries of torment can be heard whenever you expend a spell slot.

PLANAR SOUL

- The Fugue Plane.** Bound to the Fugue Plane, your soul briefly touches the soul of any creature that dies near you. Whenever a creature dies within 30 feet of you, a ghostly sigh is audible for all near you and your eyes become white voids as you see the soul leaving your current plane.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

MASTER EXPLORER

Beginning at 21st level, while in your favored terrain, your group cannot become lost, even by magical means, and your entire group may move stealthily at a normal pace. Upon reaching 25th level, you may choose a fourth favored terrain, and you have advantage with Insight, Investigation, Nature and Survival checks while in any favored terrain of yours.

EXTENDED SPELL CAPACITY

Beginning at 22nd level, you gain an additional 5th level spell slot. At 26th level you gain a 6th and 7th level spell slot and you gain access to additional spells as shown in the Paladin Expanded Spell List sidebar below.

RANGER EXPANDED SPELL LIST

6TH LEVEL

Find the Path (divination)
Primordial Ward (abjuration)

7TH LEVEL

Regenerate (transmutation)
Plane Shift (conjuration)

STRIDER

Upon reaching 22nd level, no magic can reduce your speed below its maximum and no solid terrain is considered difficult terrain for you.

DEADLY FOE SLAYER

By 23rd level, your Foe Slayer ability lets you add your Wisdom modifier to attack rolls and damage rolls simultaneously. Upon reaching 29th level, your Foe Slayer feature is no longer limited to one attack each turn, granting its benefit to all attacks against favored enemies.

FAVORED ENEMY

At 24th level, you can choose an additional favored enemy.

RANGER ARCHETYPE FEATURE

Upon reaching 27th level, you gain a feature depending on your archetype.

BEAST MASTER

PLAYER'S HANDBOOK

ONE WITH THE BEAST

Starting at 27th level, your beast companion can now be a Huge beast with a challenge rating of 10 or lower. Furthermore the beast gains +10 feet movement, and can add your Wisdom and proficiency modifiers to attack and damage rolls.

GLOOM STALKER

XANATHAR'S GUIDE TO EVERYTHING

MASTER AMBUSER

Upon reaching 27th level, at the start of your first turn of each combat, your walking speed increases by 20 feet until the end of your turn, rather than 10 feet. In addition, if you take the Attack action on that turn, you can make two additional attacks, rather than one, and you add 2d8 extra weapon damage to both attacks on a hit.

HORIZON WALKER

XANATHAR'S GUIDE TO EVERYTHING

PLANAR CHAMPION

Starting at 27th level, the damage from your Planar Warrior feature increases to 4d8.

HUNTER

PLAYER'S HANDBOOK

PREDATORY INSTINCTS

Upon reaching 27th level, choose another feature from the Hunter's Prey, Defensive Tactics, and Superior Hunter's Defense features.

ISHI

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

SUPERIOR BATTLE TACTICS IMPROVEMENT

Starting at 27th level, you can use your superior battle tactics feature a number of times equal to your Wisdom modifier between rests.

MONSTER SLAYER

XANATHAR'S GUIDE TO EVERYTHING

SUPERNATURAL SLAYER

Beginning at 27th level, the damage from your Slayer's Prey feature increases to 2d6 and the saving throw bonus from your Supernatural Defense feature increases to 2d6.

NITEN MASTER

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

NITEN STRIKE

Starting at 27th level, whenever you successfully hit a target with two separate melee weapons during a single turn, you can use your reaction to immediately make a melee weapon attack with advantage, using either of your equipped weapons. If the attack hits, roll damage as if you had hit with both your equipped weapons.

EXTRA ATTACK

Beginning at 28th level, you can attack three times whenever you take the Attack action on your turn.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

APEX PREDATOR

You have become widely known for slaying certain types of creatures. Your renown is so widespread, that your favored enemies are easily overcome with fear at the mere sight of you - something you take advantage of with vicious fervor.

Beginning at 30th level, you gain the following benefits which also apply to your beast companion if you have one.

Inescapable Terror. The first time a favored enemy is attacked by you, it must succeed a Wisdom saving throw against your ranger spell save DC or become frightened by you for a number of rounds equal to your Wisdom modifier. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Slayer's Will. You have advantage on saving throws against spells cast by a favored enemy.

Steady Strikes. Your weapon attacks that target a favored enemy can't be made with disadvantage.

Vicious Fervor. Once per round if you reduce a favored enemy to 0 hit points on your turn while it is frightened of you, roll a d6. On a roll of 5 or higher, you can take an additional turn in combat immediately after you end your current turn. After rolling, you can expend a 5th level spell slot or higher, to instead gain an additional turn on a roll of 4 or higher.



EPIC ROGUE

PLAYER'S HANDBOOK

THE EPIC ROGUE

Level	Sneak Attack	Features
21	11d6	Adaptable, Ability Score Improvement
22	11d6	Advantageous Dodge
23	12d6	Superior Initiative
24	12d6	Tricks of the Trade
25	13d6	Trap Sense, Ability Score Improvement
26	13d6	Steadfast Persona
27	14d6	Roguish Archetype feature
28	14d6	Improved Reliable Talent
29	15d6	Sneaky Opportunist, Ability Score Improvement
30	15d6	Anatomical Insight, Death Save Advantage

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your rogue.

FATE'S BENISON

Whether supernatural or coincidence, fate seems to favor you. Work with your DM to find a suitable benison for your rogue.

FATE'S BENISON

d6 Effect

- 1 Light isn't reflected from you like from other creatures, causing your intricate features to be slightly blurred and making you harder to identify.
- 2 Lady Luck favors you and you seem to always land on your feet. For example, when gambling, at worst you break even, when walking in a random direction, you always seem to pick a direction that brings you closer to your goal.
- 3 When you land a killing blow, fate manifests a peculiarity. For example, the fatal wound could somehow always appear in a particular shape, or the slain creature could always remain standing (while dead) for an additional round before falling to the ground.
- 4 If a creature that doesn't know you well learns of your name and doesn't write it down, it inexplicably forgets the name after 24 hours.
- 5 Your speech and movements are masked by supernatural means. Hardly noticing it yourself, you adopt local dialects and mannerisms, making it impossible to discern where you grew up or to pick you out from a crowd.
- 6 Your deeds aren't attributed to you, but rather to a legendary rogue - a persona of almost mythical proportions. This persona is known by a mystical name such as "the Silence" or "the Sudden Blade". If you can convince another that you are this legendary rogue, you may be able to reap the benefits (or become a target). Otherwise, any illicit act you commit that doesn't have witnesses who can identify you are attributed to that persona.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

ADAPTABLE

Beginning at 21st level, you can no longer suffer disadvantage on any rolls, although disadvantage still negates any advantage you might have.

ADVANTAGEOUS DODGE

You have learned to not only avoid incoming blows and projectiles, but to use them against your enemies. Beginning at 22nd level, when an enemy misses you with a weapon attack, you can use your reaction to force the dodged attack to hit another creature within 5 feet of you if that attack would hit it.

SUPERIOR INITIATIVE

Starting at 23rd level, you can add your proficiency bonus to initiative rolls.

TRICKS OF THE TRADE

Beginning at 24th level, if you are hit by an attack that deals more damage than your character level, you can use your reaction to switch places with a willing creature within 10 feet of you, and let them take the damage instead. This damage can't be reduced or prevented in any way.

Once you use this feature, you must finish a short or long rest before you can do so again.

TRAP SENSE

Starting at 25th level, you automatically detect all nonmagical traps within 10 feet of you, as long as you don't take the Dash action or travel at a fast pace.

STEADFAST PERSONA

Starting at 26th level, your force of will becomes much stronger. You gain proficiency in Charisma saving throws.

ROGUISH ARCHETYPE FEATURE

Upon reaching 27th level, you gain a feature depending on your archetype.

ARCANE TRICKSTER

PLAYER'S HANDBOOK

MASTER OF MAGICAL AMBUSH

Starting at 27th level, you gain an additional 4th level spell slot and a single 5th level spell slot.

In addition, you can add your Sneak Attack damage to spell attacks. The remaining rules for Sneak Attack still apply.

ASSASSIN

PLAYER'S HANDBOOK

MASTER OF SUDDEN DEATH

Beginning at 27th level, when a creature is surprised and affected by your Death Strike feature, it automatically fails on its saving throw unless it is a deity.

In addition, if you kill a creature using your Death Strike feature, you regain your action for the turn. If you use that action to make an attack, you can apply your Sneak Attack as normal but you can't use your Death Strike feature for this second attack.

INQUISITIVE

XANATHAR'S GUIDE TO EVERYTHING

MASTER OF ANALYSIS

Starting at 27th level, you make all Wisdom checks with advantage and your passive Perception increases by 5. In addition, the extra damage you gain from your Eye for Weakness feature increases to 5d6.

MASTERMIND

SWORD COAST ADVENTURER'S GUIDE & XANATHAR'S GUIDE TO EVERYTHING

MASTER OF LORE AND INSIGHT

Beginning at 27th level, you have advantage on History, Insight, Investigation, and Religion checks. Furthermore, your Master of Intrigue and Insightful Manipulator features no longer require you to spend a minute in preparation.

SCOUT

XANATHAR'S GUIDE TO EVERYTHING

MASTER OF HIT AND RUN TACTICS

Starting at 27th level, when you use your Skirmisher feature to move, you can make a single melee weapon attack against the triggering creature as part of the same reaction.

SHADOW SPY

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

MASTER OF SUBTLETY

Beginning at 27th level, the flying speed you gain from your Wind Runner feature increases to 60 feet. In addition, your footsteps never make a sound, granting you advantage on Dexterity (Stealth) checks.

SKIRMISHER

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

MASTER OF FIRST STRIKES

Starting at 27th level, you can no longer be surprised, and you can always take your special turn from your Ambuscade feature.

SWASHBUCKLER

SWORD COAST ADVENTURER'S GUIDE & XANATHAR'S GUIDE TO EVERYTHING

MASTER OF RISK AND REWARD

Upon reaching 27th level, you can use your Master Duelist feature a number of times equal to your Dexterity modifier between rests.



THIEF

PLAYER'S HANDBOOK

MASTER OF STEALTH

Beginning at 27th level, you have advantage on a Dexterity (Stealth) check regardless of how much you move during the same turn.

In addition, if you hide in darkness, you cannot be observed by a creature unless it has blindsight, truesight, tremorsense, or you choose to reveal yourself to it.

IMPROVED RELIABLE TALENT

Starting at 28th level, your chosen skills are far closer to perfection than could be expected from any mortal. When you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 14 or lower as a 15.

SNEAKY OPPORTUNIST

Starting at 29th level, any attacks of opportunity you make, quality as sneak attacks as long as you don't have disadvantage on the attack roll.

In addition, you can use your reaction to make an attack of opportunity when a hostile creature enters your reach.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level, any death saving throws you make are made with advantage.

ANATOMICAL INSIGHT

Your understanding of universal anatomy lets you deal superior damage, whenever you are able to strike at an enemy's weak spot, and grants you a better understanding of any creature's physiology.

Beginning at 30th level, when you score a critical hit, you can use the highest number possible for each die instead of rolling. In addition, you gain advantage on Medicine checks.

EPIC SHOGUN

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

THE EPIC SHOGUN

Level	Features	Command Dice
21	Strategic Discipline feature, Ability Score Improvement	9
22	Martial Law Improvement (3 dice)	9
23	Battle Cry Improvement (1)	9
24	Bountiful Rest Improvement	9
25	Strategic Discipline feature, Ability Score Improvement	10
26	Martial Law Improvement (4 dice)	10
27	Battle Cry Improvement (2)	10
28	Extra Attack (2)	11
29	Martial Discipline feature, Ability Score Improvement	11
30	Shock and Awe, Death Save Advantage	12

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your shogun.

DISCIPLINE SYZGY

Wherever there is life, there is battle. Wherever there is battle, there is a commander. You believe this to be true throughout the vast galaxies and across planar boundaries. Inspired by the namesake animal of your chosen battle tactics, you draw upon the wisdom of eons past, hidden among the stars.

DISCIPLINE SYZGY EFFECT

d6 Effect

- When a creature gains temporary hit points from one of your shogun features, the creature is surrounded by an aurora in the shape of your discipline animal.
- The stars in the night sky seem to glow brighter whenever you expend a Command Die.
- When you rest beneath the night sky, you can find omens about the next day within the stars.
- Your watchful companion has magically transformed. It resembles countless tiny stars connected by lines of light in a void contained within its former shape.
- When you or your companions within 60 feet of you use the Dash action, a faint light trails behind you like a falling star.
- While in moonlight or starlight, your silhouette is outlined by radiant light.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

STRATEGIC DISCIPLINE FEATURE

Your chosen discipline grants you features at 21st, 25th and 29th level.

CRAWDAD DISCIPLINE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED DECREE OF IRON

Beginning at 21st level, the temporary hit point bonus from your decree of iron increases to twice your Charisma modifier.

BOLSTERED DEFENSES

Starting at 25th level, your AC increases by 1.

HEROIC COMMAND

Starting at 29th level, when you use your beacon feature, the affected creature can reroll your Command Die, taking the higher of the two rolls.

HERON DISCIPLINE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED DECREE OF SWIFTNESS

Beginning at 21st level, the movement speed bonus granted by your decree of swiftness increases to +20 feet.

IMPROVED WINGS OF THE HERON

Starting at 25th level, your wings of the heron can hold you aloft between turns.

IMPROVED UNHINDERED HERD

Beginning at 29th level, you can affect any number of creatures within range with your unhindered herd feature, expending a Command Die for each affected creature.

PEGASUS DISCIPLINE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED DECREE OF INITIATIVE

Beginning at 21st level, the initiative bonus granted by your decree of initiative increases to twice your charisma modifier.

SUPERIOR ANIMAL WHISPERER

Starting at 25th level, you have advantage with Charisma (animal handling) checks.

MAGIC RESISTANCE

At 29th level, you gain advantage on saving throws against spells.

PHOENIX DISCIPLINE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED DECREE OF THE WARRIOR

Beginning at 21st level, the extra damage from your decree of the mystic feature increases to a d6.

BENIGN FLAMES OF LIFE

Starting at 25th level, when you use your flames of life feature, and the die roll is an uneven number, you don't expend a hit die, but still provide healing as if you did.

IMPROVED FLAMES OF LIFE

At 29th level, the healing from your flames of life feature increases by an amount equal to your Charisma modifier.

SPIDER DISCIPLINE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

SPIDER SENSE

Beginning at 21st level, you gain advantage on Dexterity saving throws.

FIGHTING DIRTY IMPROVEMENT

Starting at 25th level, the extra damage from your fighting dirty feature increases to 4d6 poison damage.

IMPROVED TRICKSTER'S ADVANCE

Beginning at 29th level, you can affect any number of creatures within range with your trickster's advance feature, expending a Command Die for each affected creature.

TIGER DISCIPLINE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

BESTIAL ONSLAUGHT

Beginning at 21st level, the range of your bestial aggression is increased to 10 feet.

IMPROVED DECREE OF THE WARRIOR

Starting at 25th level, the extra damage from your decree of the warrior feature increases to a d6.

SHATTER ARMOR

At 29th level, the armor reduction from your Break Armor feature increases to 3.

WYVERN DISCIPLINE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

ANTEDILUVIAN COMMANDS

Beginning at 21st level, your Command Dice turn into d12's.

DRACONIC FOCUS

Starting at 25th level, you gain an additional Command Die.

IMPROVED MASTER AND COMMANDER

At 29th level, whenever you roll a Command Die, you can roll the die three times and take either result.

MARTIAL LAW

IMPROVEMENT

Beginning at 22nd level, when you roll for initiative and have no Command Dice remaining, you regain 3 Command Dice.

At 26th level this bonus increases to 4 Command Dice.

BATTLE CRY IMPROVEMENT

Beginning at 23rd level, the range of your battle cry feature is increased to 60 feet.

Starting at 27th level, a creature can be affected by your Battle Cry feature even if it is immune to the charmed condition or if it can see you but can't hear you.

BOUNTIFUL REST IMPROVEMENT

Beginning at 24th level, your bountiful rest feature also affects all allied creatures within 30 feet.

EXTRA ATTACK

Beginning at 28th level, you can attack three times whenever you take the Attack action on your turn.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level, any death saving throws you make are made with advantage.

SHOCK AND AWE

Beginning at 30th level, when you use the Attack action on your turn and make all attacks against a single target, the target has disadvantage on the next saving throw it makes before the start of its next turn.



EPIC SORCERER

PLAYER'S HANDBOOK

THE EPIC SORCERER

Level	Cantrips Known	Sorcery Points	Spells Known	Features
21	6	21	16	Sorcerous Origin feature, Ability Score Improvement
22	6	22	17	Epic Spell Capacity
23	6	23	17	Flexible Casting Mastery (1)
24	6	24	18	Intensify Spell
25	6	25	19	Sorcerous Origin feature, Ability Score Improvement
26	7	26	20	Epic Spell Capacity
27	7	27	21	Flexible Casting Mastery (2)
28	7	28	22	Sorcerous Origin feature
29	7	29	23	Epic Spell Capacity, Ability Score Improvement
30	7	30	24	Weave Conduit

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your sorcerer.

WEAVE SYMBIOSIS

When you cast spells you don't just draw on the Weave, but imprint a tiny part of yourself into the Weave as well. This symbiosis causes the Weave to create marvelous effects on the world around you.

WEAVE EFFECT

d6 Effect

- 1 When you supply verbal components for a spell, creatures within 60 feet of you can hear the component as a mental echo in their own voice.
- 2 When you use a spell slot to cast a spell, time seems to stop for a second as the spell manifests.
- 3 Your eyes glow with whatever color best represents the last spell you cast.
- 4 Lightning splits the sky and a thunderous boom assaults the ears of all nearby whenever you cast a damaging spell.
- 5 The air around you seems to shimmer for several minutes after casting a spell and your blood sparkles with a radiant gleam.
- 6 When you cast a spell, you and minuscule objects (such as gravel) that aren't being worn or carried within 30 feet of you lift from the ground, floating a few inches above it. When the casting is complete, you and all affected objects gently float back down.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

SORCEROUS ORIGIN FEATURE

Your Sorcerous Origin grants you features at 21st, 25th and 28th level.

DIVINE SOUL

XANATHAR'S GUIDE TO EVERYTHING

FREQUENT RECOVERY

Beginning at 21st level, you can use your Unearthly Recovery feature once between short or long rests, rather than once between long rests.

SACRED AMPLIFICATION

Starting at 25th level, your Empowered Healing feature sets any number of dice to their highest value instead of rerolling them.

DIVINE SPARK

Beginning at 28th level, your Favored by the Gods feature can be used any number of times between rests.

DRACONIC BLOODLINE

PLAYER'S HANDBOOK

DRAGON SCALES

At 21st level, when you aren't wearing armor, your AC equals 15 + your Dexterity modifier, and you gain permanent resistance to the damage type associated with your draconic ancestry.

HALF-DRAGON

Your draconic ancestry shows itself more and more. Beginning at 25th level, your draconic wings grow in size, granting you a flying speed equal to twice your current speed, and hostile creatures have disadvantage against your Draconic Presence feature.

PRISMATIC MORPH

You have learned to manipulate and warp your own molecular structure, becoming capable of mimicking a broader ancestry. At 28th level, choose a second Dragon Ancestor and gain all of the benefits associated with it. You do not lose the benefits of your original Dragon Ancestor.

SHADOW MAGIC

XANATHAR'S GUIDE TO EVERYTHING

STRENGTH FROM BEYOND

Beginning at 21st level, you automatically succeed on the Charisma saving throw when using your Strength of the Grave feature.

GREATER HOUND OF ILL OMEN

Starting at 25th level, the hound you create with your Hound of Ill Omen feature changes. The hound now uses a **winter wolf's** statistics, with the following changes:

- It appears with a number of temporary hit points equal to your sorcerer level.
- It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.
- It loses the Snow Camouflage trait, but has advantage on Dexterity (Stealth) checks in dim light or darkness.
- Its Cold Breath action must be centered on its target.

UMBRAL FONT

Beginning at 28th level, the Sorcery Point cost to activate your Umbral Form feature is reduced to 3. In addition, while in Umbral Form, you have a flying speed equal to your walking speed so long as you are in dim light or darkness.

STORM SORCERY

SWORD COAST ADVENTURER'S GUIDE & XANATHAR'S GUIDE TO EVERYTHING

STORM ESCAPE

Beginning at 21st level, when your Storm's Fury feature fails to push an attacker away from you, you can, as part of the same reaction, fly up to 20 feet without provoking opportunity attacks.

STORM SOUL

Your Wind Soul feature becomes empowered, allowing you to grant greater power to your allies. Starting at 25th level, as a bonus action, and without reducing your own speed, you can choose a number of creatures equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 60 feet for 1 hour.

Once you empower 1 or more creatures in this way, you can't do so again until you finish a short or long rest.

STORM MASTERY

At 28th level, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you and causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to your sorcerer level.

VOID MAGIC

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

SPELL RESISTANCE

Starting at 21st level, you have advantage on saving throws against spells.

BE THE VOID

Beginning at 25th level, when you use your sense void feature you can interact with your surroundings as if you were physically present. You can talk to a creature, pick up an item, or cast a spell. If you speak to a creature or cast a spell at a creature, it becomes aware of who and where you are. If you pick up an item, it will be in your hand when your consciousness returns to your body.

TARGETED VOID SUPPRESSION

Starting at 28th level, you can choose which creatures within your void suppression become affected by it.

WILD MAGIC

PLAYER'S HANDBOOK

FORCED CHAOS

You have learned to manipulate the forces of chance and chaos more consistently. Beginning at 21st level, for the cost of 3 sorcery points, you may utilize your Tides of Chaos feature, even if you normally wouldn't be able to.

CHAOS SORCERY

Wild magic surges come naturally to you, enabling you to manipulate your surges for more favorable effects. Starting at 25th level, whenever you roll on the Wild Magic Surge table, you may adjust your rolls by 1 in either direction for every 1 sorcery point you spend.

CHAOS MASTERY

You have learned to draw even more power from your wild magic surges, mastering the art beyond the logically possible. Beginning at 28th level, whenever you roll twice on the Wild Magic Surge table, you may choose to use either or both rolls.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.



VARIANT: SPELL POINTS WITH INTENSIFY SPELL

If you play with the Spell Points variant rule, you can't intensify a spell higher than 5th level. Once you reach 26th level, this restriction increases to 7th level.

Casting an intensified spell with the Spell Points variant rule costs three times the number of spell points the spell would otherwise cost.

FLEXIBLE CASTING MASTERY

Starting at 23rd level, your Flexible Casting feature allows you to create spell slots of 6th level for the cost of 11 Sorcery Points, and 7th level for the cost of 12 Sorcery Points.

Upon reaching 27th level, you truly master the art of flexible casting. You convert sorcery points into spell slots more efficiently and can create spell slots of 8th and 9th level, as shown in the Creating Spell Slots After 27th Level table.

CREATING SPELL SLOTS AFTER 27TH LEVEL

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

INTENSIFY SPELL

Beginning at 24th level, you gain the ability to intensify your offensive spells. Using this feature, all variable, numeric effects of a spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maxi-

mum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up all spell slots of the spell's actual level, but a minimum of three, and once you use this feature, you immediately gain one level of exhaustion.

For example, you could cast the *fireball* spell using all of your 5th level spell slots (but a minimum of three), to deal 120 fire damage in a 40-foot radius, rather than 10d6 fire damage in a 20-foot radius if you had used just a single 5th level spell slot.

An intensified spell can't be interrupted by spells or effects such as the *counterspell* spell.

Once you use this feature, you must finish a short or long rest before you can do so again.

WEAVE CONDUIT

Tapping into the Weave comes as easily to you as flicking a finger. With some effort, you can cause the Weave spill forth from within you, manifesting as violent arcane energy that crackles outwards from you in all directions.

Starting at 30th level, by spending 5 sorcery points (no action required), you can become a weave conduit until the start of your next turn. For the duration, you are no longer limited to casting only one spell on your turns and each creature that starts or ends its turn within 5 feet of you takes 2d12 force damage and is pushed 15 feet away from you in a straight line. In addition, you can use all Metamagic options, including ones you haven't learned, and you can empower a single spell with any number of Metamagic options.

You can extend the duration on a subsequent turn by expending 3 additional sorcery points at the start of that turn.

EPIC WARLOCK

PLAYER'S HANDBOOK

THE EPIC WARLOCK

Level	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known	Features
21	4	16	4	5th	9	Pact Boon Improvement (1), Ability Score Improvement
22	4	17	4	5th	9	Dark Bargain, Mystic Arcanum (7th level)
23	5	17	5	5th	9	Otherworldly Patron feature
24	5	18	5	5th	10	Otherworldly Persona
25	5	19	5	5th	10	Pact Boon Improvement (2), Ability Score Improvement
26	5	20	5	5th	10	Mystic Arcanum (8th level)
27	5	21	5	5th	11	Otherworldly Patron feature
28	5	22	5	6th	11	Recondite Arcanum
29	5	23	5	6th	11	Mystic Arcanum (9th level), Ability Score Improvement
30	5	24	6	6th	12	Eldritch Signs

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your warlock.

EERIE VIBE

The otherworldly nature of your magic has rubbed off on your very soul, tainting it in some manner that causes you to give off an eerie vibe. Choose an eerie vibe or determine one at random, but consider how it will affect those around you.

EERIE VIBES

d6 Vibe

- 1 Flames flicker when you stand near them and the breath of others becomes visible vapor when they stand near you, as if they were in extreme cold.
- 2 Your stare gives humanoids the creeps.
- 3 Others feel as if they're in the presence of greatness when standing within 5 feet of you.
- 4 Others avoid eye contact with you, as if something horrible is staring out at them from behind your eyes.
- 5 When first you walk into a room, it is completely filled with silence for but a split second.
- 6 Sometimes it seems as if your shadow moves differently than you do.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

PACT BOON IMPROVEMENT

At 21st level, and again at 25th level, your pact boon is empowered.

PACT OF THE BLADE

PLAYER'S HANDBOOK

OTHERWORLDLY PARRY

Beginning at 21st level, whenever a hostile creature hits you with a melee weapon attack while you are wielding your pact weapon, you may use your reaction to halve the incoming damage.

DARKEST CUT

Starting at 25th level, you may make an additional attack with your pact weapon as a bonus action. If the attack hits, the affected creature can't make opportunity attacks against you until the start of your next turn.



PACT OF THE CHAIN

PLAYER'S HANDBOOK

HEALTH LINK

Starting at 21st level, when your familiar takes damage while within 120 feet of you, you can use your reaction to take the damage instead. Similarly, if you take damage while your familiar is within 120 feet of you, you can use your reaction to let your familiar take the damage instead. This damage can't be reduced or prevented in any way.

CHAIN MASTERY

Beginning at 25th level, as long as your familiar is alive, you gain all of its features (but not its actions) passively.

PACT OF THE IMMATERIAL

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

BODILESS FLIGHT

Starting at 21st level, while you are incorporeal you have a flying speed equal to your walking speed.

INCORPOREAL DETERRENCE

Beginning at 25th level, you have resistance to all damage except psychic while incorporeal.

PACT OF THE INVOKER

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

BONUS INVOCATION

At 21st level, you learn an additional eldritch invocation. This eldritch invocation doesn't count towards your maximum of invocations known.

STRANGE INVOKER

Beginning at 25th level, you can ignore prerequisites other than level requirements when choosing your invocations.



PACT OF THE TOME

PLAYER'S HANDBOOK

TOME RESILIENCE

Starting at 21st level, as a reaction you may cast *protection from energy* or *stoneskin* without expending a spell slot or material components, and without having to concentrate on the spell. The spell lasts for a number of rounds equal to your Charisma modifier (minimum of 1).

Once you have used this feature, you can't do so again until you finish a short or long rest.

MAGICAL SECRET

At 25th level, choose a spell from any class. A spell you choose must be of 5th level or lower. The chosen spell counts as a warlock spell for you.

OTHERWORLDLY PATRON FEATURE

Your patron grants you features at 23rd and 27th level.

THE ARCHFEY

PLAYER'S HANDBOOK

FEY VISION

Starting at 23rd level, your eyes are blessed by powerful fey magic, giving you vision as only the most powerful fey have. You gain Fey Vision out to a range of 60 feet. Each object or creature within range is outlined in a blue, green, or violet light (your choice). Your Fey Vision outlines even hidden or invisible creatures, allowing you to see them, as well as creatures on the Ethereal Plane, but it doesn't let you discern a shapeshifter's true shape.

INVISIBLE PASSAGE

Beginning at 27th level, you can turn invisible using an action. The invisibility lasts until you attack or cast a spell or until your concentration ends (as if concentrating on a spell). While invisible, you leave no physical evidence of your passage, and you can be tracked only through magic. Any equipment you wear or carry, along with your familiar if you have one, is invisible with you.

Once you use this feature, you must finish a short or long rest before you can do so again.

THE CELESTIAL

XANATHAR'S GUIDE TO EVERYTHING

LUSTROUS HEALING

Starting at 23rd level, your pool of celestial energy is imbued with immense power. The d6s from your Healing Light feature become d8s. In addition, you can target up to three targets simultaneously as part of the same bonus action when you use your Healing Light feature, spending dice as normal for each target.

TREACHEROUS RADIANCE

Beginning at 27th level, when you target a creature with your Healing Light feature, you can choose to deal radiant damage instead of healing the target.

THE FIEND

PLAYER'S HANDBOOK

FIENDISH AURA

Your skin has begun to radiate a fiendish aura, making man and beast alike tremble in fear of you.

Beginning at 23rd level, unless you are incapacitated, whenever a hostile creature starts its turn within 10 feet of you, it must succeed a Wisdom saving throw or become frightened of you until the beginning of your next turn. On a successful saving throw, the creature becomes immune to your Fiendish Aura for 24 hours. Fiends are immune to your fiendish aura.

MIST FORM

Starting at 27th level, as an action or a reaction to being hit by a melee attack, you can transform into a toxic mist. Any equipment you are wearing or carrying is also transformed. You revert back to your true form if you die, or if you use a bonus action to end the effect.

While in mist form you are incapacitated and can't speak. You have a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to nonmagical damage.

While in mist form you can enter a creature's space and stop there. Each time that creature starts its turn with you in its space, the creature must succeed on a Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

Once you use this feature, you must finish a short or long rest before you can do so again.

THE GREAT OLD ONE

PLAYER'S HANDBOOK

EYES OF THE VOID

Beginning at 23rd level, as a bonus action, you may call upon eldritch horrors in the void through your patron, who can keep a watchful eye on a creature of your choosing. While the target creature is observed in this way, you know its precise location, what it says, and you have a detailed description of the surroundings within 30 feet of it. The effect lasts for 1 minute or until you end it as a bonus action. Unless the target is a deity, it doesn't know that it is being observed.

The target doesn't have to be on the same plane of existence as you.

Once you use this feature, you can't use it again until you finish a short or long rest.

ELDRITCH DENIAL

There is no escaping your horrible judgment. Starting at 27th level, when a creature within 60 feet of you tries to teleport, you can forcefully prevent them from doing so by using your reaction.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

THE GREAT PHOENIX

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

MAGIC RESISTANCE

Starting at 23rd level, you gain advantage on saving throws against spells and other magical effects.

RISE FROM THE ASHES

Beginning at 27th level, if you die, you disintegrates into ash. 24 hours after your death, you will return to life as if affected by the *true resurrection* spell, unless your ashes are interred within the elemental plane of water or targeted by the *dispel magic* spell using a 7th level spell slot or higher.

THE GREAT SYLVAN

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

SYLVAN SHAPECHANGE

Starting at 23rd level, using an action, you can transform into a **white tiger**. You can stay in this form for a number of hours equal to half your warlock level. You then revert to your normal form. You revert to your normal form earlier by using an action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While transformed, the rules for the druid's Wild Shape feature also apply to you.

Once you use this feature, you must finish a long rest before you can do so again.

In addition, unless you wish to be affected, you automatically succeed on saving throws against spells and effects that would alter your form.

GRAND ARCHITECT

Beginning at 27th level, you can cast the *animal shapes*, *divine word* and *mirage arcane* spells by expending a warlock spell slot. Once you use this feature to cast either spell, you must finish a long rest before you can do so again.

THE GREAT TURTLE

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

INNER RADIANCE

Starting at 23rd level, you can expend a warlock spell slot to regain a number of hit points equal to your warlock level.

EPIC WATER FORM

Beginning at 27th level, by expending a warlock spell slot when you use your Water Form feature, you can transform into a **marid** rather than a **water elemental**.

THE GREAT WYRM

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

ATMOSPHERIC COMMAND

Starting at 23rd level, you can cast the *control weather* spell without expending a spell slot. Once you use this feature, you must finish a long rest before you can do so again.

ATMOSPHERIC DESTRUCTION

Beginning at 27th level, you can cast the *storm of vengeance* and *tsunami* spells by expending a warlock spell slot. Once you use this feature to cast either spell, you must finish a long rest before you can do so again.

THE HEXBLADE

XANATHAR'S GUIDE TO EVERYTHING

HEXBLADE'S CURSE IMPROVEMENT

A creature that you have cursed with your Hexblade's Curse perceives you as an omen of death. Starting at 23rd level, until your Hexblade's Curse ends, you gain the following additional benefits:

- You can't become frightened of the cursed target.
- Any attack roll you make against the cursed target is made with advantage.
- You always know the location of the cursed target.

ANATHEMA

Beginning at 27th level, when a creature that isn't cursed by your Hexblade's Curse scores a critical hit on you, it becomes cursed by your Hexblade's Curse, regardless of you already having a cursed target. In addition, if a cursed target scores a critical hit on you, it instead becomes a normal hit.

SEISHIN MYSTIC

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

HAPPO ZANSHIN

The spirit within grants you preternatural reaction awareness of danger, as it can now take a reaction of its own, and stays alert even when you're not. Starting at 23rd level, you can take two reactions every round, and you cannot be surprised whether sleeping or awake.

RIDDLE OF INVULNERABILITY

The spirit within you can now completely absorb minor blows. Beginning at 27th level, whenever you take 10 damage or less you don't suffer any damage.

THE UNDYING

SWORD COAST ADVENTURER'S GUIDE

SPONTANEOUS RESURRECTION

Beginning at 23rd level, when you die, you can return to life at the start of your next turn as a free action. You appear in the closest unoccupied space of where you died. You must spend between one and ten hit dice, which grant you hit points upon your resurrection. You are freed of any temporary effects existing at the time of your death, but permanent conditions remain.

If you have no hit dice remaining, you cannot resurrect in this manner.

UNDYING ENMITY

You narrow your eyes, and even minor deities know how it feels to be prey. Beginning at 27th level, you may roll a total of 3d20's for an attack roll and take the highest. This feature is usable even if you would have disadvantage on the roll.

Once you use this feature, you must finish a short or long rest before you can do so again.

DARK BARGAIN

Beginning at 22nd level, whenever you finish a long rest, you can sacrifice a number of hit dice in order to bolster your life force. For every 5 hit dice you sacrifice, you gain 25 temporary hit points. Sacrificed hit dice are expended as if used to regain hit points during a short rest.

OTHERWORLDLY PERSONA

Your patron has had its due influence on you, and your force of will has been warped and empowered beyond normal limitations.

At 24th level, your Charisma score increases by 2, and your maximum Charisma is now 26.

MYSTIC ARCANUM

At 22nd level, you can choose an additional 7th-level spell from the warlock spell list as an arcanum. The arcanum you choose can't be a spell you already know as an arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 8th-level spell at 26th level, and one 9th-level spell at 29th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

RECONDITE ARCANUM

As your eldritch might increases, your patron allows you to exchange one magical secret for another. At 28th level, you can replace your 6th-level arcanum spell with a 7th-level arcanum spell.

ELDRITCH SIGNS

You have learned to call on your patron's power directly, by drawing strange and otherworldly signs in the air, that only your patron and you could possibly fathom.

At 30th level, by expending two warlock spell slots as an action, you can cast the same spell three times as part of the same action. The spell cast must be a spell you learned from your Pact Magic feature and it must have a casting time of 1 Action. You can target the same creature with all three castings or target multiple enemies. Once you use this feature, you can't use it again until you finish a long rest.



EPIC ELDRITCH INVOCATIONS

ANTEDILUVIAN EVIL

Prerequisite: 24th level

If you are slain by a humanoid creature, your soul inhabits it and corrupts its interior and exterior over the following days. After 2d4 days, unless the creature has been cleansed by a *Greater Restoration* or *Wish* spell, the creature's will is gone and you have fully manifested underneath its skin. You can pass as your host for 24 hours before its skin comes off completely and you look like your old self. Your alignment changes to evil if you use this invocation but can be restored with a *greater restoration* spell or similar magic.

CHAINS OF THE VOID

Prerequisite: 27th level, Voice of the Chain Master invocation

You and your familiar share a connection through the void. As a bonus action, you can instantly teleport to your familiar, make it teleport to you, or switch places with it, so long as you are within 60 feet of each other.

CONCUSSIVE CRACKLE

Prerequisite: 30th level

When you hit a target with a cantrip or a melee weapon attack, you can use a bonus action to envelop the target in crackling lightning. When you do, the target must succeed a Constitution saving throw against your warlock spell save DC or become paralyzed until the end of its next turn.

DOMINATING PRESENCE

Prerequisite: 24th level

You make all Charisma checks with advantage.

ELDRITCH PHALANX

Prerequisite: 24th level, Eldritch Blast cantrip

Any creature you successfully hit with *eldritch blast* makes ranged spell attacks that target you with disadvantage until the start of your next turn.

ELDRITCH REALIGNMENT

Prerequisite: 21st level, Eldritch Blast cantrip

You can target objects and structures with your *eldritch blast* cantrip.

EVER-BURNING ESSENCE

Prerequisite: 30th level

You can cast the *fire shield* spell at will, without expending a spell slot.

EVER-FLOWING WATERS

Prerequisite: 27th level

Each turn you spend drinking freshwater, you regain 1d10 hit points. In addition, if you die, submerging your body in water keeps your body protected from decay and can't become undead. You automatically spring back to life with 1 hit point if you stay submerged for 8 consecutive hours.

FONT OF DIVINITY

Prerequisite: 21st level

When you deal fire or radiant damage to a creature, you gain temporary hit points equal to half the damage done.

HUNGERING BLADE

Prerequisite: 28th level, Thirsting Blade invocation

You can attack with your pact weapon three times, instead of twice, whenever you take the Attack action on your turn.

LIGHT OF A DYING STAR

Prerequisite: 27th level

You can cast *antimagic field* once using a warlock spell slot, causing the effected area to be filled with bright light. You can't do so again until you finish a short or long rest.

MANTLE OF STAR DUST

Prerequisite: 21st level

You can cast *gaseous form* on yourself at will, without expending a spell slot. When cast in this way, your misty form sparkles in bright and dim light.

OCANTHIAN PERAMBULATION

Prerequisite: 27th level

You can cast *blade barrier* once using a warlock spell slot, conjuring countless razor-sharp shards of black ice from Ocanthus, rather than magical blades. You can't do so again until you finish a long rest.

OTHERWORLDLY RESOLVE

Prerequisite: 24th level

You can't be incapacitated unless petrified.

SANGUINE TESTAMENT

Prerequisite: 21st level

You can cast *grease* at will, without expending a spell slot. You can do so a number of times equal to your Charisma modifier, regaining all expended charges when you finish a short or long rest. The grease's smell and color is identical to your patron's blood or other fluid that reflects your patron's nature.

RAIN OF CASTIGATION

Prerequisite: 24th level, Thirsting Blade invocation

You can cast *conjure volley* once centered on yourself, using a warlock spell slot. When doing so, you take no damage from the spell and your pact weapon acts as the material component for the spell, instantly reappearing in your hand after casting the spell. You can't do so again until you finish a short or long rest.

SACRIFICIAL BLADE

Prerequisite: 21st level, Thirsting Blade invocation

When you gain temporary hit points, you gain twice the amount you normally would.

SOVEREIGN OF HEXES

Prerequisite: 21st level

You can cast *hex* at will as a 1st-level spell, without expending a spell slot.

SPELLBOOK OF ANCIENT SECRETS

Prerequisite: 27th level, Book of Ancient Secrets invocation

You can inscribe spells in your Book of Shadows, much like a Wizard would in his spellbook. A spell inscribed in this manner can't be higher than 5th level. You can inscribe a number of spells equal to your Charisma modifier. You can cast these spells using your Pact Magic feature while you have the book on you, and they count as warlock spells for you.

You can delete a previously inscribed spell by spending 1 hour meditating while you hold the book, which can be done during a short or long rest.

THE ULTIMATE GIFT

Prerequisite: 30th level

You gain immortality and can only die if slain, in which case you can choose to manifest again after 1d4 days. You can only manifest yourself again in this manner once every three months. In addition, you stop aging, you can't be magically aged, and you can't suffer from exhaustion.

UNDYING WILL

Prerequisite: 24th level

Any nonmagical damage you take is reduced by an amount equal to your Charisma modifier.

EPIC WIZARD

PLAYER'S HANDBOOK

THE EPIC WIZARD

Level	Cantrips Known	Features
21	6	Arcane Tradition feature, Ability Score Increase
22	6	Epic Spell Capacity
23	6	Study Focus
24	6	Deep Memory
25	6	Arcane Tradition feature, Ability Score Increase
26	7	Epic Spell Capacity
27	7	Prismatic Juggle
28	7	Arcane Tradition feature
29	7	Epic Spell Capacity, Ability Score Increase
30	8	Archmage

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your wizard. Use the epic sorcerer's Weave Symbiosis to do so.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th 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. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

ARCANE TRADITION FEATURE

At 21st, 25th level, and 28th level, you gain features based on your arcane tradition.

BLADESINGING

SWORD COAST ADVENTURER'S GUIDE

BLADESINGER'S CUNNING

Beginning at 21st level, any weapon you wield can be used as an arcane focus, and you can perform the somatic components of a spell, even if you wield a weapon in each hand.

SONG OF POWER

Starting at 25th level, once per turn when you hit with a melee weapon attack while your Bladesong is active, you can expend one wizard spell slot to deal additional weapon damage to the target. The damage equals four times the spell slot's level.

EXTRA ATTACK

Starting at 28th level, you can attack three times, instead of once, whenever you take the Attack action on your turn.

SCHOOL OF ABJURATION

PLAYER'S HANDBOOK

ARCANE ARMOR

Beginning at 21st level, your AC equals 16 + your Dexterity modifier while you aren't wearing armor. This effect is suppressed while you are inside an antimagic zone.

ABJURER'S CUNNING

Beginning at 25th level, whenever you cast an abjuration spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ARCANE BLOCK

Starting at 28th level, you become permanently affected by the *nondetection* and *protection from evil and good* spells.

SCHOOL OF CONJURATION

PLAYER'S HANDBOOK

FAITHFUL COMPANION

Starting at 21st level, you can cast the *Mordenkainen's faithful hound* spell at will without expending a spell slot. You can end the spell early as a bonus action. The spell also ends early if you cast the spell again with this feature.

CONJURER'S CUNNING

Beginning at 25th level, whenever you cast a conjuration spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

MASTERING THE CIRCLE

At 28th level, you can cast the *teleportation circle* spell as an action, without spending material components. Any circles you create in this manner are permanent. You may destroy any of your own circles using an action, as long as you are on the same plane of existence.

In addition, you can destroy any other teleportation circles you find by touching the circle and using an action.

SCHOOL OF DIVINATION

PLAYER'S HANDBOOK

DIVINING SIGHT

Beginning at 21st level, you gain truesight out to a range of 30 feet.

DIVINER'S CUNNING

Beginning at 25th level, whenever you cast a divination spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

LORE MASTER

Starting at 28th level, you become permanently affected by the *legend lore* spell.

SCHOOL OF ENCHANTMENT

PLAYER'S HANDBOOK

MASTER ENCHANTER

Starting at 21st level, you can cast the *Geas* spell without spending a spell slot. When cast in this way, the spell has a duration of 1 hour.

ENCHANTER'S CUNNING

Beginning at 25th level, whenever you cast an enchantment spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ENCHANTED MAGIC

Starting at 28th level, creatures have disadvantage on saving throws against your enchantment spells.

SCHOOL OF EVOCATION

PLAYER'S HANDBOOK

PRISMATIC SHIELD

Starting at 21st level, you can surround yourself with flames of multiple colors, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can create this shield, or dismiss it using a bonus action.

While active the flames grant you resistance to cold, fire and lightning damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d6 fire damage, 2d6 cold damage, and 2d6 lightning damage.

EVOKER'S CUNNING

Beginning at 25th level, whenever you cast an evocation spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

HEADMASTER

Starting at 28th level, you can add your proficiency bonus to the damage roll of any ranged spell attack you perform using a wizard evocation spell.

SCHOOL OF ILLUSION

PLAYER'S HANDBOOK

CONVINCING ILLUSIONS

Starting at 21st level, your illusion spells that would fail physical inspection can now pass as real. For example, if you change the appearance of one of your allies, by making him shorter, as with the *seeming* spell, and if a guard were to inspect his or her height, the guard would perceive it as being so, even though your ally is physically taller.



ILLUSIONIST'S CUNNING

Beginning at 25th level, whenever you cast an illusion spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ILLUSORY TRICKERY

Starting at 28th level, you become permanently affected by *Nystul's magic aura*, gaining both its effects.

Additionally, as a bonus action, you can invoke an illusory duplicate of yourself as if you had cast the *mirror image* spell.

Once you use this feature, you must finish a short or long rest before you can do so again.

SCHOOL OF NECROMANCY

PLAYER'S HANDBOOK

AURA OF DEATH

Starting at 21st level, using a bonus action, you can cast *circle of death* on yourself as a 6th level spell, without expending a spell slot or material components. If cast in this way, the spell's radius is reduced to 15 feet and you take no damage from the casting.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended charges when you finish a long rest.

NECROMANCER'S CUNNING

Beginning at 25th level, whenever you cast a necromancy spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

UNDYING NATURE

Beginning at 28th level, for every 10 years that pass, you age only 1 year, and you cannot be magically aged.

In addition, if you drop to 0 hit points or die outright, you can drop to 1 hit point instead and gain temporary hit points equal to half your maximum hit points.

Once you use this feature, you must finish a long rest before you can do so again.

SCHOOL OF TRANSMUTATION

PLAYER'S HANDBOOK

ETHEREAL

Starting at 21st level, as a bonus action, you can cast *etherealness* as a 9th level spell, without expending a spell slot.

Once you use this feature, you must finish a short or long rest before you can do so again.

TRANSMUTER'S CUNNING

Beginning at 25th level, whenever you cast a transmutation spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

MASTER TRANSMUTER'S STONE

Starting at 28th level, your Transmuter's Stone gains all four effects simultaneously.



WAR MAGE

XANATHAR'S GUIDE TO EVERYTHING

ABSORBING SHROUD

At 21st level, your Arcane Deflection becomes infused with abjuration magic. When you use your Arcane Deflection feature, you can cause magical to envelop you, granting you temporary hit points equal to half your wizard level.

IMPROVED ARCANE DEFLECTION

Beginning at 25th level, your Arcane Deflection feature is improved, granting you a +4 bonus to AC and a +6 bonus to saving throws.

ARCANE REPURPOSING

Starting at 28th level, when you succeed on a saving throw against a hostile spell, you gain one power surge, as you magically dismantle and repurpose the arcane energies.

WU JEN

HEROES OF THE ORIENT: PLAYER'S AND DM'S COMPANION

IMPROVED ELEMENTAL MASTERY

Starting at 21st level, you gain another feature depending on the elemental mastery you chose at 2nd level.

Earth. You have advantage on Constitution saving throws.

Fire. Whenever you roll a hit die to regain lost hit points, you can roll each die twice and take either result.

Metal. Any damage you take is reduced by 3.

Water. Your hit point maximum cannot be reduced.

Wood. You become permanently affected by the *treestride* spell.

CRITICAL CUNNING

Beginning at 25th level, your spell attacks score a critical hit on a roll of 18 - 20.

VIGILANT SPIRIT

Starting at 28th level, your initiative cannot be lower than 10.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.

STUDY FOCUS

You have mastered the art of maintaining concentration in the most dire of situations. At 23rd level, if you lose concentration on a spell because of a failed Constitution saving throw, you can use your reaction to maintain concentration.

Once you use this feature, you can't use it again until you finish a short or long rest.

DEEP MEMORY

Starting at 24th level, as a bonus action, you can exchange one spell you have prepared for one you don't have prepared. The new spell you prepare must be available to you in your spellbook.

You can use this feature twice. You regain all expended charges when you finish a long rest.

PRISMATIC JUGGLE

You have become expert at diversifying your spellcasting.

At 27th level, when you cast a spell of 1st level or higher, that isn't of the same school as the previous spell you cast, you may cast the new spell as if casting it using a spell slot of one level higher. The two spells must have been cast within one minute of each other.

ARCHMAGE

Your name is known far and wide, as your knowledge of the arcane is only rivaled by the gods themselves. Once you reach 30th level, you can conjure forth a *Spellbook of the Ages*, which can be opened only by you. Should the book be destroyed or lost, you can conjure it back into existence as a bonus action. You can also store the book safely in a demiplane or pull it back to you as a bonus action. The book disappears in a flash of elemental light if you die.

The book magically holds all your known spells when you acquire it. Copying new spells into the book requires you to spend only 1 minute and 1 gp worth of fine inks for each level of the spell. In addition, preparing new spells with your *Spellbook of the Ages* takes only 1 minute regardless of how many spells you prepare or what their levels are.

The book is a massive weightless tome that doubles as a spellcasting focus. While holding it, you gain a +1 bonus to Armor Class, saving throws, and spell attack rolls, and any spells you cast as a ritual are cast in half the usual time.

In addition, when you finish a long rest, you read and contemplate ancient writings in your *Spellbook of the Ages*, left there by master wizards who came before you. Choose one of the following benefits, which lasts until you next finish a long rest.

Additional Signature Spells. You gain two signature spells (as with the Signature Spells feature).

Blessing of the Archmages. You make Intelligence saving throws with advantage.

Might of the Ages. When you target a creature with a spell that forces it to make a saving throw, you gain a +10 bonus to your spell save DC. Once you use this feature, you can't use it again until you finish a long rest.

PART 2: EPIC RACIALS



nce you reach 25th character level, you gain a feature depending on your race or subrace. The following tables describes the feature your race or subrace gains at 25th level.

Race	Subrace	Level 25 Feature	Source
Aarakocra	-	Increased Wing Strength. You can wear medium armor while using your Flight feature. Additionally, you can strike with your wings as an action, which deal 1d10 bludgeoning damage and use Strength or Dexterity (your choice). You are proficient with your wing attack.	EEPC
Aasimar	All	Celestial Inheritance. You can use your Radiant Soul, Radiant Consumption, or Necrotic Shroud trait twice between rests.	VGtM
Dragonborn	-	Dragon's Breath. Your Breath Weapon deals twice as much damage, and you can use it twice between rests.	PHB
Dwarf	Gray	Improved Duergar Resilience. You are immune to the charmed and paralyzed conditions.	SCAG
Dwarf	Hill	Improved Dwarven Toughness. Your hit point maximum increases by 25.	PHB
Dwarf	Mountain	Dwarven Armor Mastery. You gain proficiency with heavy armor and your AC increases by 1 while wearing armor.	PHB
Dwarf	Korobokuru	Pest Exterminator. You always have advantage on attack rolls against goblinoids and goblinoids have disadvantage on attack rolls against you.	HotO
Elf	Dark	Drow Hut. You can cast <i>Leomund's tiny hut</i> at will. Once you use this feature, you must finish a short or long rest before you can use it again.	PHB
Elf	High	High Magic. You learn one 1st level spell of your choice from the Wizard spell list which you can cast at will. Intelligence is your spellcasting ability for this spell.	PHB
Elf	Wood	Elven Maneuverability. Your base speed increases by 10 feet.	PHB
Firbolg	-	Green Magic. You can cast <i>grasping vine</i> and <i>greater invisibility</i> (targeting only yourself) using this trait. Wisdom is your spellcasting ability for these spells. Once you use this feature to cast a spell, you can't use it again until you finish a short or long rest.	VGtM
Genasi	Air	Elementary. You are resistant to lightning damage, and you can cast the <i>levitate</i> spell once with this trait, requiring no components. You regain the ability to cast it in this way when you finish a long rest.	EEPC
Genasi	Earth	Elementary. You are resistant to poison damage, and you can cast the <i>pass without trace</i> spell once with this trait, requiring no components. You regain the ability to cast it in this way when you finish a long rest.	EEPC
Genasi	Fire	Elementary. You can cast the <i>fireball</i> spell once as a 3rd level spell with this trait, requiring no components. You regain the ability to cast it in this way when you finish a short or long rest.	EEPC
Genasi	Water	Elementary. You can cast the <i>ice storm</i> spell once as a 7th level spell with this trait, requiring no components. You regain the ability to cast it in this way when you finish a long rest.	EEPC
Gnome	Deep	Deep Cunning. You don't lose your advantage on Intelligence, Wisdom and Charisma saving throws when an effect imposes disadvantage on you.	SCAG
Gnome	Forest	Now You See Me. You can cast the <i>invisibility</i> spell at will.	PHB
Gnome	Rock	Mechanical Wonder. Spending an hour and 100 gp worth of materials, you can build a toy that can identify objects, and locates hidden doors and traps. The toy has three charges and expends a charge whenever it identifies an object or locates a hidden door or trap. You can spend an hour and 30 gp during a short or long rest to recharge the toy, giving it back all expended charges.	PHB
Goliath	-	Mountain Roots. Your Stone's Endurance increases to 2d12 and you can use it twice between rests.	EEPC and VGtM
Half-Elf	-	Of Two Worlds. You can choose your racial from either the human or one of the elven subraces in this table.	PHB



Race	Subrace	Level 25 Feature	Source
Halfling	Ghostwise	Voice from Beyond. You can use your Silent Speech feature to talk to any number of creatures simultaneously. In addition, when you communicate telepathically with a creature, you make Charisma (Deception) checks against it with advantage.	SCAG
Halfling	Lightfoot	Hide in Plain Sight. You can attempt to hide even while enemies are observing you and a creature a creature has disadvantage on Wisdom (Perception) checks made to spot you or discern your location unless it knows you are a halfling..	PHB
Halfling	Stout	Stout Toughness. You can't be poisoned, you are immune against poison damage, and can't be cursed.	PHB
Half-Orc	-	Brutal. You make Charisma (Intimidation) checks with advantage, and your Relentless Endurance feature regains its use after a completing a short or long rest.	PHB
Hakuma	All	Jigokuan Ancestry. Your Darkvision increases to 120 feet and magical darkness doesn't impede your darkvision. In addition, you become immune to Taint effects.	HotO
Hengeyokai	All	Easy Shifting. You can shapechange into your animal form using a bonus action.	HotO
Human	-	Adaptability. You gain proficiency with two skills of your choice and learn two additional languages.	PHB
Kenku	-	Art of Deception. You have advantage on checks to determine if a document or an object is forged, and to see through a creature's charade when they attempt to deceive you or lie to you.	VGtM
Lizardfolk	-	Munchies. You can use your Hungry Jaws trait once on each of your turns, rather than once every short or long rest.	VGtM
Nezumi	Cotton	Unbreakable Self Esteem. You can't be charmed or frightened.	HotO
Nezumi	Dusky	Stealthy. You always have advantage on Dexterity (stealth) checks and can take the Hide action as a bonus action.	HotO
Nezumi	Pale	Tunneling Claws. Your burrow speed increases to 30 feet.	HotO
Serafu	All	Serafic Blessing. You can cast the <i>mislead</i> spell once with this trait. You regain the ability to do so when you finish a short or long rest.	HotO
Spirit Folk	Bamboo	Animal Friend. You are permanently affected by the <i>speak with animals</i> spell and you can reroll failed Wisdom checks.	HotO
Spirit Folk	Mountain	Peak Performance. Mountainous and rocky terrain doesn't count as difficult terrain for you and you gain a climbing speed equal to your walking speed.	HotO
Spirit Folk	River	Champion Swimmer. Your swim speed increases to 60 feet and you gain resistance to acid damage.	HotO
Tabaxi	-	Digitigrade Legs. Your walking speed increases by 5 feet and you cannot have disadvantage on Dexterity saving throws.	VGtM
Triton	-	Control Air and Water Improvement. You can cast a spell from your Control Air and Water trait once per short rest, rather than once per long rest. In addition, you can cast <i>control water</i> and <i>control wind</i> with your Control Air and Water trait.	VGtM
Tiefling	-	Infernal Ancestry. Your Darkvision increases to 120 feet, and you make Charisma saving throws with advantage.	PHB
Tortle	-	Mobile Shell Defense. While you Shell Defense feature is active, your AC bonus increases to +6 and you can roll across the ground, giving you a walking speed of 30 feet that can't increase. In addition, you only need to spend 5 feet of movement to stand up from prone.	TTP
Venara	-	Jungle Swiftess. Your walking and climbing speed increases by 15 feet.	HotO



SOURCES

The races presented here come from a variety of publications as shown by the abbreviations in the Source column of the tables in this chapter. Here are descriptions for these abbreviations.

PHB. Player's Handbook.

EEPC. Elemental Evil Player's Companion.

SCAG. Sword Coast Adventurer's Guide.

VGtM. Volo's Guide to Monsters.

TTP. The Turtle Package.

HotO. Heroes of the Orient: Player's and DM's Companion.

MotO. Monsters of the Orient: Complete Bestiary.

MONSTROUS RACES

Race	Subrace	Level 25 Feature	Source
Bugbear	-	Surprise Attack Improvement. The damage from your Surprise Attack trait deals 4d6 extra damage, rather than 2d6 extra damage.	VGtM
Goblin	-	Escapist. When you take the Disengage action as a bonus action on your turn, you can also take the Hide action as part of the same bonus action.	VGtM
Hobgoblin	-	Martial Advantage. Once per turn, you can deal an extra 1d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of one of your allies that isn't incapacitated.	VGtM
Hsing-sing	-	Reckless. At the start of your turn, you can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against you have advantage until the start of your next turn.	MotO
Kappa	-	Circle Kick. You can perform a circle kick as an action. When you do, each creature within 5 feet of you must make a Dexterity saving throw (save DC = 8 + your Dexterity modifier + your proficiency bonus). On a failed save, a creature takes bludgeoning damage equal to 1d8 + your Dexterity modifier and lands prone.	MotO
Kobold	-	Urd Wings. You grow leathery wings, granting you a flying speed of 30 feet.	VGtM
Orc	-	Raging Aggression. Whenever you use your Aggressive trait, you gain advantage on your next attack during the same turn, and you land a critical hit on a roll of 19 or 20 with that attack.	VGtM
Taka-onna	-	Ballade of Jealousy. Using an action, you can force a creature within 30 feet of you to make an Intelligence saving throw (save DC = 8 + your Wisdom or Charisma modifier + your proficiency bonus). On a failed save, the target becomes cursed for 1 hour. While cursed, the target creature spends its turns unequipping as many objects as it can, starting with what it is holding, laying everything at its feet in an orderly fashion. It can't move, talk, or do anything else while afflicted by this curse. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. The curse also ends if you or your allies attack the creature. Once you use this feature, you can't use it again until you finish a short or long rest.	MotO
Tengu	All	Riposte. When a creature misses you with a melee attack while within 5 feet of you, you can use your reaction to make a melee weapon attack against the attacker. If your attack hits, you deal an additional 2d8 weapon damage.	MotO
Tsuno Aberrant	-	Rush. When you take the Dash action, you can gain twice as much movement. When you use this feature, you can't use it again until you finish a short or long rest.	MotO
Twilight Naga Exile	All	Sense Magic. You sense magic within 120 feet of you. This trait works like the <i>detect magic</i> spell but isn't itself magical.	MotO
Wang-liang	-	Regeneration. You regain 10 lost hit points at the start of each of your turns if you have at least 1 hit point. If you take acid or fire damage, this trait doesn't function at the start of your next turn.	MotO
Yuan-ti	-	Shapechange. You can use your action to polymorph into a Large snake, or back into your true form. Your statistics are the same in each form. Any equipment you are wearing or carrying is transformed with you. You revert to your normal form if you die.	VGtM



PART 3: MYTHIC PROGRESSION

The epic class progression in this book is meant to represent the limits that mortals can achieve in the multiverse of Dungeons & Dragons. These are humans, elves, and dwarves in their most perfect forms. However, the most legendary fighter the humanoid races has ever seen honestly still has little chance against many epic monsters, let alone a deity. So what do you do, as a player or dungeon master, once you've killed everything you are able to kill? You could hang up your character sheets and roll a brand new one. But, you love these characters. You nursed them all the way to 30th level. You cheered alongside your friends after you pulled off that first daring raid of a goblin village. You nearly pulled your hair out when that beholder killed your entire party, only to discover that you were trapped in an illusion and were actually still alive. Oh the stories you could tell. These characters are family now. You can't just put them out to pasture. There must be something else to do, something else to fight. There is, of course. The monsters and gods exist, challenges far beyond what you have faced so far. But, while the intrigues and exploits of gods may make for fascinating story lines, you have no right to walk among them as weak you still are.

Divine Ascension. Enter Mythic progression. Such power does not come easily, however, and not many are able to claim it. After all, how would you go about shedding your own mortality? And why would the gods willingly let mortals dabble in their affairs? There are many questions, and even more obstacles to overcome. It is not unheard of for a wizard to take the relatively easy path and become a lich to achieve this goal, but there are other ways. This part is all up to the dungeon master, of course. Some characters may simply be part god from birth, a true demigod born of both divine and mortal parents. Because of this, they don't

possess the limits that mere mortals do and can continue to advance their skills. Other epic characters seek the favor of their god, they commit themselves as a servant and extension of their god's will in perpetuity in exchange for a small blessing of their divine spark, which is often enough to grant them access to unimagined power. For others, the transformation comes when they discover ancient, forbidden secrets and perform the dark rituals of the old gods.

Final Tier of Play. In any case, whatever path you choose, you will walk where only death waited for you before. But you must walk carefully now. Newly minted demigods attract a lot of attention, and you had better be ready for whatever comes your way. As a dungeon master, you may wish to limit access to one or two tiers of the mythic abilities, based on the end goals and intentions of your campaign (or exclude them altogether). The first tier represents an extension of normal abilities past normal limitations, what some might consider superhuman strength, skill, or awareness. But, as you progress to tiers two and three the abilities turn more and more godlike in their scope and power. While these tiers can be used to represent growth in a character's power from mortal to demigod to deity, it doesn't necessarily need to be so. Their use and inclusion into your campaign is entirely up to the dungeon master. A fully developed system for creating deities, including divine ranks and powers, followers, portfolios, and knowledge of how to obtain that elusive divine essence isn't included here. Those aspects of becoming and subsequently playing as a god are best carried out with great storytelling, and tend to lose something when codified into pages of charts and numbers. Instead, think of mythic progression simply as a flexible system, one that can be incorporated by a clever dungeon master in any number of ways.

MYTHIC BOONS

A mythic boon is a special power available only to 30th level characters. Characters at that level gain such boons only if you want them to and only when you feel it's appropriate. Epic boons are best awarded after the characters complete a major quest, or accomplish something else particularly notable. A character might gain a mythic boon after destroying an evil artifact, defeating a demigod, or halting an incursion from the Outer Planes.

Categories and Prerequisites. Boons are divided into three major categories: 1st-level, 2nd-level, and 3rd-level. 1st-level boons are generally best described as superpowers. 2nd-level boons rival the power of demigods. 3rd-level boons are truly godlike. Some boons also come with one or more prerequisites. These prerequisites help to ensure progression, class identity, and some semblance of balance. Some boons have a prerequisite of 20th level in a certain class. This doesn't mean the boon is available at 20th level, but rather that at least 20 of your 30 levels must be in the specified class.

Mythic Boons as Mythic Progression. Mythic boons can also be used as a form of advancement, a way to provide greater power to characters who have no more levels to gain. With this approach, consider awarding one epic boon to each character for every 300,000 XP he or she has reached 30th level.

When using this approach, a character needs to select six 1st-level boons before any 2nd-level boons can be selected. In a similar fashion, a character needs to select four 2nd-level boons before any 3rd-level boons can be selected. Once a level of boons has been unlocked, a character can gain any future boons from the unlocked level.

Final Arbiter. You determine which epic boon a character gains. Ideally, the boon you pick is something the character would put to use in future adventures. You can allow a player to select a boon for his or her character, subject to your approval.

Roleplaying Boons. Whatever boon a character ends up with, consider its place in your story and world. Many of the boons are extraordinary and represent the gradual transformation of a character into something resembling a demigod or even a deity. The acquisition of a boon might visibly transform a character. For example, the eyes of a character with the Boon of True Sight might glow when he or she feels strong emotion, and a character who has the Boon of High Magic might have faint motes of light glimmering around his or her head. Also, decide how the boon first appears. Does the boon appear spontaneously and mysteriously? Or does a being of cosmic power manifest to bestow it? The bestowal of a boon can itself be an exciting scene in an adventure.

The text of a boon addresses its user. Unless a boon says otherwise, a character can't gain it more than once.

1ST-LEVEL MYTHIC BOONS

BOON OF DAMAGE RESISTANCE

You gain resistance to one type of damage, choosing between cold, fire, lightning, poison, and thunder.

BOON OF DARKVISION

You gain darkvision out to a range of 120 feet.

BOON OF ELDRITCH INSIGHT

Prerequisites: 20th level warlock

The number of eldritch invocations you can choose increases by 1. You can select this boon multiple times.

BOON OF ENHANCED DIVINE MAGIC

Prerequisites: 20th level paladin

You gain a 6th level spell slot and can choose two spells of the same level from the cleric spell list. You learn the chosen spells and they count as paladin spells for you. You can select this boon up to 4 times. Each time you do so, you gain a spell slot of one level higher than the last time and can choose two new cleric spells of the same level.

BOON OF ENHANCED NATURE MAGIC

Prerequisites: 20th level ranger

You gain a 6th level spell slot and can choose two spells of the same level from the druid spell list. You learn the chosen spells and they count as ranger spells for you. You can select this boon up to 4 times. Each time you do so, you gain a spell slot of one level higher than the last time and can choose two new druid spells of the same level.

BOON OF EPIC FORTITUDE

Your hit point maximum increases by 40.

BOON OF EPIC RESILIENCE

Prerequisites: A Constitution score of 24 or higher.

You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

BOON OF EPIC SPELL MASTERY

Choose one 1st-level sorcerer, warlock, or wizard spell that you can cast. You can now cast that spell at will at its lowest level without expending a spell slot.

BOON OF ESCHEVED MATERIALS

Prerequisites: The ability to cast spells of 5th level or higher

When providing material components for a spell, you can ignore 2,000 gp worth of materials. You can select this boon multiple times.

BOON OF EXTENDED BLINDSIGHT

Prerequisites: Blindsight out to a range of at least 5 feet

The range of your blindsight increases by 30 feet.

BOON OF FATE

When another creature that you can see within 60 feet of you makes an ability check, an attack roll, or a saving throw, you can roll a d10 and apply the result as a bonus or penalty to the roll. Once you use this boon, you can't use it again until you finish a short or long rest.

BOON OF HIGH MAGIC

Prerequisites: 20th level bard, cleric, druid, sorcerer, or wizard

You gain one 10th-level spell slot. You can select this boon multiple times.

BOON OF LINGUISTICS

You can speak, read, and write all standard languages.

BOON OF IMMORTALITY

You stop aging. You are immune to any effect that would age you, and you can't die from old age.

BOON OF MAGIC DETECTION

You are permanently affected by the *detect magic* spell without having to concentrate on it. By using a bonus action on your turn, you can cause a brilliant aurora of swirling energy to surround one creature or object you detect in this manner, making it visible to all until the end of your next turn.

BOON OF MAGICAL SECRETS

Prerequisites: 20th level bard

Choose two spells from any class. You learn the chosen spells and they count as bard spells for you. You can select this boon multiple times.

BOON OF OTHERWORLDLY REACTION

Prerequisites: 20th level warlock

When you roll initiative, you gain a special turn that takes places before other creatures can act. On this turn, you can use your action to take either the Attack action or to cast a cantrip.

If more than one creature in an encounter has this feature, they all act in order of initiative, then the regular initiative begins. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

BOON OF PERFECT HEALTH

You are immune to all diseases and poisons, and you have advantage on Constitution saving throws.

BOON OF QUICK CASTING

Prerequisites: At least one 3rd level spell slot

Choose one of your spells of 1st through 3rd level that has a casting time of 1 action. That spell's casting time is now 1 bonus action for you. You can select this boon multiple times.

BOON OF SAVAGE ATTACKS

Prerequisites: Extra Attack

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. Once you do so, you can't do so again until you finish a short or long rest.

BOON OF SUPREME SORCERY

Prerequisites: 20th level sorcerer

You learn two spells of your choice from the sorcerer spell list and your sorcery point maximum increases by 2. You can select this boon multiple times.

BOON OF SPEED

Prerequisites: Death Save Advantage

Your walking speed increases by 30 feet. In addition, you can use a bonus action to take the Dash or Disengage action. Once you do so, you can't do so again until you finish a short rest.

BOON OF UNDETECTABILITY

You gain a +5 bonus to Dexterity (Stealth) checks, and you can't be detected or targeted by divination magic, including scrying sensors.

BOON OF UNERRING SKILL

Prerequisites: 10th level bard or 15th level rogue

When you make a skill check, you can replace the number you roll with a 20. You can do so a number of times equal to your bard or rogue level divided by 10. You regain all expended charges when you finish a short or long rest.

EPIC ABILITY SCORE INCREASE

Prerequisites: One or more ability scores of 24

One of your ability scores increases by 2 or two of your ability scores increase by one, up to a maximum of 26. You can select this boon multiple times.

MAGIC ITEM SAVANT

When you use a magic item to create an effect that expends more than one charge from the item, you expend one charge less than you would normally do.

2ND-LEVEL MYTHIC BOONS

BOON OF AWARENESS

You can't be surprised and unseen attackers don't attack you with advantage.

BOON OF DEVIL'S SIGHT

Prerequisites: Darkvision

Magical darkness doesn't impede your darkvision.

BOON OF DIVINE ASPIRATION

When you use a feature that you can normally only use once between short rests, you can choose regain your use of that feature. Once you use this feature, you can't use it again until you finish a long rest.

BOON OF ESCHEWED MYTHIC MATERIALS

Prerequisites: The ability to cast a mythic spell of 1st level or higher

When providing material components for a mythic spell, you can ignore 5,000 gp worth of materials. You can select this boon multiple times.

BOON OF HIGHER MAGIC

Prerequisites: Boon of High Magic

You gain one 11th-level spell slot. You can select this boon multiple times.

BOON OF IMPROVED EXTRA ATTACK

Prerequisites: 20th level barbarian, fighter, kensai, paladin, ranger, or shogun

You make one additional attack when you take the attack action.

BOON OF IMPROVED TWO-WEAPON FIGHTING

Prerequisites: 10th level fighter, kensai, or ranger

When you use a bonus action to attack with a weapon while wielding two weapons, you can make one additional attack with that weapon.

BOON OF IRRESISTIBLE CHARM

Your spells and effects that would normally leave a creature unaffected if it is immune to the charmed condition work normally on such creatures - with the exception of deities.

BOON OF IRRESISTIBLE OFFENSE

Your weapon attacks bypass damage resistances.

BOON OF LEGENDARY FORTITUDE

Prerequisites: Boon of Epic Fortitude

Your hit point maximum increases by 40.

BOON OF LEGENDARY SPELL MASTERY

Choose one 2nd-level sorcerer, warlock, or wizard spell that you can cast. You can now cast that spell at will at its lowest level without expending a spell slot.

BOON OF LEGENDARY RESILIENCE

Prerequisites: Boon of Epic Resilience

You have resistance to bludgeoning, piercing, and slashing damage.

BOON OF MYTHICAL SECRETS

Prerequisites: 20th level bard

Choose one 1st-level mythic spell from any class. You learn the chosen spell and it counts as a bard spell for you. You can select this boon multiple times.

BOON OF OTHERWORLDLY AWARENESS

Prerequisites: Boon of Otherworldly Reaction

When you gain a special turn from your Boon of Otherworldly Reaction, you are no longer restricted in what you can do on that turn. In addition, you can no longer be surprised.

BOON OF PACTS

Prerequisites: 20th level warlock

Your otherworldly patron bestows yet another gift upon you. You can select an additional Pact Boon.

BOON OF SWIFT CASTING

Prerequisites: At least one 5th level spell slot

Choose one of your spells of 4th through 5th level that has a casting time of 1 action. That spell's casting time is now 1 bonus action for you. You can select this boon multiple times.

LEGENDARY ABILITY SCORE INCREASE

Prerequisites: One or more ability scores of 26

One of your ability scores increases by 2 or two of your ability scores increase by one, up to a maximum of 28. You can select this boon multiple times. This boon counts as a 1st level boon for barbarians.

LEGENDARY LINGUIST

You can speak, read, and write all exotic languages that you are physically capable of speaking.

3RD-LEVEL MYTHIC BOONS

BOON OF DAMAGE IMMUNITY

You gain immunity to one type of damage that you are resistant to, choosing between cold, fire, lightning, poison, and thunder.

BOON OF DEEP MYTHICAL SECRETS

Prerequisites: 20th level bard

Choose one 2nd-level mythic spell from any class. You learn the chosen spell and it counts as a bard spell for you. You can select this boon multiple times.

BOON OF DEEP MYSTICISM

Prerequisites: 20th level bard or warlock

You can select any one boon without fulfilling the prerequisites. If you are a warlock and you choose a boon that grants you a spell slot, such as the Boon of High Magic, the spell slot instead counts as a mystic arcanum that allows you to cast any spell you know from your pact magic feature at the level of the spell slot granted.

BOON OF DIVINE ASCENSION

When you use a feature that you can normally only use once between long rests, you can choose regain your use of that feature. Once you use this feature, you can't use it again until you finish a long rest.

BOON OF ELDRITCH MIGHT

Prerequisites: 20th level warlock

You gain one additional spell slot from your Pact Magic feature.

BOON OF HIGHEST MAGIC

Prerequisites: Boon of Higher Magic

You gain one 12th-level spell slot. You can select this boon multiple times.

BOON OF IRRESISTIBLE ONSLAUGHT

Prerequisites: Extra Attack

You treat the damage immunities of any creature as damage resistances. These resistances can't be bypassed by any means.

BOON OF KILLING BLOWS

Prerequisites: Extra Attack, a Strength score of 24

When you land a critical hit with a melee weapon attack, the target must succeed a Constitution saving throw (save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or be reduced to 0 hit points. This effect is magical.

BOON OF MAGIC RESISTANCE

You have advantage on saving throws against spells and other magical effects.

BOON OF MYTHIC FORTITUDE

Prerequisites: Boon of Legendary Fortitude

Your hit point maximum increases by 40.

BOON OF MYTHIC MANEUVERING

Prerequisites: One or more mythic maneuvers

When you expend one or more Mythic Dice to perform a mythic maneuver, you can set all expended Mythic Dice to their maximum value. Once you use this boon, you can't use it again until you finish a long rest.

BOON OF MYTHIC SPELL MASTERY

Choose one 3rd-level sorcerer, warlock, or wizard spell that you can cast. You can now cast that spell at its lowest level without expending a spell slot.

BOON OF RAPID CASTING

Prerequisites: At least one 7th level spell slot

Choose one of your spells of 6th through 7th level that has a casting time of 1 action. That spell's casting time is now 1 bonus action for you. You can select this boon multiple times.

BOON OF REACTIVE STRIKES

Prerequisites: Extra Attack

When you use your reaction to make an opportunity attack, roll a d20. On a roll of 10 or higher, you regain your reaction.

BOON OF SKILL PROFICIENCY

You gain proficiency in all skills. This boon counts as a 1st level boon for bards and as a 2nd level boon for rogues.

BOON OF SPELL DECONSTRUCTION

Prerequisites: 30th level sorcerer

When you are targeted by a spell of 9th level or lower, you can use your reaction to expend a number of sorcery points equal to the spell's level (0 sorcery points for cantrips). Instead of being affected by the spell, you gain temporary hit points equal to 5 x the spell's level, and you gain regain expended spell slots with a total level equal to the spell's level.

Once you use this feature, you can't use it again until you finish a short or long rest.

BOON OF SPELL REFLECTION

Prerequisites: A Charisma score of 28 or higher

When you are targeted by a spell of 9th level or lower, you can use your reaction to attempt to force the spell back unto its caster through sheer force of will. Using your reaction when targeted by a spell but before you know if it hits or before making a saving throw, you make a Charisma check (DC = 15 + the spell's level). On a successful check, the caster becomes the new target of the spell. On a failed check, you are affected by the spell regardless of your AC and without making a saving throw.

BOON OF TRUESIGHT

Prerequisites: The ability to see in magical darkness

You have truesight out to a range of 60 feet.

MYTHIC ABILITY SCORE INCREASE

Prerequisites: One or more ability scores of 28

One of your ability scores increases by 2 or two of your ability scores increase by one, up to a maximum of 30. You can select this boon multiple times. This boon counts as a 2nd level boon for barbarians of 20th level or higher.

MYTHIC MANEUVERS

MYTHIC MANEUVERS

Mythic maneuvers work much like mythic boons and are awarded in the same manner. However, where boons tend to be passive in nature, maneuvers are more active and their use comes with a cost.

Maneuver Levels. When you select a maneuver, you gain a number of Mythic Dice equal to twice the maneuver's level. For example, if you were to select a 2nd-level maneuver, you would also gain 4 Mythic Dice. Mythic dice are d20s. A Mythic Die is expended when you use it. Each maneuver describes how many Mythic Dice it costs to perform that maneuver, if any. You regain all of your expended Mythic Die when you finish a short or long rest.

Maneuver Save DC. Some maneuvers require one or more creatures to make a saving throw. Each such maneuver explains how the save DC is calculated.

1ST-LEVEL MYTHIC MANEUVERS

ARCING STRIKE

Prerequisites: A Strength score of 24 or higher

Saving Throw DC: 8 + your proficiency bonus + your Strength modifier

Cost: 1 Mythic Die

As an action, you swing your weapon in a wide arc around yourself. Each creature within your reach must make a Dexterity saving throw. On a failed save, a target takes weapon damage equal to your Strength modifier plus the expended Mythic Die, and if the target is Large or smaller, it is also pushed 5 feet backwards in a straight line from you.

DEEP POCKETS

Prerequisites: 20th level rogue

As an action, you can open a 2-foot cubed extra dimensional space and place an object inside. The gateway to this space then closes as soon as you remove your hand. The space exists for up to 1 hour, after which time the stored object appears at your feet directly in front of you. At any point before the time is up, you can choose to summon the object into your empty hand. You can choose to expend a Mythic Die when using this maneuver. If you do, you add the expended Mythic Die to the number of hours the space exists.

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

EPIC RECOVERY

Prerequisites: Extra Attack

Cost: 1 Mythic Die

You can use a bonus action to regain a number of hit points equal to half your hit point maximum. In addition, you gain a number of temporary hit points equal to the Mythic Die or dice expended. Once you use this boon, you can't use it again until you finish a short or long rest.

FLASH STEP

Prerequisites: A Dexterity score of 24 or higher

Cost: 1 Mythic Die

As a reaction when an enemy makes a melee attack against you, but before you know if the attack hits you or not, you can teleport a number of feet equal to half your walking speed to an unoccupied space that you can see. When you teleport away in this manner, the triggering attack misses you automatically and is wasted.

GROUND SLAM

Prerequisites: A Strength score of 24 or higher

Saving Throw DC: 8 + your proficiency bonus + your Strength modifier

Cost: 1 Mythic Die

As an action, you smash your weapon into the ground. Each creature within 30 feet of you that can hear must make a Constitution saving throw, taking thunder damage equal twice your Strength score on a failed save, or half as much on a successful one. Large and smaller creatures that fail the saving throw are also knocked prone.

You add your expended Mythic Dice to the radius and the damage done.

HEROIC LEAP

Prerequisites: Proficiency with the Athletics skill, a Strength score of 22 or higher

Cost: 1 Mythic Die

Using a bonus action, you leap a number of feet up to your Strength score plus the expended Mythic Die in any direction. You don't need a running start.

ONE SHOT, TWO KILLS

Prerequisites: A Dexterity score of 24 or higher

Cost: 1 Mythic Die

Using a bonus action, you cause your ranged weapon attacks to pierce through your target until the end of your turn. For the duration, when you hit a target with a ranged weapon attack and there is another target within range of your attack and directly behind the target, you can make an additional attack against that target. Your primary target takes damage as normal, and the secondary target takes damage equal to the expended Mythic Die with each hit.

PERONEAL STRIKE

Prerequisites: Dexterity score of 24 or higher

Saving Throw DC: 8 + your proficiency bonus + your Dexterity modifier

Cost: 1 Mythic Die

When you hit a creature with a weapon attack, you can use your bonus action to land a peroneal strike. The target must succeed a Constitution saving throw or be stunned until the end of your next turn. If the target has less than 100 hit points, it fails the saving throw automatically. You add the expended Mythic Die to the damage done.

Constructs, oozes, and undead automatically succeed on the saving throw.

SLICE AND DICE

Prerequisites: Dexterity score of 24 or higher

Cost: 1 Mythic Die

Using an action, you make a melee weapon attack against each target within range. You must use a weapon that has the finesse property. You add the expended Mythic Die to the damage done.

WELL OF ETERNAL SPRING

Prerequisites: 20th level kensai or monk

Cost: 1 Mythic Die

Using an action, you regain all expended ki. Once you use this maneuver, you can't use it again until you finish a long rest.



2ND-LEVEL MYTHIC MANEUVERS

DISTANT SHOT

Prerequisites: A Dexterity score of 24 or higher

Cost: 2 Mythic Dice

Using a bonus action, the next ranged weapon attack you make during your turn, can be fired at any target you can see, regardless of its range, and you don't suffer disadvantage on the shot. You add the expended Mythic Dice to the damage you deal.

DREADNOUGHT

Prerequisites: A Strength score of 26 or higher

Cost: 2 Mythic Dice

Using an action, your movement can't be stopped by normal means until the end of your turn. You can move through the space of other creatures and through structures that aren't made from an indestructible material.

If you move through the space of a creature, the creature must make a Strength saving throw. On a failed save, the creature takes bludgeoning damage equal to your Strength score plus the expended Mythic Dice and lands prone. On a successful save, the creature takes half the damage and is pushed to an unoccupied space adjacent to its current space. A creature can only take this damage once on a turn.

If you move through a structure, you deal 50 bludgeoning damage to it, break through it, and leave behind a hole in the structure equal to your size.

FAR DISMISSAL

Prerequisites: A Strength score of 24 or higher

Saving Throw DC: 8 + your proficiency bonus + your Strength modifier

Cost: 2 Mythic Dice

When you hit a creature with a melee attack, you can use your reaction to attempt to grapple the creature before hurling it away. First, make a Strength (Athletics) check opposed by the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If you successfully grapple the target, it must make a Strength saving throw. On a failed save, you hurl the creature in a direction of your choosing. The distance the creature is hurled equals 5 x the expended Mythic Dice. The target takes fall damage for the distance thrown.

FLASH STRIKE

Prerequisites: A Dexterity score of 26 or higher

Cost: 2 Mythic Dice

When a hostile creature ends its turn within a number of feet of you equal to your walking speed, you can use your reaction to teleport a number of feet up to your walking speed to an unoccupied space adjacent to the creature. When teleporting in this manner, as part of the same reaction, you can choose to make a melee attack against the triggering creature after teleporting.

INVINCIBILITY

Cost: 1 Mythic Die

When you take damage from any source, you can reduce that damage to 0. Once you use this maneuver, you can't use it again until you finish a short rest.

LEGENDARY RECOVERY

Prerequisites: Epic Recovery

When you use your Epic Recovery, you can expend a total of two Mythic Dice to instead regain a number of hit points equal to your hit point maximum.

MIGHTY RAGE

Prerequisites: 20th level barbarian

Cost: 2 Mythic Dice

Using a bonus action while you rage, you gain a +4 bonus to your Strength score (up to a maximum of 34) until the end of your turn. In addition, the first melee weapon attack you make that uses Strength and hits a target on this turn, deals extra weapon damage equal to the expended Mythic Dice.

SPONTANEOUS REGENERATION

Prerequisites: A Constitution score of 24 or higher

Cost: 2 Mythic Dice

Using a bonus action, your wounds begin to heal before your eyes. For 1 minute, you regain a number of hit points equal to the expended Mythic Dice at the start of each of your turns. If you take fire or radiant damage, your regeneration doesn't function until the end of your next turn. If you take no fire or radiant damage while regenerating, any limbs you might have lost grow back after 1 minute.

3RD-LEVEL MYTHIC MANEUVERS

CHANGE SHAPE

Cost: 3 Mythic Dice

You magically polymorph into a humanoid that has a challenge rating equal to or less than your own, or back into your true form. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice).

In a new form, you retain all of your statistics and gain the features of the new form that you don't have already (except class features, legendary actions, and lair actions).

CHANGE SIZE

Cost: 3 Mythic Dice

You magically change your size, choosing between Tiny, Small, Medium, Large, Huge, and Gargantuan (up to 40 ft. tall). Your statistics remain the same. Any equipment you are wearing or carrying transforms with you.

While Tiny, your reach decreases by 5 feet. While Small, Medium, or Large your reach is as normal. While Huge, your reach increases by 5 feet, and while Gargantuan, your reach increases by 10 feet.

DEADLY WOUNDS

Prerequisites: 20th level rogue, a Dexterity score of 28 or higher

Skill Check DC: 8 + your proficiency bonus + your Dexterity modifier

Cost: 3 Mythic Dice

Using a bonus action when you deal sneak attack damage with a melee weapon attack, you twist the blade to inflict a lingering wound upon your target. At the start of each of the target's turns, it takes weapon damage equal to the expended Mythic Dice, until a creature uses an action to staunch the wound with a successful Wisdom (Medicine) check or until the target receives magical healing.

FATE WEAVING

Prerequisites: 20th level bard or shogun, a Charisma score of 26 or higher

Cost: 3 Mythic Dice

When you or a creature within 60 feet of you is forced to make a saving throw, you can add one or more of the expended Mythic Dice to the roll. If the roll is successful, the creature that forced the saving throw takes psychic damage equal to your Charisma score plus the Mythic Dice that weren't added to the saving throw.

GLEAM OF BREAKING

Prerequisites: 20th level cleric, a Wisdom score of 26 or higher

Cost: 3 Mythic Dice

Using an action, you target a creature that you can see within 60 feet. The target must make a Constitution saving throw. The save DC equals the total of the expended Mythic Dice. On a failed save, the target loses concentration and can't concentrate on spells or other effects until the end of its next turn. If the target succeeds on its saving throw, it loses one charge of its Legendary Resistance trait if it possesses that trait, or takes radiant damage equal to the expended Mythic Dice if it doesn't.

LEGENDARY SMITE

Prerequisites: 20th level paladin, a Strength or Charisma score of 26 or higher

Cost: 3 Mythic Dice

Using a bonus action, your weapon begins to gleam with divine energy. The next time you hit a creature with a melee weapon attack during this turn, the target takes additional radiant damage equal to the expended Mythic Dice, and the target must make a Charisma saving throw. On a failed save, the target loses one charge of its Legendary Resistance if it possesses that trait. If it doesn't have the trait, or has no charges remaining, it takes twice the radiant damage.

MIGHTY LEAP

Prerequisites: 20th level barbarian, a Strength score of 30

Saving Throw DC: 8 + your proficiency bonus + your Strength modifier

Cost: 3 Mythic Dice

You learn to lift off the ground in an awesome display of pow-

er. Using an action, you leap a number of miles up to half the Mythic Dice expended. Describe your leap by stating distance and direction, such as "11 miles to the north" or "5 miles straight up".

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring up to two creature of your size or smaller who is carrying gear up to its carrying capacity, or one creature up to one size larger than you. Any creatures you bring with you, must be grappled by you when you make the leap.

While leaping, you travel at a speed of 1,000 feet each round (or 1 mile every 5 rounds). You can't change trajectory after taking off but you can drop objects and creatures you are holding. If you drop a creature, it can attempt to hang on to you by succeeding a Strength (Athletics) check against your opposed Strength (Athletics) or Dexterity (Acrobatics) check.

If you hit a structure while leaping, you burst through it and deal 50 bludgeoning damage to the structure for each wall you pass through. If you hit a structure of an indestructible material, your leap is halted and you (and any creatures you might be carrying) take fall damage for the distance traveled.

If you land in water, a 300-foot high and 50-foot thick circular wave extends from the point of impact and travels outwards in all directions. At the start of each of your turns after the wave appears, the wave, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wave or whose space the wave enters when it moves must succeed on a Strength saving throw or take 6d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wave's height is reduced by 50 feet, and the damage creatures take from the wave on subsequent rounds is reduced by 1d10. When the wave reaches 0 feet in height, the wave disperses.

If you land on the ground, an intense tremor rips through the ground in a 100-foot-radius circle centered on you and shakes structures and creatures other than you and any creatures you carry in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

Each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This maneuver can have additional effects depending on the terrain in the area, as determined by the DM.

Fissures open throughout the affected area at the start of your next turn after you perform the maneuver. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the affected area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse.

The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the affected area and at the start of each of your turns until effect ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is

knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

The fissures and surrounding difficult terrain last for 1d4 rounds.

You and any creatures you might be carrying take no damage from falling when landing on the ground or in a body of water after you leap in this manner.

MYTHIC RECOVERY

Prerequisites: Legendary Recovery

When you use your Epic Recovery, you can expend a total of three Mythic Dice to instead have your hit point maximum return to normal if it has been reduced regardless of how it was reduced. You then regain a number of hit points equal to your hit point maximum.

MYTHIC WILD SHAPE

Prerequisites: 20th level druid, a Wisdom score of 26 or higher

Cost: 3 Mythic Dice

Using an action, you transform into a type of creature that your Wild Shape allows. The maximum CR equals half the Mythic Dice expended. In addition, the creature you transform into can be of any size. All other rules of your Wild Shape feature apply.

MYSTIC ASSAULT

Prerequisites: 20th level kensai or monk, a Dexterity score of 26 or higher

Cost: 3 Mythic Dice

Using a bonus action, your movement speed increases by a number of feet equal to the Mythic Dice expended. Until the end of your turn, you don't provoke opportunity attacks and you can move through the spaces of other creatures, but you can't end your turn in an occupied space. In addition, if you take the Attack action on this turn, you can make a melee attack against each creature you come within range of during this turn.

OATH OF SLAYING

Prerequisites: 20th level ranger or rogue, a Strength or Dexterity score of 26 or higher

Cost: 3 Mythic Dice

Using a bonus action, you swear to slay a creature that you can see. The oath lasts until the target dies or until seven days later. You can only have one such oath in place at a time. Roll the three Mythic Dice individually. The roll of the first Mythic Die grants you a bonus to all attack rolls against the target creature. The second Mythic Die grants you a bonus to your weapon damage against the target creature. The third Mythic Die grants you a bonus to your AC against attacks from the target creature. Your target also gains no benefit from cover against your attacks except from full cover and you can't suffer disadvantage with your attacks against the target.

PROJECTED STRIKE

Prerequisites: 20th level fighter, kensai, or ranger

Cost: 3 Mythic Dice

Using your action, you swiftly swing a melee weapon in a wide arc and a projected strike erupts from your weapon. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes force damage equal to your weapon damage plus the expended Mythic Dice on a failed save or half as much on a successful one.

SUNDER ARMOR

Prerequisites: 20th level fighter, a Strength score of 28 or higher

Cost: 3 Mythic Dice

Using an action, you make a single weapon attack against a creature within range. If you hit the target, it takes additional weapon damage equal to the expended Mythic Dice, and has its AC reduced by an amount equal to the expended Mythic Dice divided by 3. The AC reduction lasts until the start of your next turn.

SWIFT FLASH STEP

Prerequisites: A Dexterity score of 24 or higher

Cost: 3 Mythic Dice

As a reaction when an enemy makes an attack against you, whether you are hit or not, you can teleport a number of feet equal to twice your walking speed to an unoccupied space that you can see. When you teleport away in this manner, the triggering attack misses you automatically and is wasted.

WHIRLING DEVASTATION

Prerequisites: A Strength score of 26 or higher

Saving Throw DC: 8 + your proficiency bonus + your Strength modifier

Cost: 3 Mythic Dice

As an action, you begin to rotate swiftly, continuously swinging your weapon in a wide arc around yourself. While whirling around in this manner, you are incapacitated, your movement speed is halved, ranged weapon attacks are made against you with disadvantage, and the first time on a turn you move within reach of a creature or when a creature ends its turn within your reach, the creature must make a Dexterity saving throw. On a failed save, a target takes weapon damage equal to your Strength score plus the expended Mythic Dice. On a successful save, a target takes half the damage.

You continue to whirl around for 3 rounds, until you end the effect (no action required), or until you drop unconscious.

TITANIC SLAM

Prerequisites: 20th level barbarian or monk

Saving Throw DC: 8 + your proficiency bonus + your Strength or Dexterity modifier

Cost: 3 Mythic Dice

Using your action you make a single powerful melee weapon attack or unarmed attack with advantage. On a hit, you deal additional damage with the attack equal to the expended Mythic Dice, and the target is hurled into the air at an angle between 0 and 45 degrees. The target is moved backwards a number of feet depending on its size, as shown in the table below:

Size	Distance
Tiny	1,000 feet
Small	500 feet
Medium	500 feet
Large	200 feet
Huge	100 feet
Gargantuan	50 feet

The target takes falling damage for the distance it was hurled and must succeed a Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

MYTHIC SPELLS

Mythic spells work much like mythic boons and are awarded in the same manner.

Spell Levels. Every mythic spell has a level from 1 to 3. A spell's level is a general indicator of how powerful it is. For purposes of effects that are calculated based on spell levels (such as the *counterspell* spell), a 1st level mythic spell is equivalent of a 15th level spell, a 2nd level mythic spell is equivalent of a 17th level spell, and a 3rd level mythic spell is equivalent of a 19th level spell.

Spells Known. When you're eligible to learn a mythic spell, you can select it from your class's Mythic Spell list. You must be at least 20th level in a class to select spells from its Mythic Spell list (and 30th character level). Once you have learned a spell, you know the spell and always have it fixed in your mind.

You must learn four 1st level mythic spells before you can learn 2nd level mythic spells. In a similar fashion, you must learn at least four 2nd level mythic spells, before you can learn a 3rd level mythic spell.

Spell Slots. When you learn a mythic spell you also gain a spell slot equal to the spells level. For example, if you learn the 2nd level mythic spell *antimagic cage*, you would also gain a 2nd level mythic spell slot.

When you cast a mythic spell, you expend a mythic slot of that spell's level or higher, effectively "filling" a slot with the spell. Just as with regular spells, you can always cast a lower level mythic spell using a higher level mythic spell slot. You can't, however, cast regular spells using your mythic spell slots; they can only be used to cast mythic spells.

Finishing a long rest restores any expended mythic spell slots.

MYTHIC SPELL LISTS

BARD MYTHIC SPELLS

1ST LEVEL

Peripety (abjuration)
Purge Magic (abjuration)
Seyser's Greatest Trick (enchantment)
Soul Scry (divination)
Spell Worm (enchantment)

2ND LEVEL

All-See (divination)
Eidolon (enchantment)
Enslave (enchantment)
Eternal Freedom (abjuration)

3RD LEVEL

Genesis (transmutation)
Soul Dominion (enchantment)

CLERIC MYTHIC SPELLS

1ST LEVEL

Delayed Healing Surge (evocation)
Peripety (abjuration)
Soul Scry (divination)
Vengeful Gaze (transmutation)

2ND LEVEL

All-See (divination)
Eternal Freedom (abjuration)
Repulsion (abjuration)
Surge of Soothing (evocation)

3RD LEVEL

Boundless Radiance (evocation)
Contingent Resurrection (necromancy)
Genesis (transmutation)
Surge of Rejuvenation (evocation)

DRUID MYTHIC SPELLS

1ST LEVEL

Delayed Healing Surge (evocation)
Living Lightning (evocation)
Soul Scry (divination)
Verdigris Tsunami (conjunction)

2ND LEVEL

All-See (divination)
Awaken Woods (transmutation)
Eternal Freedom (abjuration)
Raise Island (transmutation)
Repulsion (abjuration)

Surge of Soothing (evocation)

3RD LEVEL

Crown of Vermin (conjunction)
Genesis (transmutation)
Greater Reverse Gravity (transmutation)
Pestilence (necromancy)
Nova of Soothing (evocation)
Surge of Rejuvenation (evocation)

SORCERER MYTHIC SPELLS

1ST LEVEL

Aegis (abjuration)
Conjure Dragon (conjunction)
Kinetic Control (abjuration)
Nail to the Sky (transmutation)
Purge Magic (abjuration)
Spell Spark (abjuration)
Spell Worm (enchantment)

2ND LEVEL

Conjure Dragonflight (conjunction)
Eidolon (enchantment)
Eternal Freedom (abjuration)
Nova of Force (evocation)

3RD LEVEL

Genesis (transmutation)
Greater Reverse Gravity (transmutation)
Ruin (evocation)
Ultimate Wish (conjunction)

WARLOCK MYTHIC SPELLS

1ST LEVEL

Circle of Incursion (conjunction)
Odeon's Quintessential Armor (abjuration)
Purge Magic (abjuration)
Spell Worm (enchantment)

2ND LEVEL

All-See (divination)
Antimagic Cage (abjuration)
Enslave (enchantment)
Nightmare Lord (transmutation)

3RD LEVEL

Genesis (transmutation)
Rift (evocation)
Ruin (evocation)
Soul Dominion (enchantment)

WIZARD MYTHIC SPELLS

1ST LEVEL

Aegis (abjuration)
Circle of Incursion (conjunction)
Conjure Dragon (conjunction)
Kinetic Control (abjuration)
Nail to the Sky (transmutation)
Purge Magic (abjuration)
Spell Spark (abjuration)
Tenser's Floating Prison (abjuration)
Transport Area (conjunction)

2ND LEVEL

All-See (divination)
Antimagic Cage (abjuration)
Conjure Dragonflight (conjunction)
Eidolon (enchantment)
Raise Island (transmutation)
Nova of Force (evocation)

3RD LEVEL

Genesis (transmutation)
Greater Reverse Gravity (transmutation)
Ruin (evocation)
Ultimate Wish (conjunction)
Wingrave's Vindictive Vortex (evocation)

MYTHIC SPELL DESCRIPTIONS

AEGIS

1st-level mythic abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by a spell that deals force damage

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +10 bonus to AC, including against the triggering attack, and you are immune to force damage.

ALL-SEE

2nd-level mythic divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 48 hours

Describe or name a creature, object, or location as your target. You attempt to find your target, magically scanning through hundreds or even thousands of mental images. The time it takes you to locate your target depends on your familiarity with the target and the distance to it, as shown in the table below.

Familiarity	1 mile	10 miles	100 miles	1000 miles	> 1000 miles
Very familiar	Instantly	1 minute	10 minutes	1 hour	4 hours
Familiar	1 minute	10 minutes	1 hour	4 hours	8 hours
Seen casually	10 minutes	1 hour	4 hours	8 hours	12 hours
Seen once	1 hour	4 hours	8 hours	12 hours	24 hours
Description	4 hours	8 hours	12 hours	24 hours	48 hours

Once you have located your target, you sense the distance and most direct route to it. If the target is moving, you know the direction of its movement.

If the target is on a different plane of existence than you, you spend the entire duration searching for the target but don't learn anything in the end.

When the spell ends, you stop perceiving in this manner.

Familiarity. "Very familiar" is a creature or object you have had daily contact with for a long time, such as a sibling or your favorite weapon, or a location you have frequented daily such as an old home or a school you attended.

"Familiar" is a creature or object you know very well, such as an uncle or a parent's favorite hat, or a location you have frequented regularly, such as a lake near your childhood home.

"Seen casually" is a creature, object, or location you have seen more than once.

"Seen once" is a creature, object, or location you have seen once, possibly by using magic.

"Description" is a creature, object, or location you know through someone else's description, perhaps from a drawing, a text, or a map. If such a target is more than 1,000 miles away from you, you sense the distance and most direct route for but a second before the spell ends.

ANTIMAGIC CAGE

2nd-level mythic abjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a pinch of powdered iron and ruby dust worth 10,000 gp which the spell consumes)

Duration: 1 hour

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison is a solid box.

The prison can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

The inside of the prison is divorced from the magical energy that suffuses the multiverse. Within the prison, spells can't be cast, summoned creatures disappear, and even magic items become mundane.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the prison and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the prison have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, can't extend into the prison. If the prison overlaps an area of magic, the part of the area that is covered by the prison is suppressed. For example, the flames created by a *wall of fire* are suppressed within the prison, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effect on a creature or an object in the prison is suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the prison. For example, a +1 long sword in the prison functions as a nonmagical long sword.

Magical Travel. Teleportation and planar travel fail to work in the prison, whether the prison is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick*, temporarily closes while in the prison.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the prison. Such a creature instantly reappears once the space the creature occupied is no longer within the prison.

If a captured creature tries to leave the cage by using teleportation or interplanar travel from an effect that isn't a spell, it must first make a Charisma saving throw. On a success, the creature can use that effect to exit the cage. On a failure, the creature can't exit the cage and remains imprisoned. The cage also extends into the Ethereal Plane, blocking ethereal travel.

Spell and magical effects such as *dispel magic* and *purge magic* have no effect on the prison, and an *antimagic field* doesn't suppress it.

AWAKEN WOODS

2nd-level mythic transmutation

Casting Time: 8 hours

Range: Touch

Components: V, S, M (an agate worth at least 20,000 gp, which the spell consumes)

Duration: Instantaneous

After spending the casting time tracing magical pathways within a precious gem stone, you plant it into the ground. Plants in a 100-foot radius centered on you with no Intelligence score or an Intelligence of 3 or less, gain an Intelligence of 10. All plants awakened in this manner also gain the ability to speak one language you know and gain the ability to move their limbs, roots, vines, creepers, and so forth. Lastly, awakened plants gain senses similar to a human's.

Plants that have been awakened in this manner can't travel further than 1 mile from the space in which it was awakened. If it does, it immediately returns to the state it was in before it was awakened.

Your DM chooses statistics appropriate for all awakened plants, such as the statistics for **awakened shrubs** or **awakened trees**.

An awakened plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened plant chooses whether to remain friendly to you, based on how you treated it while it was charmed.

At Higher Levels. When you cast this spell using a mythic spell slot of 3rd level, the spell affects plants within 1 mile.

BOUNDLESS RADIANCE

3rd-level mythic evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (A reliquary worth at least 50,000 gp containing a sacred relic of legend)

Duration: Concentration, up to 1 minute

Divine radiance surrounds you, creating bright light in a 30-foot radius around you and dim light for an additional 30 feet. This light is sunlight. A fiend or undead that starts its turn in this light must succeed a Constitution saving throw or take 100 radiant damage and become blinded until the start of its next turn. In addition, you can't be reduced below 1 hit point for the duration.

When the spell ends, the light washes outwards from you, illuminating a 1-mile radius area for a split second. A fiend or undead in the illuminated area must make the saving throw.

CIRCLE OF INCURSION

1st-level mythic conjuration

Casting Time: 24 hours

Range: 60 feet

Components: V, S, M (rare chalks and inks infused with precious gems worth 5,000 gp, which the spell consumes)

Duration: 7 days

As you cast the spell, you draw a 60-foot-diameter circle on the ground inscribed with sigils that link your location to a location you know on any plane of existence. A shimmering portal opens within the circle you drew and remains open for 7 days. For the duration, an identical circle appears at your chosen destination. Any creature that enters either circle instantly appears within 5 feet of the other circle or in the nearest unoccupied space if that space is occupied.

While they exist, both circles count as permanent telepor-

tation circles, and allow incoming teleportation if a caster knows their sigil sequences.

CONJURE DRAGON

1st-level mythic conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (dragon scales worth at least 5,000 gp which the spell consumes)

Duration: Concentration, up to 1 minute

You summon an adult chromatic or metallic dragon, which appears in an unoccupied space that you can see within range. The dragon disappears when it drops to 0 hit points or when the spell ends.

The dragon is friendly to you and your companions for the duration. Roll initiative for the dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no actions.

The dragon's color is identical to the scales you provided as a material component for this spell. The DM has the dragon's statistics.

CONJURE DRAGONFLIGHT

2nd-level mythic conjuration

Casting Time: 1 minute

Range: 300 feet

Components: V, S, M (dragon scales worth at least 50,000 gp which the spell consumes and a brazier or container filled with a material dependent on the color of the dragon scales)

Duration: Concentration, up to 1 minute

You summon ten adult chromatic or metallic dragons, which appear in unoccupied spaces that you can see within range. The dragons disappear when they drops to 0 hit points or when the spell ends.

The dragons are friendly to you and your companions for the duration. Roll initiative for the dragons, which have their own turns. They obey any verbal commands that you issue to them (no action required by you), but they can't be given individual commands. If you don't issue any commands to the dragons, they defend themselves and each other from hostile creatures but otherwise take no actions.

The additional materials needed are as follows:

Scale Color	Additional Material
Black	1 gallon of acid
Blue	10 metal rods
Brass	5 lbs. of coal and a fire
Bronze	10 metal rods
Copper	1 gallon of acid
Gold	5 lbs. of coal and a fire
Green	1 gallon of poison harvested from plants
Red	5 lbs. of coal and a fire
Silver	5 lbs. of snow or ice
White	5 lbs. of snow or ice

The color of the dragons is identical to the scales you provided as a material component for this spell. The DM has the statistics for the dragons.

CONTINGENT RESURRECTION

3rd-level mythic necromancy

Casting Time: 1 hour

Range: Touch

Components: V, S, M (diamonds worth at least 20,000 gp, which the spell consumes)

Duration: 24 hours

You touch a willing creature for the duration of the casting. For the duration of the spell, if the creature dies, it returns to life at the start of its next turn with all its hit points. If the soul isn't free or willing, it is forcefully freed from whatever magic or prison is holding it back.

This spell neutralizes any poisons and cures curses and diseases afflicting the creature when it died.

This spell also closes all mortal wounds and restores any missing body parts when it restored a creature to life.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

CROWN OF VERMIN

3rd-level mythic conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Ten thousand insects appear from thin air and cover you as a second layer of skin, granting you 100 temporary hit points. Whenever you lose 1 temporary hit point, 100 of these insects die and disappear with a faint popping noise. While you have more than 50 temporary hit points remaining, you have total cover against attacks and effects.

If a creature hits you with a melee attack while you have temporary hit points remaining, the insects bite the attacker before dying, causing the attacker to take magical piercing damage equal to the number of temporary hit points you lost from the attack.

DELAYED HEALING SURGE

1st-level mythic evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature, sending a surge of magical healing through its body that lies dormant. The healing surge is a pool of 100 hit points. For the duration, when the target takes damage it instantly regains a number of hit points equal to the damage taken but to a maximum of the remaining pool. When there are no more hit points in the pool, the spell ends.

Each time the target is healed by the pool, the spell also ends blindness, deafness, and any diseases affecting the target.

This spell has no effect on constructs or Undead.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level or higher, the pool of stored healing increases by 50 for each mythic spell slot above 1st.

EIDOLON

2nd-level mythic enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a strand of hair, a nail, or some other physical token from your body)

Duration: 8 hours

You create an exact duplicate of yourself. For the duration, you and your duplicate can communicate telepathically with each other, and the duplicate obeys your telepathic commands. The duplicate has all of the same abilities, spells, and class features as you do.

For the duration of the spell, both you and the duplicate have disadvantage on ability checks, attack rolls, and saving throws, and the spell save DC for both of you is reduced by 5.

The duplicate disappears when it drops to 0 hit points or when the spell ends. If you die while your duplicate yet lives, your consciousness is magically transferred to the duplicate, making its body your new body, after which the spell ends.

ENSLAVE

2nd-level mythic enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (an object the target remembers fondly from its childhood)

Duration: Instantaneous

You touch a creature that you can see. The target must succeed on a Wisdom saving throw or be magically charmed by you until you die or until you are on a different plane of existence from the target. The charmed target is under your control and can't take reactions, and the you and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from you.



ETERNAL FREEDOM

2nd-level mythic abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a broken chain link made of adamantite and a bird feather)

Duration: Up to 24 hours

For the duration, your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

You can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Finally, being underwater imposes no penalties on your movement or attacks and you gain a flying speed equal to your walking speed.

The spell ends when you finish a long rest.

GENESIS

3rd-level mythic transmutation

Casting Time: Special

Range: Special

Components: V, S

Duration: Special

You attempt to create your own plane within the Astral Plane. In order to create your plane, you must cast this spell each day for a year. If you miss a single day, you must start over. When you are finished, your plane is created.

Your plane is of a size as you define, from a 1-mile radius area to an infinite space. You can name it however you like and can shape it in any way you want, though it must befit your alignment to which the plane becomes bound.

Once per day, while on your plane, you can cast this spell to try and shape an additional layer on your plane. In order to do so, you must cast this spell each day for 6 months. The second layer can be different from the first, and you decide how transportation is possible from one layer to another.

Once your plane is willed into existence, you can always teleport to it using an action, or teleport back to the location you left, also by using an action.

If you die, unless your body was destroyed, you reform within your plane 1 year after your death.

Your plane might eventually attract other inhabitants such as celestials, fiends, or even more exotic creatures, at your DM's discretion.

GREATER REVERSE GRAVITY

3rd-level mythic transmutation

Casting Time: 1 action

Range: Special

Components: V, S

Duration: 1 hour

This spell reverses gravity in a 1-mile-radius, 1-mile high cylinder centered on you. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

KINETIC CONTROL

1st-level mythic abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dry sponge)

Duration: Concentration, up to 1 minute

You create a magical barrier around yourself that absorbs kinetic energy. The barrier can absorb up to 100 points of damage, storing it within you for later use. The damage it absorbs can only be bludgeoning, force, piercing, or slashing damage. The spell ends early if it absorbs the maximum amount of damage it can.

Benign Discharge. For the duration of the spell, you can use an action to discharge the kinetic energy you have stored within you, targeting a creature or object within 5 feet of you. The target takes force damage equal to the damage your kinetic barrier has absorbed. The spell then ends.

Malig Discharge. If the spell ends before you discharge the stored kinetic energy, you take force damage equal to the damage your kinetic barrier has absorbed and become stunned until the end of your next turn.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level or higher, the spell can absorb an additional 50 points of damage for each mythic spell slot above 1st.

LIVING LIGHTNING

1st-level mythic evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small silver rod)

Duration: Concentration, up to 1 minute

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. The target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one. As the lightning crackles around the target, the lightning forms into a living entity; a reflection of your will in the form of pure electrical energy.

Statistics. The living lightning has the statistics of an air elemental but none of its actions. It also can't move. The living lightning is friendly to you and your companions for the duration. Roll initiative for the living lightning, which has its own turns. It doesn't obey your commands but is anchored to your emotions.

A creature that starts its turn in the living lightning's space takes 10d8 lightning damage. A creature that hits the living lightning with a melee weapon attack while within 5 feet of it, takes 5d8 lightning damage.

Lightning Spawn. The living lightning can use its action only to cast the *living lightning* mythic spell, potentially creating more of its kind. The save DC of this casting of living lightning is the same as if you would cast it yourself.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level, all lightning damage increases to d10s, and when you cast this spell using a mythic spell slot of 3rd level, all lightning damage increases to d12s.

DREAM LARVA

Large aberration (abomination), unaligned

Armor Class 23 (natural armor)

Hit Points 435 (30d10 + 270)

Speed 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	28 (+9)	13 (+1)	21 (+5)	25 (+7)

Saving Throws Int +9, Wis +13, Cha +15

Skills Athletics +15, Perception +13, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, fire, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 23

Languages telepathy 120 feet

Challenge 26 (90,000 XP)

Immutable Form. The larva is immune to any spell or effect that would alter its form.

Innate Spellcasting. The larva's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *haste*, *prismatic spray*, *weird*

Magic Weapons. The larva's weapon attacks are magical.

Magic Resistance. The larva has advantage on saving throws against spells and other magical effects.

Nightmare Form. The larva's true form is an intangible mass of worms and nightmare, but the larva is perceived in the form of whatever a creature finds most fearsome or horrible in the world. A creature that starts its turn within 30 feet of the larva and can see the larva must make a DC 23 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the creature is no longer frightened and is immune to the larva's Nightmare Form for the next 24 hours.

Tongue of Darkness. The larva can't speak, but any creature that can understand a language can understand the larva's telepathy. In addition, the larva understands all spoken languages.

ACTIONS

Multiattack. The larva makes one bite attack and four claw attacks. Alternatively, it makes two attacks with its Nightmare Blast.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one creature. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a creature, it must make a DC 23 Wisdom saving throw, or fall into a catatonic state for 1 minute where it is assaulted by mind-wrecking nightmares. While in this catatonic state, a creature is unconscious and takes 18 (4d8) psychic damage at the start of each of its turns. The creature wakes up only if another creature takes an action to shake it awake.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 18 (4d8) psychic damage.

Nightmare Blast. *Ranged Spell Attack:* +15 to hit, range 120 ft., one creature. *Hit:* 33 (4d12 + 7) psychic damage and the target must make a DC 23 Wisdom saving throw, or fall into a catatonic state for 1 minute where it is assaulted by mind-wrecking nightmares. While in this catatonic state, a creature is unconscious and takes 18 (4d8) psychic damage at the start of each of its turns. The creature wakes up only if another creature takes an action to shake it awake.

NAIL TO THE SKY

1st-level mythic transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You target a Huge or smaller creature within range, flicking your finger upwards. The target must make a Dexterity saving throw to grab onto a fixed object it can reach, or be hurled straight upwards into orbit. While in orbit, a creature begins to suffocate and can't move unless it has a flying speed.

If this spell is cast on a plane that doesn't have an orbit, the target is instead hurled 5 miles straight upwards. If some solid object (such as a ceiling) is encountered while the creature is flung upwards, the target takes falling damage equal to the length it was hurled. It then falls back down unless it has means to stay aloft.

NIGHTMARE LORD

2nd-level mythic conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Up to 1 minute

You contact a creature of pure nightmare, allowing it to use you as a means to enter the world. You disappear and a **dream larva** appears in your space. Roll initiative for the dream larva, which has its own turns. The dream larva is not friendly to your allies and acts in accordance with its own will. More often than not, dream larvae simply seek to spread as much malice as they can.

For the duration of the spell, you are incapacitated and at the start of each of your turns, you take 4d8 psychic damage as you float aimlessly in the dream larva's aberrant home world, witnessing cruel nightmares not meant for mortal eyes.

If the dream larva is reduced to 0 hit points, it disappears back to whence it came and you reappear prone in its space. The spell then ends.

ODEON'S QUINTESSENTIAL ARMOR

1st-level mythic abjuration

Casting Time: 1 action

Range: Self

Components: S, M (a fresh piece of brain from an intellect devourer which the spell consumes)

Duration: 1 minute

You squint your eyes as psychic energies envelop you. You gain 50 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature must make a Wisdom saving throw. On a failed save, the attacker takes 50 psychic damage and becomes unable to breathe until it receives magical healing. On a successful save, the attacker takes half the damage and doesn't become unable to breathe.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level or higher, both the temporary hit points and the psychic damage increase by 50 for each mythic spell slot above 1st.

NOVA OF FORCE

2nd-level mythic evocation

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Instantaneous

A massive nova of force bursts outwards from you and through all creatures, objects, structures within 1 mile. The nova can move around a creation of magical force, such as the wall created by the *wall of force* spell, but it can't move through it. A creature within range takes 1d10 force damage. If a creature is Large or smaller, it is also knocked prone.

NOVA OF SOOTHING

3rd-level mythic evocation

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Instantaneous

A massive nova of positive energy washes outwards from you and through all creatures within 1 mile. An affected creature regains hit points equal to half its hit point maximum. The spell also ends blindness, deafness, one level of exhaustion, and any diseases affecting the target. This spell has no effect on constructs or undead.

PERIPETY

1st-level mythic abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You create a field of abjuration magic around the target. For the duration, when the target is hit by a ranged attack, the attack instead misses the target and is instead reflected back at the attacker unless the attacker is a deity.

Once three attacks have been forced to miss in this manner, the spell ends.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level or higher, the spell can force two additional attacks to miss for each mythic spell slot above 1st.

PESTILENCE

3rd-level mythic necromancy

Casting Time: 1 minute

Range: 1 mile

Components: V, S

Duration: Instantaneous

A wave of illness washes through the air inside a 1,000-foot cube within range. Each creature within the area must make a Constitution saving throw against disease or be infected with slimy doom for 30 days. The disease is not contagious.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

A creature infected with slimy doom begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

The area in which the disease was released begins to reek of rot and decay, and nonmagical plants in the area wither and die over the next 24 hours.

PURGE MAGIC

1st-level mythic abjuration

Casting Time: 1 action

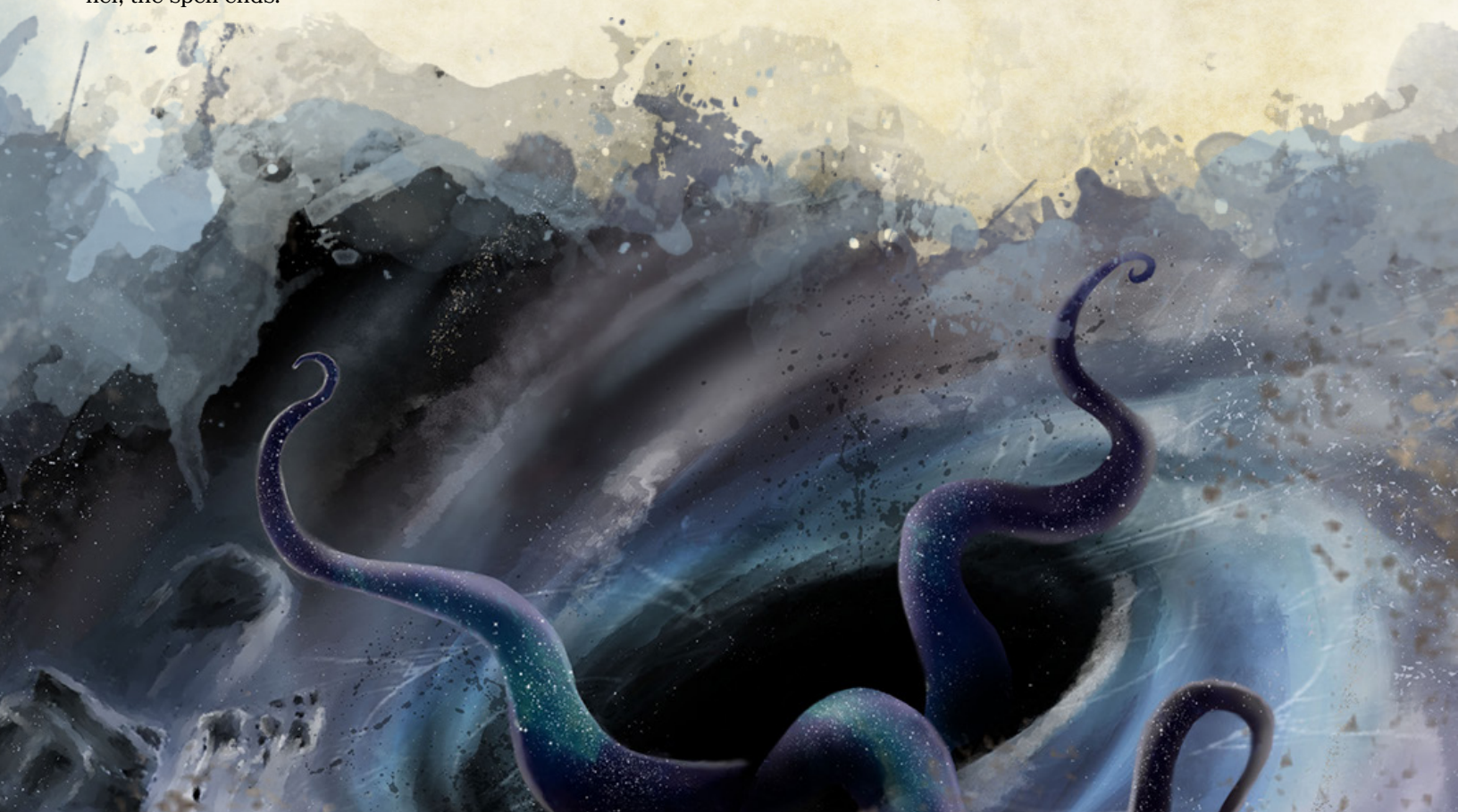
Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a 15-foot-radius sphere centered on a point you choose within range. All spells of 1st mythic level or lower within the area immediately end.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level, it also ends mythic spells of 2nd level, and when you cast this spell using a mythic spell slot of 3rd level, it also ends mythic spells of 3rd level or lower.



RAISE ISLAND

2nd-level mythic transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Instantaneous

While touching a body of water, you cause an island raise out of the water beneath your hand. The island can be sandy or rocky, as determined by the DM, but it is a barren protrusion that is stable and remains in place permanently. The island's size is 10 x 1d20 feet north to south and 10 x 1d20 east to west.

This spell can form an isthmus between two landmasses by continually raising new islands in connection with each other, in which case they will form to connect naturally.

An island created in this manner can sink back into the sea if targeted by an earthquake spell or similar effect, at the DM's discretion.

REPULSION

2nd-level mythic abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Choose a type of creature when you cast this spell other than your own type. For example, you could choose fey, giants, or undead. A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out creatures of the type you chose. The barrier lasts for the duration.

The barrier prevents an affected creature from passing or reaching through. An affected creature also can't cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Deities are unaffected by the spell.

RIFT

3rd-level mythic evocation

Casting Time: 1 hour

Range: Sight

Components: V, S, M (a hoard of black gemstones worth at least 50,000 gp which the spell consumes)

Duration: 1 minute

You magically force open a rift in reality, creating a gateway from the Far Realm. The rift is a 100-foot radius sphere of magical darkness. From the rift appear multiple, massive tentacles. Anything in the sphere's space is pulled into the Far Realm.

Each creature within 1 mile of the rift that isn't in total cover must succeed a Strength saving throw or be magically moved 50 feet closer to it. Creatures within 100 feet of the rift have disadvantage on the saving throw. All objects within 1 mile of the rift that aren't being worn or carried, regardless of their size, are sucked into the Far Realm.

A creature or object that is pulled into the Far Realm can only be brought back with a *wish* spell.

The casting of the spell is visible as far as 5 miles away.

RUIN

3rd-level mythic evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an amethyst, a diamond, an emerald, a ruby, a sapphire, and a topaz, each worth at least 1,500 gp which the spell consumes)

Duration: Instantaneous

You target a creature within range, causing its body to tear itself apart at a molecular level. The target must make a Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma saving throw. For each failed save, the target takes 20d10 force damage. If this damage reduces a creature to below 100 hit points, it is annihilated and can only be resurrected with a *true resurrection* or *wish* spell.

Constructs and oozes have disadvantage on all saving throws.

SEYSER'S GREATEST TRICK

1st-level mythic enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Each creature within 120 feet of you that can see you must make a Wisdom saving throw. On a failed save, for the duration of the spell a creature forgets that you exist and you become invisible to it. The effect ends for a creature, if you target it with an attack or a spell, or if you deal damage to it.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level, the duration increases to Concentration, up to 8 hours. When you cast this spell using a mythic spell slot of 3rd level, the duration increases to Concentration, up to 24 hours.

SOUL DOMINION

3rd-level mythic enchantment

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Concentration, up to 1 hour

Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you and it can't have a CR or level higher than yours. You attempt to magically beguile the creature. It must succeed on a Wisdom saving throw or be charmed by you for the duration.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. 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. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it can make a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

SOUL SCRY

1st-level mythic divination

Casting Time: 1 action

Range: Special

Components: V, S, M (A focus worth at least 10,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

Duration: Concentration, up to 1 hour

Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you and it can't have a CR or level higher than yours. The target must make a Wisdom saving throw. On a failed save, you can use your action to see through the target's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

While perceiving through the target's senses, you gain the benefits of any special senses possessed by the target, though you are blinded and deafened to your own surroundings.

SPELL SPARK

1st-level mythic abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You create an invisible spark that takes hold within you. For the duration, the next time you become the target of a 9th level spell or lower, the spell has no effect on you as it is absorbed by the spark within you. This spell then ends.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level, it also absorbs the effects of mythic spells of 1st level, and when you cast this spell using a mythic spell slot of 3rd level, it also absorbs mythic spells of 2nd level or lower.

SPELL WORM

1st-level mythic enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target a creature within range. The target must succeed a Wisdom saving throw. On a failed save, the target is infected by a spell worm; an intangible, mental construct within its mind. While affected, the target loses its highest level spell slot at the start of each of its turns, unless it spends uses its action mentally combating the worm and thus ending the spell.

SURGE OF REJUVENATION

3rd-level mythic evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a creature that you can see within range. A massive surge of positive energy washes through the creature, causing it to return to its hit point maximum. The spell also ends blindness, deafness, all exhaustion, and any diseases or poisons affecting the target. This spell has no effect on constructs or undead.

SURGE OF SOOTHING

2nd-level mythic evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a creature that you can see within range. A massive surge of positive energy washes through the creature, causing it to regain hit points equal to half its hit point maximum. The spell also ends blindness, deafness, one level of exhaustion, and any diseases affecting the target. This spell has no effect on constructs or undead.

TENSER'S FLOATING PRISON

1st-level mythic abjuration

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a drop of mercury and ruby dust worth 5,000 gp which the spell consumes)

Duration: 1 hour

An invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range.

The prison can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out of the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

After creation, the prison begins to hover 3 feet above the ground. It is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the prison follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the prison (typically because it can't move around an obstacle to follow you), the spell ends.

This spell can't be dispelled by *Dispel Magic* or *Purge Magic*.

TRANSPORT AREA

1st-level mythic conjuration

Casting Time: 8 hours

Range: Sight

Components: V, S

Duration: Instantaneous

You target an area that you can see, attempting to transport it to another area within the same plane of existence. The targeted area is a 30-foot tall, 30-foot radius cylinder. For each additional hour you spend on casting the spell beyond 8 hours, you can increase the radius or the height of the cylinder by 30 feet. When you complete the spell, the area is transported to a location that you know within the same plane of existence. Creatures, objects, and structures in the area are transported with it.

When the landmass appears at its destination, any creature that occupies a space in the area is ejected to the nearest unoccupied space.

ULTIMATE WISH

3rd-level mythic conjuration

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Instantaneous

Ultimate wish is the mightiest spell a creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 1st or 2nd mythic level, or a 9th level spell or lower as if cast with a 12th level spell slot. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 100,000 gp in value that isn't a magic item. The object can be no more than 1,000 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow any number of creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures the benefits of a long rest.
- You grant up to ten creatures you can see immunity to one spell school for 8 hours. For instance, you could make yourself and all your companions immune to evocation magic.
- You can turn back time by 1 minute.

You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong, just as with a 9th level wish spell. However, if you are not satisfied with the outcome of your wish, you can decide to unmake the effect but must do so immediately.

If you cast this spell to produce any effect other than duplicating another spell, you can't cast ultimate wish again for 30 days. In addition, there is a 33 percent chance that you permanently lose one 3rd-level mythic spell slot.

VERDIGRIS TSUNAMI

1st-level mythic conjuration

Casting Time: 1 minute

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

A wall of leaves, roots, and vines springs into existence at a point you choose within range. You can make the wall up to 500 feet long, 500 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 10d10 bludgeoning damage, or half as much damage on a successful save. If the creature is Huge or smaller, it is trapped inside the wall.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 9d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on sub-

sequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall is grappled by it, but can move 5 feet within the wall with a successful Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

VENGEFUL GAZE

1st-level mythic transmutation

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Instantaneous

You target a creature that you can see, attempting to smite it with divine retribution. The target must make a Wisdom saving throw. On a failed save, the target takes 10d10 + 100 radiant damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Deities automatically succeed on the saving throw.

At Higher Levels. When you cast this spell using a mythic spell slot of 2nd level or higher, the spell's damage increases by 5d10 + 50 for each mythic spell slot above 1st.

WINGRAVE'S VINDICTIVE VORTEX

3rd-level mythic evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of straw and a toothpick)

Duration: Concentration, up to 1 minute

A massive whirlwind, filled with thousands of tiny blades of magical force, begins to howl all around you. The whirlwind is a 20-foot-radius, 60-foot-high cylinder with a 10-foot-radius hollow center centered on you. Until the spell ends, the whirlwind moves with you, centered on you. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d10 bludgeoning damage and 10d10 force damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 10 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled 6d6 × 10 feet away from it in a random direction.

The whirlwind imposes disadvantage on ranged weapon attack rolls out of or into the it. The whirlwind also extinguishes open flames, and disperses fog.

A creature that can fly by magical means that is caught in the whirlwind automatically succeeds its Strength or Dexterity check to escape the whirlwind, but is then hurled away as any other creature.

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FOR YOUR
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