

EPIC LEVEL HANDBOOK[®]



CREDITS

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THANKYOU TO ALL THOSE THAT HAVE DONATED MONEY FOR THIS PROJECT AND TO THOSE THAT HAVE REPORTED ANY ERRORS IN MY WORK. I HAVE NO IDEA WHO YOU ALL ARE SO I CANNOT CREDIT YOU BY NAME, BUT YOU HAVE MY GRATITUDE NONETHELESS - IT IS BECAUSE OF YOUR ENCOURAGEMENT THAT THIS BOOK HAS GROWN THREE PAGES AND MAY CONTINUE TO GROW IN THE FUTURE.



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INTRODUCTION

Dungeons and Dragons is a game of imagination and creativity. Sometimes some of the more ambitious character concepts can be stifled by a system that is more concerned with verisimilitude than embracing the limits of the character's lofty goals. Sometimes a game will merely drift through the motions before collapsing under the weight of monotony.

Sometimes your characters progress to their natural limits and with nowhere left to go, you are forced to begin anew.

If any of the above occurrences have been an issue for you, you are concerned about their impact in the future, or you simply just wish to experience a truly grand-scale adventure, then this supplement is what is required to inject a little epicness into your favorite past time.

EPIC LEVEL PLAY

Average adventurers vary in scale from the barely proficient to the truly super-heroic heroes of legend, however sometimes they can ascend far beyond the limits that normally restrict the mortal form and gain enough strength to truly rival the Gods. This supplement provides various options for a level 20 character to progress, with results that can range from simply giving your level 20 character a few more options available to them without a serious increase in power, to increasing their abilities far beyond anything formerly even remotely possible in 5e.

Unless you have extreme confidence in your abilities as a DM, it is advisable that you act with restraint and only implement what you are comfortable with. If you aren't confident in your abilities as a DM, getting too carried away with this supplement may break the game, leaving you wanting for the means to challenge your players. I'd suggest dipping your toes into the less potent options before building up the necessary experience to delve into the full array offered by this supplement.



EPIC LEVELS EXPLAINED

For every 30,000 xp above 355,000, the player can choose one of the following options

- An Epic Boon, as per the DMG page 232
- A new Feat/ASI, as per the PHB page 165, although at epic levels the player is no longer restricted in how many times a feat can be taken. The same ability can not stack with itself, but a Feat can be chosen multiple times if it provides a unique benefit with each iteration. For example in epic level play, the Resilient Feat could be taken multiple times if its bonuses were assigned to different abilities.
- Gain a level in a class that is below level 20. Multiclassing beyond level 20 does not extend one's proficiency bonus, spell slots, or Hit Dice beyond what any given character could ordinarily achieve when limited to 20 levels. However previously attained level rewards can be replaced by more powerful options in epic level play. For example, although a character without a class level above 20 is limited to 20 hit dice, a character that began his adventuring career as a Wizard and eventually raised both it and Barbarian to level 20 could replace all of his lower Wizard Hit Dice with the superior Barbarian options. That Wizard/Barbarian would have 20D12 Hit Dice.
- Gain a level in a class that is level 20 or above, but below level 30. Advancement tables for epic level characters that have advanced beyond level 20 in a single class can be found later in the book. Unlike the previous option of simply raising multiple classes, raising a single class beyond 20 does increase the character's proficiency bonus and hit dice, although spell slots do not increase beyond that of a level 20 caster, without the influence of an epic level ability.

This final option is the one that truly blends the line between mortality and divinity. With that in mind it also brings the most destructive potential to your campaign. If used at all, it is advisable to find a story-based reason for the character's ascension and perhaps have the character perform some incredible deed or partake in a quest to earn their right to ascend beyond mortal limits.

Remember: None of the above options are mutually exclusive! If your campaign extends far enough, it is very possible for a character to gain some extra ASIs/Feats, Epic Boons, and a level 30 Wizard/level 30 Barbarian.

EPIC

Classes



EPIC BARBARIAN

THE EPIC BARBARIAN

| Level | Proficiency Bonus | Features | Rage Damage |
|-------|-------------------|-----------------------------------|-------------|
| 21st | +7 | Faster Movement (+20'), Epic Boon | +4 |
| 22nd | +7 | Brutal Critical (4 Dice) | +5 |
| 23rd | +7 | Epic Boon | +5 |
| 24th | +7 | Deathless Rage | +5 |
| 25th | +8 | Inspire Rage, Epic Boon | +5 |
| 26th | +8 | Barbaric Freedom | +5 |
| 27th | +8 | Epic Boon | +6 |
| 28th | +8 | Brutal Critical (5 Dice) | +6 |
| 29th | +9 | Epic Recklessness, Epic Boon | +6 |
| 30th | +9 | Furious Retribution | +6 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

FASTER MOVEMENT

Starting at 21st level, your speed increases by 20 feet while you aren't wearing heavy armor. This is in addition to the 10' gained at level 5.

BRUTAL CRITICAL

At level 22, the Barbarian throws an additional 4 weapon dice when landing a critical hit (For a total of 5). At level 28 this increases to an additional 5 weapon dice.

DEATHLESS RAGE

Beginning at level 24, you are considered to be under the effects of the level 4 spell Death Ward whenever you are raging. In addition, while raging, if you are reduced to 0 hit points, you are instead reduced to 1 hit point and your Rage immediately ends.

INSPIRE RAGE

At level 25, whenever you are raging, you can use a bonus action to inspire one willing ally into a Rage with the same bonuses and penalties as those that you are subjected to. When the rage ends, the ally suffers one level of exhaustion.

BARBARIC FREEDOM

At level 26, all Barbarian abilities that previously did not function while wearing Heavy Armor now do so. While wearing Heavy Armor, the Barbarian may add his Constitution modifier to his AC. Unless you choose for them to, enemies no longer attack you with Advantage when you are using Reckless Attack.

EPIC RECKLESSNESS

At level 29, when you make your first attack on your turn, you can decide to attack with even more recklessness than before. While doing all of your successful hits are critical hits but all successful hits against you are critical hits until the end of your next turn. This ability can be used alongside the 2nd level ability "Reckless Attack".

FURIOUS RETRIBUTION

Starting at level 30, once per turn the Barbarian can retaliate against any opponent that has damaged him and is within his reach, by striking back with a melee weapon attack of his own.



EPIC BARD

THE EPIC BARD

| Level | Proficiency Bonus | Features | Cantrips Known | Spells Known | Bardic Inspiration |
|-------|-------------------|-------------------------------|----------------|--------------|--------------------|
| 21st | +7 | Inspiring Presence, Epic Boon | 4 | 23 | 2d8 |
| 22nd | +7 | Knowledge Keeper | 4 | 23 | 2d8 |
| 23rd | +7 | Epic Boon | 4 | 23 | 2d8 |
| 24th | +7 | Continual Inspiration | 4 | 24 | 2d8 |
| 25th | +8 | Song of Requiem, Epic Boon | 4 | 24 | 2d10 |
| 26th | +8 | Class Secrets | 5 | 24 | 2d10 |
| 27th | +8 | Epic Boon | 5 | 25 | 2d10 |
| 28th | +8 | Chorus of Heroism | 5 | 25 | 2d10 |
| 29th | +9 | Mimicry, Epic Boon | 5 | 25 | 2d12 |
| 30th | +9 | Hymn of Requiem | 5 | 26 | 2d12 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

INSPIRING PRESENCE

At 21st level, whenever you give an ally within 30' of you the benefit of your Inspiration ability, all allies within 30' of you gain the benefit of your Inspiration ability.

KNOWLEDGE KEEPER

At level 22, you gain an additional two magical secrets and your Jack of All Trades ability now gives you the full proficiency bonus.

CONTINUAL INSPIRATION

Beginning at level 24, any actions that require a degree of time to complete have their required time reduced by 50% for you and any allies within 30' of you, to a minimum required time of 1 action to complete. Anything with a time variable can be reduced in time including Resting, Crafting and Spellcasting.

SONG OF REQUIEM

At level 25, you can as an action, make a Charisma (Performance) or Charisma (Musical Instrument) check. All enemies within 20' of you must make a Wisdom save against your spellcaster DC, or take double the charisma check's result in thunder damage. The damage is not doubled if they make their save.

CLASS SECRETS

At level 26, you can choose any ability of level 1-3 from any class/subclass and have it as your own.

CHORUS OF HEROISM

Beginning at level 28, you can use an action to rally all allies within 60' of you. Rallied allies gain your Charisma modifier to both their AC and saving throws and gain 2 temporary hit points for every one of your Bard levels. These bonuses are maintained for 5 rounds, or until you cast a spell or use your Inspiration or Song/Hymn of Requiem abilities, whichever comes sooner.

MIMICRY

At level 29, once per Long Rest when you witness the use of a class ability, you can use your Reaction to gain that same ability. You retain that ability until your next Long Rest. While using that ability, your Charisma modifier is used for any of its ability-based variables.

HYMN OF REQUIEM

Beginning at level 30, your Song of Requiem now heals all allies within the 20' range an amount equal to the total amount of damage inflicted divided by the number of allies being healed.



EPIC CLERIC

THE EPIC CLERIC

| Level | Proficiency Bonus | Features | Cantrips Known |
|-------|-------------------|--------------------------------|----------------|
| 21st | +7 | Extra Attack, Epic Boon | 7 |
| 22nd | +7 | Epic Spell Slot | 7 |
| 23rd | +7 | Epic Boon | 7 |
| 24th | +7 | Divine Avatar | 7 |
| 25th | +8 | Fountain of Healing, Epic Boon | 8 |
| 26th | +8 | Epic Spell Slot | 8 |
| 27th | +8 | Epic Boon | 8 |
| 28th | +8 | Shedding Mortal Limits | 8 |
| 29th | +9 | Miracle Worker, Epic Boon | 9 |
| 30th | +9 | Channel Self | 9 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

EXTRA ATTACK

Beginning at 21st level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EPIC SPELL SLOT

At level 22, you gain a single level 10 spell slot. At level 26 you gain a second extra spell slot, this one of level 11.

DIVINE AVATAR

Starting at level 24, you can use an action to enter a state that fully embodies the divine form. While in this state, you can cast any spell you have access to whether prepared or not and without expending the used spell slot. You can enter this state at will and for an indefinite amount of time but it requires Concentration to maintain and when you return to your normal state, you must make a DC 20 Constitution save for every round you spent as a Divine Avatar. Every failed save instantly gives you one level of exhaustion, making prolonged use of this ability extremely dangerous.

FOUNTAIN OF HEALING

At level 25 you can cast the spells Cure Wounds and Revivify at their lowest levels, without the use of spell slots nor components.

SHEDDING MORTAL LIMITS

At level 28, you begin to shed the limitations imposed on your mortal body with the following effects.

- **Divine Strike:** This ability is no longer limited to a single use per turn, and can be used on the turns of others.
- **Potent Spellcasting:** The damage increase now applies to spells of every level and will increase the amount of healing done by your Wisdom modifier when used in conjunction with a healing spell. When used with any other spell, you may choose to give the targets Temporary Hit Points equal to your Wisdom Mod for a round.

MIRACLE WORKER

At level 29, you can draw on your inner reserve of mystical power while entreating your deity to regain expended spell slots. You can spend 1 minute entreating your deity for aid to regain all your expended spell slots. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

CHANNEL SELF

At level 30, now that you have become a quasi-divine being in your own right, you are capable of channeling your own essence when using channel divinity, in addition to channeling the power of your deity. You can use Channel Divinity an additional number of times equal to your Constitution modifier each short rest and you gain an additional channel divinity power chosen from any of the options available to the Cleric and Paladin subclasses prior to level 4.

EPIC DRUID

THE EPIC DRUID

| Level | Proficiency Bonus | Features | Cantrips Known |
|-------|-------------------|-------------------------------|----------------|
| 21st | +7 | Level 1 Cantrips, Epic Boon | 4 |
| 22nd | +7 | Magical Beast Wild Shape | 4 |
| 23rd | +7 | Epic Boon | 4 |
| 24th | +7 | Nature's Perseverance | 4 |
| 25th | +8 | Improved Goodberry, Epic Boon | 4 |
| 26th | +8 | Nature's Fortitude | 5 |
| 27th | +8 | Epic Boon | 5 |
| 28th | +8 | Partial Transformation | 5 |
| 29th | +9 | Wild Shape Pusher, Epic Boon | 5 |
| 30th | +9 | Intelligent Designer | 5 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

LEVEL 1 CANTRIPS

At level 21, all level 1 Druid spells are considered to be prepared at all times. These spells do not count towards the number of spells you can prepare each day. In addition, 1st level spells no longer use spell slots and are cast as if a level 4 spell slot was used.

MAGICAL BEAST WILD SHAPE

At level 22, you can use your normal Wild Shape ability to take the form of monstrosities. All other limitations are the same as usual.

NATURE'S PERSEVERANCE

Beginning at level 24, whenever you cast a spell with a duration of "Instant", you can make a Wisdom Save of the spell slot x3. On a successful save the spell is cast as per normal but you do not expend a spell slot.

IMPROVED GOODBERRY

Beginning at level 25, your Goodberry spell becomes more powerful. In addition to Goodberry's usual effects, eating a Goodberry now cures the target of all diseases and poisons.

NATURE'S FORTITUDE

At level 26 whenever you fail a concentration saving throw, instead of the spell effect ending, you can sacrifice a spell slot equal to that which was used on the spell you are concentrating on to instead not fail your concentration saving throw.

PARTIAL TRANSFORMATION

Beginning at level 28, you have gained such control over your Wildshape ability that you can benefit from some of its effects without fully transforming into the beast. You can choose how overt the transformation is, whether it is noticeable at all or if you transform into a chimera of the two forms. Choose one trait or sense available to a beast of a form you can take and apply that trait/sense to every form you take. With the use of a bonus action, that trait/sense can be replaced by any other trait/sense of a form you can take.

WILD SHAPE PUSHER

At level 29 your control over the primal forces of nature have developed to the extent that you can now inspire bestial transformations upon any willing target with 30'.

By using a Bonus Action, you can use Wild Shape on a willing target and transform them into a form of your choice. All benefits and limitations are as per the standard Wildshape rules. The target can return to their normal form at any time. You can potentially transform an unlimited number of targets but with each use you must succeed on a Constitution Save with a DC of 1 per being currently Wild Shaped through use of this ability. A failed save reverts all of those currently under this ability's effect back to their normal form.

INTELLIGENT DESIGNER

At level 30, your relationship with nature is enhanced to the point where you no longer merely serve nature, but have your own part in its design. You can use Chapter 9's "Creating a Monster" section of the Dungeon Master's Guide to create an entirely new beast. That beast exists for the purposes of both Wildshape and Conjure Animals; and may now even exist in the wilds of the world. DM oversight is advised for the monster creation process.

EPIC FIGHTER

THE EPIC FIGHTER

| Level | Proficiency Bonus | Features |
|-------|-------------------|-------------------------------------|
| 21st | +7 | Wounding Critical, Epic Boon |
| 22nd | +7 | Extra Attack (4) |
| 23rd | +7 | Epic Boon |
| 24th | +7 | Legendary Vigor |
| 25th | +8 | Last Stand, Epic Boon |
| 26th | +8 | Extra Attack (5) |
| 27th | +8 | Epic Boon |
| 28th | +8 | Reactionary Combat |
| 29th | +9 | Mastered Fighting Styles, Epic Boon |
| 30th | +9 | Expose Weakness |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

WOUNDING CRITICAL

At 21st level your critical hits now reduce the target's maximum hit points by the damage inflicted from the attack. The target's maximum hit points return to full upon taking a long rest.

EXTRA ATTACK

Beginning at level 22, you can attack five times, whenever you take the Attack action on your turn.

The number of attacks increases to six when you reach 26th level in this class.



LEGENDARY VIGOR

At level 24, any abilities previously gained through the Fighter Class or Martial Archetype that have a limited number of uses between rests, all have their number of uses increased by the Fighter's Constitution modifier. This ability does not extend to the Eldritch Knight's Spell Slots.

LAST STAND

At level 25, in response to an attack against you or an ally, you can use your reaction to have you and all allies within 30' gain 20d10 temporary hit points for the next 3 rounds. These temporary hit points come into effect prior to resolving the damage of the triggering attack.

REACTIONARY COMBAT

At level 28, your awareness of battle has now reached legendary proportions. You are no longer limited to a single Reaction per round.

MASTERED FIGHTING STYLES

At level 29, Any and all Fighting Styles gained through Fighter levels are modified in the following ways.

- Archery, Defense, Dueling: The bonuses provided by the styles are tripled.
- Great Weapon Fighting: Any roll of a 1, 2 or 3 is re-rolled repeatedly until a value of 4 or higher is rolled.
- Protection: In addition to imposing Disadvantage on the Attack Roll, this style now also gives your ally the Shield's AC bonus and halves any damage inflicted by the attack.
- Two-Weapon Fighting: You can now make two attacks with your off-hand weapon with a single Bonus Action.

EXPOSE WEAKNESS

At level 30, after you hit an enemy with an attack, anyone attacking that enemy has advantage on their attack rolls until the end of your next turn.

EPIC MONK

THE EPIC MONK

| Level | Proficiency Bonus | Features | AC Bonus | Ki | Unarmored Movement |
|-------|-------------------|--|----------|----|--------------------|
| 21st | +7 | Force-Charged Flurry of Blows, Epic Boon | +2 | 21 | +40 ft. |
| 22nd | +7 | First Strike | +2 | 22 | +40 ft. |
| 23rd | +7 | Epic Boon | +2 | 23 | +40 ft. |
| 24th | +7 | Superior Stunning Strike | +3 | 24 | +45 ft. |
| 25th | +8 | Superior Spell Resistance, Epic Boon | +3 | 25 | +45 ft. |
| 26th | +8 | Force-Enhanced Flurry of Blows | +3 | 26 | +45 ft. |
| 27th | +8 | Epic Boon | +4 | 27 | +50 ft. |
| 28th | +8 | Natural Flurry | +4 | 28 | +50 ft. |
| 29th | +9 | Force-Empowered Flurry of Blows, Epic Boon | +4 | 29 | +55 ft. |
| 30th | +9 | Battle Meditation | +5 | 30 | +60 ft. |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

FORCE-CHARGED FLURRY OF BLOWS

Starting at level 21, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, add 1d6 Force damage to the attack.

FIRST STRIKE

Starting at level 22, other creatures provoke an opportunity attack from you as soon as they enter your reach.

SUPERIOR STUNNING STRIKE

Starting at level 24, targets struck by your Stunning Strike ability have disadvantage on their Constitution save to resist its effects.

SUPERIOR SPELL RESISTANCE

Starting at level 25, you can cast the counterspell spell at will against any spells that target only you. Counterspell is cast as if a 5th level spell slot was used. Use your Ki save DC for the spellcaster DC.

FORCE-ENHANCED FLURRY OF BLOWS

Starting at level 26, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, every hostile creature within 10' of the target takes the 1D6 Force damage caused by Force-Charged Flurry of Blows.



NATURAL FLURRY

Starting at level 28, your Flurry of Blows no longer uses your Bonus Action, nor consumes Ki to use. Instead the attacks given by your Flurry of Blows are moved to your Attack Action (For a total of four attacks) and all attacks used during your Attack Action are considered to be Flurry of Blows by other abilities that are triggered by using Flurry of Blows.

FORCE-EMPOWERED FLURRY OF BLOWS

Beginning at level 29, whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you and all allies within 10 ft. of you, are healed for half the total force damage inflicted.

BATTLE MEDITATION

You can use your action to enter a defensive stance. While in a defensive stance, you can not move nor take any Action or Bonus Action. However, your combat reflexes are enhanced and you are no longer limited to a single reaction per round and all attack rolls made against you are made with disadvantage. Every turn spent in this defensive stance increases your available Ki by 4 points. You cannot surpass your maximum Ki with this feature.

EPIC PALADIN

THE EPIC PALADIN

| Level | Proficiency Bonus | Features |
|-------|-------------------|----------------------------------|
| 21st | +7 | Improved Lay on Hands, Epic Boon |
| 22nd | +7 | Perfected Divine Smite |
| 23rd | +7 | Epic Boon |
| 24th | +7 | Distant Aura |
| 25th | +8 | Effortless Smiting, Epic Boon |
| 26th | +8 | Purifying Touch |
| 27th | +8 | Epic Boon |
| 28th | +8 | Divine Acknowledgement |
| 29th | +9 | Persistent Smite, Epic Boon |
| 30th | +9 | Empowered Aura |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

IMPROVED LAY ON HANDS

Starting at 21st level, your Lay on Hands ability is now capable of removing curses. At this level, removing curses, curing poison, and curing disease do not consume Lay on Hand's pool of healing power.

PERFECTED DIVINE SMITE

At level 22, the righteous energies contained within you have expanded and increased the strength of your Smites. Your Improved Divine Smite ability now inflicts 3D8 Radiant damage instead of the usual 1D8.

DISTANT AURA

Starting at level 24, the range of your Auras are extended to 120'.

EFFORTLESS SMITING

Starting at level 25, your spell smites no longer require concentration to maintain, nor a bonus action to cast. Instead you can use them at will after making an attack roll in much the same way as your Divine Smite ability.

PURIFYING TOUCH

At level 26, your Cleansing Touch ability is no longer limited to a number of uses per Long Rest.

DIVINE ACKNOWLEDGEMENT

At level 28, whether or not you are currently in service to a God, a God has taken notice of you and gifted you his favor. You gain two more uses of Channel Divinity each short or long rest, and the spells of a Cleric Domain of your choice are always considered prepared by you, and don't count against the number of spells you can prepare each day. You also gain one Ability of choice from that same Domain.

PERSISTENT SMITE

At level 29, your Improved Smite now carries the secondary effect of the last Smite Spell you used. The effects last for only a single round, but do not require Concentration to maintain.

EMPOWERED AURA

Starting at level 30, the Auras gained through your level 6, 7, and 10 class abilities have an equal and opposite effect on your enemies. If your aura provides a numerical bonus to you and your allies, that same value is imposed upon your enemies within the range of your aura as a penalty. If your aura provides resistance to a damage type, then enemies within range suffer vulnerability to that same damage type. If your aura provides advantage against an effect, enemies within that aura suffer disadvantage to that same effect. If your aura provides immunity to a condition, then any enemy that enters your aura or starts their turn within range of your aura must make a Charisma save against your Spellcaster DC or suffer the effects of that condition for a round.

EPIC RANGER

THE EPIC RANGER

| Level | Proficiency Bonus | Features | Spells Known |
|-------|-------------------|-----------------------------|--------------|
| 21st | +7 | Nature's Comfort, Epic Boon | 12 |
| 22nd | +7 | The Ties that Bind | 12 |
| 23rd | +7 | Epic Boon | 13 |
| 24th | +7 | Dedicated Foe Slayer | 13 |
| 25th | +8 | Bane of Enemies, Epic Boon | 14 |
| 26th | +8 | Homogenization | 14 |
| 27th | +8 | Epic Boon | 15 |
| 28th | +8 | Epic Animal Companion | 15 |
| 29th | +9 | Renowned Slayer, Epic Boon | 16 |
| 30th | +9 | Paragon Survivalist | 17 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

NATURE'S COMFORT

Starting at 21st level, whenever there is an open sky above you and away from civilization, you have advantage on all dice rolls.

THE TIES THAT BIND

At level 22, your prolonged contact with nature brings you one step closer to understanding the relationship that Druids share with those natural forces. You gain a single level 6 spell slot and can prepare a number of Druid or Ranger spells each day equal to your Wisdom modifier.

DEDICATED FOE SLAYER

Starting at level 24, your Foe Slayer ability applies to both attack and damage rolls simultaneously. It also applies to every attack roll you make whether it be by spell or weapon.

BANE OF ENEMIES

Starting at level 25, all favored enemies are considered to be under the effects of the Hunter's Mark spell, regardless of whether or not that spell is currently being concentrated on.

HOMOGENIZATION

At level 26, you gain the benefits of either the Hunter or Beastmaster Ranger Archetype. You can not choose an Archetype that you already possess.

EPIC ANIMAL COMPANION

At level 28, your animal companion becomes more powerful. Double its maximum hit points and treat it as if your proficiency bonus was 3 points higher than normal (+11 at 28th level, +12 at 29th level).

RENOWNED SLAYER

At level 29, Your favored enemies have disadvantage on all attacks against you, and whenever you damage a favored enemy, it must roll a Wisdom save against your Spell save DC or become frightened by you for 1 round.

PARAGON SURVIVALIST

Starting at level 30, you have reached the pinnacle of being a survivalist. All enemies are considered Favored Enemies and you are familiar with all terrain types (As per Natural Explorer). In addition, if you have an animal companion, it too benefits from any bonuses gained through these abilities.



EPIC ROGUE

THE EPIC ROGUE

| Level | Proficiency Bonus | Features | Sneak Attack |
|-------|-------------------|--------------------------------|--------------|
| 21st | +7 | Skill Monkey, Epic Boon | 11D6 |
| 22nd | +7 | Quick Draw | 11D6 |
| 23rd | +7 | Epic Boon | 12D6 |
| 24th | +7 | Epic Precision | 12D6 |
| 25th | +8 | Epic Dodge, Epic Boon | 13D6 |
| 26th | +8 | Crippling Strike | 13D6 |
| 27th | +8 | Epic Boon | 14D6 |
| 28th | +8 | Bleeding Wound | 14D6 |
| 29th | +9 | Improved Blindsight, Epic Boon | 15D6 |
| 30th | +9 | One Shot | 16D6 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

SKILL MONKEY

Starting at 21st level, you can add your proficiency bonus to any ability check you make that doesn't already include your proficiency bonus.



QUICK DRAW

At level 22, you gain advantage on all initiative rolls.

EPIC PRECISION

Starting at level 24, you gain half of your sneak dice even when you don't meet the requirements of a sneak attack.

EPIC DODGE

At level 25 your Uncanny Dodge ability is improved. It now reduces all incoming damage from the attack, instead of just half.

CRIPPLING STRIKE

At level 26, your Sneak Attack damage now reduces the target's maximum hit points by the same amount as the damage inflicted. The target's maximum hit points return to full upon taking a long rest.

BLEEDING WOUND

At level 28, you can choose to reduce the amount of sneak attack dice you roll on your turn in order to cause a bleeding wound that results in the enemy that was struck to roll those dice and take it as damage at the start of its next two turns.

IMPROVED BLINDSENSE

Starting at level 29, the range of your Blindsight ability is increased to 60'.

ONE SHOT

Starting at level 30, you can deliver an extremely powerful weapon attack. The attack cannot miss and deals maximum damage as well as a critical hit. Immediately after making the attack, gain one level of exhaustion.

EPIC SORCERER

THE EPIC SORCERER

| Level | Proficiency Bonus | Features | Cantrips Known | Spells Known | Sorcery Points |
|-------|-------------------|--------------------------------|----------------|--------------|----------------|
| 21st | +7 | Tuned Metamagic, Epic Boon | 6 | 16 | 21 |
| 22nd | +7 | Epic Spell Slot | 7 | 16 | 22 |
| 23rd | +7 | Epic Boon | 7 | 16 | 23 |
| 24th | +7 | Compounded Metamagic | 7 | 16 | 24 |
| 25th | +8 | Automatic Metamagic, Epic Boon | 7 | 16 | 25 |
| 26th | +8 | Shared Metamagic | 7 | 17 | 26 |
| 27th | +8 | Epic Boon | 7 | 17 | 27 |
| 28th | +8 | Flexible Casting Freedom | 7 | 17 | 28 |
| 29th | +9 | Epic Spell Slot | 7 | 17 | 29 |
| 30th | +9 | Empowered Metamagic | 8 | 18 | 30 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

TUNED METAMAGIC

Starting at 21st level, all Metamagic abilities have their Sorcery Point costs reduced by 1. In addition, Cantrips benefit from being both Twinned and Quicken without cost.

EPIC SPELL SLOT

At level 22, you gain a single level 10 spell slot. At level 29 you gain a second extra spell slot, this one of level 11.

COMPOUNDED METAMAGIC

Starting at level 24, you can apply as many Metamagic effects as desired to any spell. In addition, Twinned Spell can effect spells that target more than one creature, and Extended Spell multiplies all affected spell durations by 12, with no maximum limit.

AUTOMATIC METAMAGIC

At level 25, choose one metamagic ability. That metamagic ability is now applied to all of your spells that it is able to be applied to, without the cost of sorcery points.

SHARED METAMAGIC

At level 26, whenever a friendly caster casts a spell, you can spend the usual amount of Sorcery Points to have your Metamagic ability effect and modify the spell being cast.

FLEXIBLE CASTING FREEDOM

At level 28, You can create Spell Slots up to level 8 via your Flexible Casting ability.

CREATING SPELL SLOTS

| Spell Slot Level | Sorcery Point Cost |
|------------------|--------------------|
| 6th | 9 |
| 7th | 10 |
| 8th | 11 |



EMPOWERED METAMAGIC

Starting at level 30, all of your Metamagic abilities are doubled in effectiveness if it is possible to do so and have their Sorcery Point costs reduced by 1, to a minimum of 0.

EPIC WARLOCK

THE EPIC WARLOCK

| Level | Proficiency Bonus | Features | Cantrips Known | Spell Slots | Slot Level | Invocations Known |
|-------|-------------------|--|----------------|-------------|------------|-------------------|
| 21st | +7 | Hellfire Shield, Epic Boon | 4 | 4 | 5 | 9 |
| 22nd | +7 | Eldritch Doom | 4 | 5 | 5 | 9 |
| 23rd | +7 | Epic Boon | 4 | 5 | 5 | 9 |
| 24th | +7 | Reactive Caster | 4 | 5 | 5 | 10 |
| 25th | +8 | Binding Blast, Epic Boon | 4 | 5 | 5 | 10 |
| 26th | +8 | Empowered Pact Boons | 5 | 6 | 5 | 10 |
| 27th | +8 | Epic Boon | 5 | 6 | 6 | 11 |
| 28th | +8 | Eldritch Freedom | 5 | 6 | 6 | 11 |
| 29th | +9 | Empowered Eldritch Invocation, Epic Boon | 5 | 7 | 6 | 11 |
| 30th | +9 | Eldritch Master | 5 | 7 | 6 | 12 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

HELLFIRE SHIELD

At 21st level, you are considered to always have an Armor of Agathys spell active as if it was cast through a level 1 spell slot. If you cast Armor of Agathys, this spell increases the temporary hit points gained, and damage inflicted by 5.

ELDRITCH DOOM

At level 22, your Eldritch Blast beams now effect the target creature as well as every hostile creature within 5' of it.

REACTIVE CASTER

Beginning at level 24, when you are attacked you can use your Reaction to cast any spell with a casting time of 1 Action or Bonus Action. The spell is cast prior to receiving the effects of the triggering attack.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

BINDING BLAST

Beginning at level 25, when a target is hit by your Eldritch Blast, it must now make a Wisdom save against your Spellcaster DC or be Stunned until the end of your next turn.

EMPOWERED PACT BOONS

At level 26, your Pact Boon gains in power, the effects are as follows:

- **Chain:** You can now summon a second familiar without replacing the first. Additionally, both familiars gain the ability to magically polymorph into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or worn by the new form (the familiar's choice). In a new form, the familiar retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.
- **Blade:** Your pact weapon now scores a critical hit on a natural 19 or 20, and deals an additional 2d4 Necrotic damage on a successful hit. At level 29 the damage increases to 3d4. Additionally, whenever you land a critical hit with your pact weapon, you regain a used Pact Magic spell slot.
- **Tome:** Your Book of Shadows gains two level 1 spells from any spell list. Those spells can be cast at will without the use of spell slots. Those spells are cast as if a level 4 spell slot was used.

ELDRITCH FREEDOM

At level 28, any Invocations that modify your Eldritch Blast or Pact Weapon now effect both your Eldritch Blast, Pact Weapon and Spells if possible. Thirsting Blade gives all Cantrips an extra level-based damage increase and increases the level of the spell slot used for a Spell.

ELDRITCH MASTER

Starting at level 30, your Eldritch Blast Cantrip gains an additional +2 on all attack rolls and each casting fires 6 beams instead of the usual 4.

EPIC WIZARD

THE EPIC WIZARD

| Level | Proficiency Bonus | Features | Cantrips Known |
|-------|-------------------|-----------------------------|----------------|
| 21st | +7 | Level 1 Cantrips, Epic Boon | 6 |
| 22nd | +7 | Epic Spell Slot | 6 |
| 23rd | +7 | Epic Boon | 6 |
| 24th | +7 | Improved Signature Spells | 7 |
| 25th | +8 | Eidetic Memory, Epic Boon | 7 |
| 26th | +8 | Epic Spell Slot | 7 |
| 27th | +8 | Epic Boon | 7 |
| 28th | +8 | Arcane Diversification | 7 |
| 29th | +9 | Epic Spell Slot, Epic Boon | 8 |
| 30th | +9 | Epic Spell Penetration | 8 |

EPIC BOON

At 21st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the class ability gained at level 4).

LEVEL 1 CANTRIPS

At level 21, all of the level 1 Wizard spells within your spellbook are considered to be prepared at all times. These spells do not count towards the number of spells you can prepare each day. In addition, 1st level spells no longer use spell slots and are cast as if a level 4 spell slot was used.

EPIC SPELL SLOT

At level 22, you gain a single level 12 spell slot, at level 26 you gain a single level 15 spell slot, and level 29 you gain a single level 18 spell slot.

IMPROVED SIGNATURE SPELLS

Starting at level 24, your two level three Signature Spells no longer require spell slots to cast. In addition, you gain two level four Signature Spells that follow the usual rules described within the level 20 ability.

EIDETIC MEMORY

Starting at level 25, you are no longer limited in the number of spells you can prepare each day.

ARCANE DIVERSIFICATION

At level 28, you can choose a second Arcane Tradition and gain all of its abilities.

EPIC SPELL PENETRATION

At level 30, your spells are immune to the Counterspell spell, and they cannot be resisted via Spell or Magic Resistance. However their damage can still be resisted by opponents that resist that specific elemental type.



CASTING 9TH LEVEL SPELLS WITH HIGHER LEVEL SPELL SLOTS

Epic level casters often gain spell slots with levels beyond the normal limit of 9th level. Those spell slots are used to cast lower level spells that scale with level with even more potency as per described within the Player's Handbook. Additionally, the effectiveness of spells like **counterspell** and **dispel magic** are determined of the slot level of the spell they are opposing. Spells cast with higher than 9th level spell slots are impossible to dispel by non-epic casters without them first having to succeed in a difficulty check.

Previously, 9th level spells had no reason to define how they advance with higher level spell slots, the following section rectifies that issue and gives scaling effects to those 9th level spells that qualify.

ASTRAL PROJECTION

At Higher Levels. When you cast this spell using a spell slot of 10th level or higher, you can send an additional 8 people to the Astral Plane for each slot level above 9th. If you use a spell slot of 12th level or higher, you can send any and all of the targets to the Astral Plane in their physical bodies. Doing so prevents the return to the physical realm upon being reduced to 0 hit points or subjected to a **dispel magic** spell.

FORESIGHT

At Higher Levels. When you cast this spell using a spell slot of 10th level or higher, you can target one additional creature for each slot level above 9th. If you use a spell slot of 12th level or higher, the duration doubles to 16 hours.

IMPRISONMENT

At Higher Levels. When you cast this spell using a spell slot of 10th level or higher, each spell counts as an independent spell relative to its slot level. If a creature succeeds on its save against a 9th level spell slot, you can immediately force another save by casting the spell with a 10th level spell slot and then again with an 11th etc. A **dispel magic** spell can only end its effect if cast with a slot level equal to, or higher than the slot level used to cast **imprisonment**.

MASS HEAL

At Higher Levels. When you cast this spell using a spell slot of 10th level or higher, the healing increases by 150 for each slot level above 9th.

METEOR SWARM

At Higher Levels. When you cast this spell using a spell slot of 12th level or higher, you summon an additional meteor for every 3 spell slot levels (5 meteors with a level 12 slot, 6 with a level 15 slot and 7 with a level 18 slot).

TIME STOP

At Higher Levels. When you cast this spell using a spell slot of 10th level or higher, you can take one additional turn before the flow of time returns for each slot level above 9th.



WEIRD

At Higher Levels. When you cast this spell using a spell slot of 10th level or higher, the radius of effect increases by 10 feet and the damage increases by 1D10 for each slot level above 9th.

WISH

At Higher Levels. When you cast this spell using a spell slot of 10th level or higher, you can use it to duplicate level 9 spells.

EPIC FEATS



s previously mentioned back on page 4, for every 30,000 xp beyond 355,000 you can forgo one of the advancement options in order to attain a new feat. In addition to the usual feat choices (Which can now be taken multiple times), as long as you have a minimum of 21 levels in any single class, you can instead choose one of the following feats.

EPIC BATTLE SENSE

Prerequisite: 21 or more levels of a class

Your body and mind have been conditioned to the trials of battle to the extent that you are capable of acting with phenomenal speed as if you were altering the very fabric of time. In fact high level casters that have experience using the **time stop** spell will insist that you are in fact altering the flow of time.

Whenever it is your turn in combat, you can choose to take two actions instead of one. However both actions must be made with an action that requires at least one attack roll and both actions impose disadvantage on all of your attacks made.

Additionally, you can still act if someone else within 1,000 feet casts **time stop**. However during this period of time you can only take one action on your turn and any attack rolls are still made with disadvantage. If one of the actions you use during the duration of **time stop**, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you, you will end the caster's spell prematurely. Interestingly, you can take any action against the caster of **time stop**, or any others that are capable of acting during this time, without the spell breaking. Conversely, others capable of acting during the **time stop** can similarly harm you (Including the caster, contrary to the spell's description).



EPIC ABILITY

Prerequisite: 21 or more levels of a class

Your body or mind have reacted to your ascension beyond the mortal limits, unlocking that same potential to exceed the standard limits. Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of your new limit.
- The chosen ability score is now capable of being raised 10 points higher than its previous limit.

You can choose this feat multiple times. Each time you do so, choose either a different ability, or the same ability once more.

EPIC PROFICIENCY

Prerequisite: 21 or more levels of a class

The experience you gained reaching this advanced stage of your adventuring career has left you far less prone to failure than you once were. Now you look back upon your greatest failures with comical appreciation, knowing that they will now forever be a thing of memory. You gain the following benefits:

- Increase your proficiency bonus by 1, adding that same 1 whenever your proficiency bonus would increase naturally.
- You no longer consider a roll of a 1 on a D20 an automatic failure, although you will still fail if that 1 + all relevant modifiers do not beat the difficulty check.
- You have advantage on all ability checks.

EPIC SPELLCASTER

Prerequisites: The ability to cast at least one spell of level 5 or greater; 21 or more levels of a class

You have placed a greater focus on spellcasting than others of your class, and your powers have evolved in a manner to reflect that. You gain the following benefits:

- You gain a spell slot a level higher than you would otherwise have at any given level. If you gain this feat with your highest level spell slot being 9th level, then you gain a 10th level spell slot. If you would later gain a class ability that would give you a 10th level spell slot, then the 10th level spell slot you gained through this feat would be replaced by an 11th level spell slot.
- At levels 22 and 29, your cantrips gain an additional level advancement equal to that which they gained at level 17.

NAMESAKE FIGHTING STYLE

Prerequisite: 21 or more levels of the Fighter class and the fighting style being modified for the fighting style creator, or the extra attack feature and the fighting style being modified for others

Your mastery of the martial arts has reached epic proportions and you have created your own fighting form. The original creator of the fighting style has advantage on all charisma checks against those that are aware of this feat.

Others can learn your fighting style by taking this feat if they have been taught directly or exposed to it long enough to pick up and refine the basics. However those learning your fighting style through that option must choose the same option you did and do not get to rename the fighting style - the fighting style is always named after the first person who chose that option via this feat.

Choose one of the options below.

- **Archery:** Any ranged weapon attack made within 15' of your target will inflict critical damage on a successful hit.
- **Defense:** While you are wearing armor, you can use your Bonus Action to impose Disadvantage on any attack rolls made against you for the round.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you have advantage on all melee weapon attacks.
- **Great Weapon Fighting:** Whenever you land a critical hit with a melee weapon that you are wielding with two hands, the target must make a successful Constitution saving throw of $8 + \text{your proficiency bonus} + \text{your Strength modifier}$, or be Paralyzed for 1 round as per the condition.
- **Protection:** Whenever wielding a shield, you can use your bonus action to declare a friendly target within 5' of you as your protective mark. Whenever your protective mark moves, you automatically move with him and stay within 5' of him at all times. This movement is completely independent of your movement speed and does not provoke opportunity attacks. You can end your protective mark at any time on your turn, or as a Reaction outside of your turn.
- **Two-Weapon Fighting:** When using a bonus action to attack with an off-hand weapon, you can now make one additional attack. Prior to 29th level, you can make 2 attacks with a single bonus action. A Fighter of 29th level or higher can make 3 attacks with a single bonus action.

NAMESAKE SPELL

Prerequisite: 21 or more levels of the Wizard class

Your mastery of the arcane arts has reached epic proportions and you have joined the other casters or renown in creating your own namesake spell. You have advantage on all charisma checks against those that are aware of this feat.

Choose an established spell of any level and create a new version that is identical but permanently benefits from one of the Sorcerer's metamagic options. For you, the level of the spell is identical to that your namesake spell is emulating. Alternatively, work with your DM to create a spell with an entirely new effect.

Other arcane casters that have either learned the spell through you, or have been exposed to it long enough that they have been able to learn it on their own, learn the spell as if it was a level 2 levels higher than the minimum you can cast it at.

OPPORTUNISTIC ONSLAUGHT

Prerequisite: 21 or more levels of a class

Your reactive speed has progressed to the point that it is only matched by your disdain for your enemies acting without your consent.

Whenever you are using your reaction to attack with a melee weapon attack, instead of making a single weapon attack, you can make melee weapon attacks with a full attack action as if you were acting on your own turn. If you are two-weapon fighting, you can also use your bonus action attacks during that same reaction regardless of how many bonus actions you have used or will use during this round.

This ability does not trigger itself.

