

EPIC LEVEL CHARACTERS

This listing of epic level characters may be used and changed how the reader seems fit. In fact I may need it as I do not use proper language but just follow the logical path. I just felt like it needed to be put down upon paper. I used the idea of having a racial ability from level that I saw another had done. That said this needs to be play tested further. Although throughout I just added improved before things because it saves the slot for epic in case someone want to do a 41-60 level character book. Also it is a quick way to reference that it replaces the skill or feature in an intuitive way.

Stat Bumps in epic levels are different. You now have access to epic level feats. Furthermore these stat bumps can increase stats up to 30. If your character have gotten one of the tomes that increases the max or the barbarian ability; you can now increase it to 30 plus that amount.

Stat Bumps are at level 24,28,32, 36, 39.

These haven't really been balanced but then epic level characters shouldn't be balanced they are on the route of becoming gods. So everything follows a logical progression with some cool ideas.

Proficiency Bonus: Proficiency follows the same natural progression that it did before as follows: Level 21-24: +7, level 25-28: +8, level 29-32: +9, level 33-36: +10, level 37-40: +11.

Level progression: levels take even longer than they did previous of epic levels as epic levels are even harder to progress in.

Subclass progression: There are only 3 boosts to a subclass and this is partly on my part. Each class has at least 5 subclasses. That is 180 extra abilities. They progress at levels 22, 27, and 38. That is how it worked out for the first class. Paladin is the exception because they needed a finisher.

Racial Paragon Ability: level 31 you gain a racial ability based on what race that you have. These are all pretty powerful as they come somewhat late and they only ability you get based on race. This is total class level 31. Even though I put it on the different class lists just as a reminder. So it is like proficiency bonus in that way.

Spell levels: Spell levels progress normally but stay within levels 1-9. Spell casters do get to create epic spells when they level up at specific times within the class. The way to determine epic spells for multiclassing is kind of bad though. If you multiclass say a wizard 20/ bard 20 you miss out on epic level spells. Epic level spells will have examples toward the end of this pdf but for the most part they are created between the dm and the player. So everyone will have different levels of power for epic level spells unless the dm decides to only use the examples given which is not recommended because that seems boring. Other than not having epic level spells multi-classing spellcasters do get increased 1-9 level spells still.

When making an epic spell the level you are at matters. Also epic spells cannot be countered, dispelled, or in anyways affected by level 1-9 spells and cantrips. So in other words a 9th level counterspell would automatically fail against an epic spell. You could make an epic counterspell which would work. Further more if an effect says something like "resistance to damage against spells" it doesn't mean epic spells unless it specifies as such.

So I realize that with natural progression multiclass characters seem to miss out on power but they have more versatility.

Nevertheless however you think I did the balancing of epic levels they are way more powerful than their low level counterparts. So I think nobody will be mad because every level 40 is powerful in their own right.

Cantrips follow logical progression. They get better at 5th, 11th, 17th, 23rd, 29th, and 35th level. If people are bothered by me not doing them I could include a list of the cantrips later but that is the route that I am following.

Experience is as follows:

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
415,000	21	+7
475,000	22	+7
545,000	23	+7
625,000	24	+7
715,000	25	+8
815,000	26	+8
925,000	27	+8
1,045,000	28	+8
1,175,000	29	+9
1,315,000	30	+9
1,465,000	31	+9
1,625,000	32	+9
1,795,000	33	+10
1,975,000	34	+10
2,165,000	35	+10
2,365,000	36	+10
2,575,000	37	+11
2,795,000	38	+11
3,025,000	39	+11
3,265,000	40	+11

SAVING THROWS OF EPIC LEVEL CHARACTERS

To balance the game when character become epic levels, in any combination to have their total levels equal 21 or more, they get a bonus on their saving throws. This bonus applies to the saving throws which they are not proficient which you now add half of your proficiency bonus rounded down. If this is not done casters easily become the strongest of the classes. This doesn't do it completely obviously but it is a step. You still need powerful magical items to help you in this regard.

USES PER DAY OF AN EPIC SPELL AND FURTHER CLARIFICATION

When you learn an Epic Spell you can cast it once per long rest. You may learn another casting of the same Epic Spell that you already know and add its uses to what you can already do. So you can learn one additional use and one plus one is two uses per long rest. There is another dynamic which is that when you learn an epic spell that is weaker than what you could otherwise learn you instead get multiple castings per long rest of that epic spell.

For ease of use I constructed a table on a question on when you get to learn an epic spell and how many additional uses you get for your level.

EPIC SPELL OF REQUIREMENT LEVEL 21-25

Player level	Uses per long rest
21-25	1
26-30	2
31-35	3
36-40	4

As you can tell you can get additional castings of an epic spell the higher in level that you are. These function quite like mystic arcanum.

EPIC SPELL OF REQUIREMENT LEVEL 26-30

Player Level	Uses Per long rest
26-30	1
31-35	2
36-40	3

As you can tell this follows a pattern but I will continue the tables to clarify. Also with the program I'm using I don't know if there will be an error with back to back tables which is why I have the text in between.

EPIC SPELL OF REQUIREMENT LEVEL 31-35

Player Level	Uses Per long rest
31-35	1
36-40	2

So what about levels 36-40 requirement epic spells? Well for those you only get one use. Some of them are extremely powerful and for the combat options at least you pay for the action economy in this way. I should note that these don't update as you level. If you are level 21 and get an epic spell you don't automatically get more uses of that epic spell at higher levels.

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BARBARIAN

THE BARBARIAN

Level	Proficiency Bonus	Features	Rage Damage
21st	+7	Brutal Critical(5 dice)	4
22nd	+7	Path Feature	5
23rd	+7	Faster Movement	5
24th	+7	Ability Score Improvement	5
25th	+8	Brutal Critical (7 dice)	5
26th	+8	Greater Reckless Attack	5
27th	+8	Path Feature	6
28th	+8	Ability Score Improvement	6
29th	+9	Brutal Critical (9 dice), Hit Dice Increase	6
30th	+9	Extra Attack (2)	6
31st	+9	Racial Paragon Ability	6
32nd	+9	Ability Score Improvement	7
33rd	+10	Brutal Critical (11 dice)	7
34th	+10	Greater Rage	7
35th	+10	Faster Movement	7
36th	+10	Ability Score Improvement	7
37th	+11	Brutal Critical (13 dice)	8
38th	+11	Path Feature	8
39th	+11	Ability Score Improvement	8
40th	+11	Primal Juggernaut	8

BRUTAL CRITICAL

The number of bonus dice on a critical increase according to what is on the table. 5 dice level 21, 7 dice level 25, 9 dice level 29, 11 dice level 33, and 13 dice level 37.

EXTRA ATTACK

At level 30, You can attack 3 times when you take the attack action

GREATER RECKLESS ATTACK

At level 26, you can reroll once of the dice on your advantage when you use reckless attack.

HIT DICE INCREASE

Starting at level 29, the barbarian rolls 2d8+constitution modifier when determining health gained from level up. Hit dice spent on short rests are now 2d8+constitution for each barbarian level hit die.

GREATER RAGE

At level 34, your rage now has an increased chance for your weapon attacks to do critical hits if they use your strength. You can now perform a critical on a roll of a d20 one less than normal if you are using strength for your weapon attack. In addition your rage lasts for 1 hour.

FASTER MOVEMENT

At level 23 and level 35, you increase your movement speed by 10 for each of these levels.

PRIMAL JUGGERNAUGHT

At level 40, your strength and constitution scores increase by 8. Your maximum for those scores increases by 8.

BARBARIAN SUBCLASS FEATURES

PATH OF THE BERSERKER

IMPROVED FRENZY

At level 22, when you enter a frenzied rage you may attack twice when you attack with your bonus action.

IMPROVED INTIMIDATING PRESENCE

At level 27, intimidating presence now affects all hostile creatures within 60 feet of you.

IMPROVED RETALIATION

At level 38, when you use retaliation you can attack twice now instead of once.

PATH OF THE TOTEM WARRIOR

Improved Totem Spirit. At level 22, the abilities you have previously gained increase in the following manner if you have chosen them.

Bear: You now have resistance to psychic damage even when not raging. You have resistance to all forms of damage when raging

Eagle: Now when you are raging enemies can't make opportunity attacks against you.

Wolf: Now allies of any creature that is hostile toward you may reroll one of the die after advantage

Elk: Now your walking speed increases by 30 feet while raging.

Tiger: You now add 20 feet to your long jump distance and 6 feet to your high jump distance

Improved Aspect of the Beast. At level 27, the abilities you have previously gained in aspect of the beast increase in the following manner if you have chosen them.

Bear: Your carrying capacity is now quadrupled

Eagle: You can see up to 10 miles away with no difficulty if you have line of sight.

Wolf: You can move stealthy even traveling at a fast pace.

Elk: Whether mounted or on foot, your travel pace is tripled as is the travel pace of up to ten companions.

Tiger: You now have expertise in the two skills you obtained prior be it : Athletics, Acrobatics, Stealth, or Survival

Improved Totemic Attunement. At level 38, the abilities you have previously gained in totemic attunement increase in the following manner if you have chosen them.

Bear: The range of creatures affected is increased to 15 feet to hit targets other than you at disadvantage while raging.

Eagle: You can now stay in the air up to 3 turns at a time.

Wolf: Now you don't have to hit a creature to knock it prone when you use your bonus action.

Elk: When you use your bonus action to move through the space of a large or smaller creature the bludgeoning damage they take is equal to 3d12+strength modifier.

Tiger: Now when you move at least 20 feet in a straight line and use your bonus action to attack you attack twice.

PATH OF THE BATTLERAGER

IMPROVED RECKLESS ABANDON

At level 22, when you use reckless attack or greater reckless attack, you also gain temporary hit points equal to 2 times your constitution modifier. They also now last until you finish a long rest.

IMPROVED BATTLERAGER CHARGE

Beginning at level 27, you can now take the dash action for free once on each of your turns.

IMPROVED SPIKED RETRIBUTION

At level 38, when a creature with 5 feet of you hits you with a melee attack, the attacker takes 7 piercing damage if you are raging, aren't incapacitated, and are wearing spiked armor.

PATH OF THE ANCESTRAL GUARDIAN

IMPROVED SPIRIT SHIELD

At level 22, if you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 5d6. This increases to 6d6 at level 27 and 8d6 and level 38.

IMPROVED CONSULT THE SPIRITS

At level 27 you may cast augury or clairvoyance spell, without using a spell slot or material components. You may do this a number of times equal to your wisdom modifier (minimum of 2).

IMPROVED VENGEFUL ANCESTORS

At level 38, your ancestral spirits grow even more powerful. When you use your spirit shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to twice the damage that your spirit shield prevent instead of just that amount.

PATH OF THE STORM HERALD

IMPROVED STORM AURA

At level 22, Now your aura improves so the one that you picked before becomes even more powerful in the following way:

Desert. When this effect is activated, all other creatures in your aura take 7 fire damage this improves to 8 at level 27 and 9 at level 38

Sea. The creature takes 5d6 lightning damage which improves to 6d6 at level 27 and 7d6 at level 38

Tundra. Now creatures of your choice gain 7 temporary hit points which increase to 8 at level 27 and 9 at level 38.

IMPROVED STORM SOUL

At level 27, the bonuses you gain when your aura isn't active increase even further based on the one you picked.

Desert. You now have immunity to fire damage.

Sea. You have immunity to lightning damage.

Tundra. You have immunity to cold damage.

IMPROVED SHIELDING STORM

At level 38, you learn to use your mastery of the storm even further to protect others. You can extend your immunity to creatures of your choice within 60 feet.

PATH OF THE ZEALOT

IMPROVED DIVINE FURY

At level 22, Divine fury now works on the first two attacks that you make in a round instead of one.

IMPROVED FANATICAL FOCUS

At level 27, you may use this ability up to 3 times per rage.

LIFE BEYOND DEATH

At level 38, you now cannot be killed completely. Short of casting an greater wish spell after killing you and before you resurrect. You come back to life in 5d20 days. You no longer age. Any curses, diseases, poisons, or other conditions are gone when you come back to life.

THE BARD

THE BARD CLASS

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21st	+7	Song of Rest(2d8), Musical Expertise	4	22	4	3	3	3	3	2	2	2	1
22nd	+7	Bard College Feature	4	22	4	3	3	3	3	2	2	2	2
23rd	+7	Magical Secrets, Epic Spell	4	24	4	4	3	3	3	2	2	2	2
24th	+7	Ability Score Improvement	4	24	4	4	4	3	3	2	2	2	2
25th	+8	Song of Rest (1d20), Bardic Inspiration (2d8)	4	24	4	4	4	4	3	2	2	2	2
26th	+8	Magical Secrets	4	26	4	4	4	4	3	3	2	2	2
27th	+8	Bard College Feature	4	26	4	4	4	4	4	3	2	2	2
28th	+8	Ability Score Improvement, Epic Spell	4	26	4	4	4	4	4	3	3	2	2
29th	+9	Song of Rest (3d10)	4	26	4	4	4	4	4	3	3	3	2
30th	+9	Bardic Inspiration (1d20), Improved Bardic Inspiration	4	26	4	4	4	4	4	3	3	3	3
31st	+9	Racial Paragon ability	4	26	4	4	4	4	4	4	3	3	3
32nd	+9	Ability Score Improvement	4	26	4	4	4	4	4	4	4	3	3
33rd	+10	Song of Rest (2d20), Magical Secrets	4	28	4	4	4	4	4	4	4	4	3
34th	+10	Epic Spell	4	28	4	4	4	4	4	4	4	4	4
35th	+10	Bardic Inspiration (4d6)	4	28	5	5	4	4	4	4	4	4	4
36th	+10	Ability Score Improvement	4	28	5	5	5	5	4	4	4	4	4
37th	+11	Song of Rest(6d10)	4	28	5	5	5	5	5	5	4	4	4
38th	+11	Bard College Feature	4	28	5	5	5	5	5	5	5	4	4
39th	+11	Ability Score Improvement, Epic Spell	4	28	5	5	5	5	5	5	5	5	4
40th	+11	Epic Inspiration	4	28	5	5	5	5	5	5	5	5	5

SONG OF REST

The hit points regained when completeing a short rest is as follows: Song of Rest (2d8) level 21, song of rest (1d20) level 25, song of rest (3d10) level 29, song of rest (2d20) level 33, song of rest (6d10) level 37

BARDIC INSPRATION DICE

The dice for bardic inspiration increases as follows: level 25 (2d8), level 30(1d20), level 35 (4d6)

IMPROVED BARDIC INSPIRATION

At level 30, creatures can now hold onto your bardic inspiration the whole day.

EPIC INSPIRATION

At level 40, You no longer have a limit to how much bardic inspiration uses you have and they replenish instantly.

MAGICAL SECRETS

You get two more spells known from any spell list for spells level 1-9 on the following levels: At level 23 and level 26 and level 33.

BARD COLLEGE FEATURE

At level 22, level 27, and level 38 you gain part of your bard college feature.

EPIC SPELLS

It did bother me that I only put four here but that is how it worked out. Bardic inspiration gets crazy powerful. They are at level 23, level 28, level 34, and level 39

MUSICAL EXPERTISE

At level 21, you gain expertise in 3 musical instruments you have proficiency in.

BARD COLLEGE SUBCLASS FEATURES

COLLEGE OF LORE

IMPROVED BONUS PROFICIENCIES

At level 22. You gain proficiency with 3 skills or tools of your choice.

ADDITIONAL MAGICAL SECRETS

At level 27 you gain 2 more spells of your choice from any list levels 1-9 and add them to your spells known.

EPIC EXPERTISE

At level 38 you choose 2 skills you have expertise in and you may add your proficiency bonus yet again despite what the general rule states.

COLLEGE OF VALOR

EXTRA ATTACK (2)

At level 22, you can attack 3 times with the attack action instead of once.

EXTRA ATTACK (3)

At level 27, you can attack 4 times with the attack action instead of once.

IMPROVED BATTLE MAGIC

At level 38, you can attack 2 times with your bonus action if you cast a spell with your action.

COLLEGE OF GLAMOUR

IMPROVED MANTLE OF INSPIRATION

At level 22 mantle of inspiration now gets more powerful. You can affect a number of creatures up to double your charisma modifier. Also the number of temporary hit points increases to 20 at level 22, 23 at level 30, and 26 at level 35.

DEATH BY GLAMOUR

At level 27 you gain an additional 4 charisma and your maximum charisma increases by 4

EPIC ENTHRALLING PERFORMANCE

If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance choose any number of humanoids that can see or hear you. Each target must succeed on a wisdom saving throw against your spell save dc or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight on your behalf. This effect ends after 1d20 days, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

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

COLLEGE OF SWORDS

EXTRA ATTACK (2)

At level 22, you can attack 3 times with the attack action instead of once.

EXTRA ATTACK (3)

At level 27, you can attack 4 times with the attack action instead of once.

EPIC MASTER'S FLOURISH

At level 38 you use a 3d10 when you use your blade flourish option instead of expending a bardic inspiration die.

COLLEGE OF WHISPERS

IMPROVED PSYCHIC BLADES

At level 22 you gain improved psychic blades. The damage inflicted increases to 10d6 at level 22, 13d6 at level 25, 16d6 at level 30, and 19d6 at level 35.

IMPROVED MANTLE OF WHISPERS

At level 27 mantle of whispers now lasts until you dismiss it. Even in death but only for the body. You can dismiss it upon dying if you want.

IMPROVED SHADOW LORE

At level 38 shadow lore now last until you or your allies attack it, force it to make a saving throw or it passes the save it gets to make every year on the anniversary of you charming it.

THE CLERIC

THE CLERIC CLASS

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21st	+7	Epic Spell	5	4	3	3	3	3	2	2	2	1
22nd	+7	Divine Feature	5	4	3	3	3	3	2	2	2	2
23rd	+7	Channel Divinity (4/rest), Destroy Undead (CR 5)	5	4	4	3	3	3	2	2	2	2
24th	+7	Ability Score Improvement	5	4	4	4	3	3	2	2	2	2
25th	+8	Epic Spell	5	4	4	4	4	3	2	2	2	2
26th	+8	Channel Divinity (5/rest), Destroy Undead (CR 6)	5	4	4	4	4	3	3	2	2	2
27th	+8	Divine Feature	5	4	4	4	4	4	3	2	2	2
28th	+8	Ability Score Improvement	5	4	4	4	4	4	3	3	2	2
29th	+9	Epic Spell, Destroy Undead (CR 7)	5	4	4	4	4	4	3	3	3	2
30th	+9	Epic Divine Intervention	5	4	4	4	4	4	3	3	3	3
31st	+9	Racial Paragon ability	5	4	4	4	4	4	4	3	3	3
32nd	+9	Ability Score Improvement, Destroy Undead (CR 8)	5	4	4	4	4	4	4	4	3	3
33rd	+10	Epic Spell	5	4	4	4	4	4	4	4	4	3
34th	+10	Channel Divinity Improvement	5	4	4	4	4	4	4	4	4	4
35th	+10	Destroy Undead (CR 9)	5	5	5	4	4	4	4	4	4	4
36th	+10	Ability Score Improvement	5	5	5	5	5	4	4	4	4	4
37th	+11	Epic Spell	5	5	5	5	5	5	5	4	4	4
38th	+11	Divine Feature	5	5	5	5	5	5	5	5	4	4
39th	+11	Ability Score Improvement	5	5	5	5	5	5	5	5	5	4
40th	+11	Epic Divine Intervention Improvement	5	5	5	5	5	5	5	5	5	5

EPIC DIVINE INTERVENTION

At level 30, This feature is like divine intervention but more powerful. Your deity will do more things for you. Interpret this that it can do anything a level 21-40 epic spell can do. Other than that it works like divine intervention. You roll percentile dice. If you roll a number equal to or lower than your level your god intervenes.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Unlike other epic improvements you have both epic divine intervention and divine intervention as two separate things.

EPIC DIVINE INTERVENTION IMPROVEMENT

At level 40, you no longer need to roll for epic divine intervention.

EPIC SPELL

There are 5 epic spells in level 21, level 25, level 29, level 33, level 37

CHANNEL DIVINITY IMPROVEMENT

At level 34, now whenever you use channel divinity in anyway you can choose to regain a spell slot that was consumed up to level 7 or heal yourself a number of hit points equal to your level in this class. Whatever you feature that you used to consume this channel divinity still happens. This is just an additional effect.

DESTROY UNDEAD

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 a certain threshold, as shown in the Destroy Undead table.

DESTROY UNDEAD

Cleric Level	Destroys Undead of CR..
23	5
26	6
29	7
32	8
35	9
38	10

DIVINE SUBCLASS FEATURES

KNOWLEDGE DOMAIN

IMPROVED BLESSINGS OF KNOWLEDGE

At level 22, you gain proficiency and expertise in any two skills or tools

EPIC EXPERTISE

At level 27, You add your proficiency bonus again despite general rules in whatever tool proficiencies and skill proficiencies you gained from Improved blessings of knowledge and blessings of knowledge.

IMPROVED POTENT SPELLCASTING

At level 38, You add triple your wisdom modifier to the damage dealt with any cleric cantrip. (I put triple because by the time you get this the damage is rather poor compared to what a fighter could do)

LIFE DOMAIN

IMPROVED BLESSED HEALER

At level 22. Blessed Healer now reads as follows: When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 5+ 2 times the spell level. When you cast an epic spell that restores hit points to a creature other than you regain hit points equal to 35.

IMPROVED DISCIPLE OF LIFE

At level 27, Disciple of Life now reads as follows: Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 5+2 times the spell level. When you cast an epic spell that restores hit points to a creature that creature gets an extra 35 hit points.

IMPROVED SUPREME HEALING

At level 38, Whenever you heal you heal 2 times the maximum instead of just the maximum.

LIGHT DOMAIN

IMPROVED WARDING FLARE

At level 22, You can now use warding flare 2 times your wisdom modifier per day. Also is doesn't cost you your reaction.

IMPROVE EXTENDED FLARE

At level 27, Warding flare may now be done on any creature you can see or hear or sense in any way.

IMPROVED POTENT SPELLCASTING

At level 38, You add triple your wisdom modifier to the damage dealt with any cleric cantrip.

NATURE DOMAIN

IMPROVED AGOLYTE OF NATURE

At level 22, You gain proficiency in two of animal handling, nature, or survival. Furthermore you gain expertise in all of them and you would have all of them because of the previous feature.

IMPROVED DAMPEN ELEMENTS

At level 27, You can use dampen element if you run out of your reaction a number of times equal to twice your wisdom modifier if you or a creature within 60 feet of you takes acid, cold, fire, lightning, or thunder damage. Note you can still do it with your reaction without expending a use of it. You regain all uses of Improved dampen element after a long rest.

IMPROVED DIVINE STRIKE

At level 38, you deal additional cold, fire, or lightning damage 4d8 from your first weapon attack in a round in line with the divine strike feature previous.

TEMPEST DOMAIN

IMPROVED WRATH OF THE STORM

At level 22, you deal 4d8 instead of 2d8 lightning or thunder damage when you use wrath of the storm.

IMPROVED THUNDERBOLT STRIKE

At level 27, when you deal lightning damage to a Large or smaller creature you can move it 30 feet in any direction provided it is not blocked by a solid substance. (This is a little bit of common sense a floor that is solid would prevent movement but a couple of spilled books wouldn't. Dm discretion.) If there is something in the way they make a strength check with your spell DC or be knocked prone.

EPIC STORMBORN

At level 38, you now have a fly speed of 3 times your walking speed.

TRICKERY DOMAIN

IMPROVED BLESSING OF THE TRICKSTER

At level 22, the blessing now lasts up to 24 hours the time divided among however many people you choose.

IMPROVED CLOAK OF SHADOWS

At level 27, now when you use cloak of shadows it lasts 8 hours instead of a turn.

EPIC DUPLICITY

At level 38, Your number of duplicates increases to 8. You can now allow your duplicates to cast spells from their position to confuse foes. Furthermore if you take the attack action all of the duplicates can take the attack action. The targets must disbelieve to take damage equal to base weapon damage. They do this by making a wisdom check equal to your spell save DC. This makes it harder to believe the duplicates are not real if they took damage from it.

WAR DOMAIN

IMPROVED WAR PRIEST

At level 22, when you use the feature of war priest you can take 2 attacks with your bonus action instead of one.

IMPROVED DIVINE STRIKE

At level 27, now with the divine strike ability you deal damage from a weapon strike you deal an additional 4d8 damage once on each of your turns.

EPIC AVATAR OF BATTLE

At level 38, you have resistance to bludgeoning, slashing, and piercing weapons. Your AC increases by 2.

ARCANA DOMAIN

IMPROVED ARCANE INITIATE

At level 22, you gain expertise in the arcane skill, and you gain two more cantrips of your choice from any spell list. For you, these cantrips count as cleric cantrips.

ARCANE BANISHMENT

At level 27, Rules for level of character banished follow the destroy undead ability in terms of CR. Also you can banish any creature with your channel divinity it is not limited to celestial, elemental, fey, or fiend.

IMPROVED SPELL BREAKER

At level 27, now when you heal an ally you may end one spell of your choice on that creature if it is levels 1-9. You may end an effect from a creatures ability if its cr is 20 or less.

IMPROVED ARCANE MASTERY

At level 38, you gain your choice of one epic spell or one additional spell slots in all levels 1-9.

FORGE DOMAIN

IMPROVED SOUL OF THE FORGE

At level 22, you gain an additional +2 to AC when wearing heavy armor. Furthermore if you don't meet the strength requirement of armor it no longer hampers your movement.

IMPROVED DIVINE STRIKE

At level 27, now with the divine strike feature you do 4d8 fire damage once per turn instead of 2d8.

IMPROVED SAINT OF FORGE AND FIRE

At level 38, you have resistance to bludgeoning, piercing, and slashing damage. Your AC increases further by +2 while wearing heavy armor.

GRAVE DOMAIN

IMPROVED CIRCLE OF MORTALITY

At level 22, the spare the dying cantrip has a range of 60 feet and doesn't require an action to cast. This means that everybody within 60 feet can be spared almost instantly

IMPROVED SENTINEL AT DEATH'S DOOR

At level 27, you add 3 times your wisdom modifier to the damage you deal with any cleric cantrip.

IMPROVED RESURRECTION

At level 38, it no longer costs material components to cast spells like raise dead and true resurrection. Furthermore when you bring someone back from death they come back with half their hit points unless the spell says they should have more. Also the caster or the target doesn't experience negative effects of any resurrection spells.

DEATH DOMAIN

IMPROVED INESCAPABLE DESTRUCTION

At level 22, Necrotic damage dealt by the cleric's spells, channel divinity options, or divine strike treats everyone that doesn't have immunity to necrotic as having vulnerability to necrotic.

IMPROVED DIVINE STRIKE

At level 27, The cleric now does an extra 4d8 necrotic damage per turn on a weapon attack hit instead of 2d8.

EPIC REAPER

Starting at level 38, when the cleric cast a necromancy spell of 1st through 9th level that targets only one creature, the spell can instead target two creatures within range and within 30 feet of each other. If the spell consumes its material components, the cleric must provide them for each target.

ORDER DOMAIN

IMPROVED VOICE OF AUTHORITY

At level 22, when you use voice of authority and allow for an ally to make an attack with their reaction they can instead make 2 weapon attacks with their reaction instead of one. This is even if they normally couldn't make 2 attacks in a round.

IMPROVED DIVINE STRIKE

At level 27, The cleric now does an extra 4d8 psychic damage per turn on a weapon attack hit instead of 2d8.

IMPROVED ORDER'S WRATH

At level 38, order's wrath now reads as follows: If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 10d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn

THE DRUID

THE DRUID CLASS

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21st	+7	Epic Spell	4	4	3	3	3	3	2	2	2	1
22nd	+7	Druid Circle Feature	4	4	3	3	3	3	2	2	2	2
23rd	+7	Wild Shape Continuation	4	4	4	3	3	3	2	2	2	2
24th	+7	Ability Score Improvement	4	4	4	4	3	3	2	2	2	2
25th	+8	Improved Wild Shape	4	4	4	4	4	3	2	2	2	2
26th	+8	Epic Spell	4	4	4	4	4	3	3	2	2	2
27th	+8	Druid Circle Feature	4	4	4	4	4	4	3	2	2	2
28th	+8	Ability Score Improvement	4	4	4	4	4	4	3	3	2	2
29th	+9	Epic Spell	4	4	4	4	4	4	3	3	3	2
30th	+9	Wild Shape Attack	4	4	4	4	4	4	3	3	3	3
31st	+9	Racial Paragon ability	4	4	4	4	4	4	4	3	3	3
32nd	+9	Ability Score Improvement	4	4	4	4	4	4	4	4	3	3
33rd	+10	-	4	4	4	4	4	4	4	4	4	3
34th	+10	Ability Score Improvement	4	4	4	4	4	4	4	4	4	4
35th	+10	Epic Spell	4	5	5	4	4	4	4	4	4	4
36th	+10	Ability Score Improvement	4	5	5	5	5	4	4	4	4	4
37th	+11	Epic Spell	4	5	5	5	5	5	5	4	4	4
38th	+11	Druid Circle Feature	4	5	5	5	5	5	5	5	4	4
39th	+11	Ability Score Improvement	4	5	5	5	5	5	5	5	5	4
40th	+11	Epic Arch Druid	4	5	5	5	5	5	5	5	5	5

IMPROVED WILD SHAPE

At level 25, when you use any wild shape ability you get an additional 50 hit points on top of what you would have in that form. Furthermore each attack does an additional 10 damage.

WILD SHAPE ATTACK

At level 30, you get an extra attack for any number of attacks you can do in wild shape.

DRUID CIRCLE FEATURE

At level 22, 27, and 38 you get an additional druid circle feature.

EPIC ARCH DRUID

At level 40 you may wild shape into ancient dragons of any type of CR lower than 30 but only once per short rest.

EPIC SPELL

You get epic spells at level 21, 26, 29, 35, 37

WILD SHAPE CONTINUATION

At level 23, even if you aren't circle of the moon your wild shape continues to grow stronger. The CR of a beast that you can wildshape into is now equal to 1/8 of your druid level. However it still must be a beast shape.

DRUID CIRCLE SUBCLASSES

CIRCLE OF THE LAND

IMPROVED NATURAL RECOVERY

At level 22 you may use natural recovery whenever you take a short rest. The spell slots regained now equal to your druid level.

IMPROVED NATURE'S WARD

At level 27 you can't be charmed, frightened, or paralyzed.

IMPROVED CIRCLE SPELLS

At level 38, choose a 1st level spell, 2nd level spell, 3rd level spell, 4th level spell, 5th level spell, 6th level spell, a 7th level spell, and an 8th level spell. Those spells can now be cast at will.

CIRCLE OF THE MOON

IMPROVED CIRCLE FORMS

At level 22 you can wild shape into any creature type except undead or construct provided it is the right CR.

IMPROVED COMBAT SHAPE

At level 27, now when you are transformed by wild shape when you use a bonus action to heal you are healed 2d8 per spell level slot expended.

IMPROVED PRIMAL STRIKE

At level 38, your attacks in your wild shape form now get +3 to attack and damage on every strike.

CIRCLE OF DREAMS

IMPROVED BALM OF THE SUMMER COURT

At level 22 you now have a pool of fey energy represented by a number of d10s equal to your druid level instead of d6s.

IMPROVED HEARTH OF MOONLIGHT AND

Shadow At level 27, while within the sphere, you and your allies gain a +10 bonus to Dexterity (stealth) and wisdom (perception) checks, and any light from open flames in the sphere aren't visible outside of it.

IMPROVED HIDDEN PATHS

At level 38, hidden paths has been changed as follows. You can use the hidden, magical pathways that some fey use to traverse space in the blink of an eye. As a bonus action on your turn, you can teleport up to 240 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport on willing creature you can see up to 120 feet to an unoccupied space you can see.

Unlike before you are only limited by the speed you can do this.

CIRCLE OF THE SHEPARD

IMPROVED MIGHTY SUMMONER

At level 22, mighty summoner now has the following updates:

The creature appears with 5 extra hit points per hit die it has. The creature now does an additional 5 damage on each attack.

IMPROVED GUARDIAN SPIRIT

At level 27, guardian spirit is now different in the following way: When a beast or fey that you summoned or created with a spell ends its turn in your spirit totem aura, that creature regains a number of hit points equal to your druid level.

IMPROVED SPIRIT TOTEM

At level 38, spirit totem has been changed in the following way: You can call forth nature spirits to influence the world around you. As a bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 60 foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action you can move the spirit up to 120 feet to a point you can see.

The spirit persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest.

The effect of the spirit's aura depends on the type of spirit you summon from the options below.

Bear Spirit. The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 10+ 2 times you druid level. In addition, you and your allies gain advantage on strength checks and strength saving throws while in the aura.

Hawk Spirit. The hawk spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, it has advantage on any of those rolls. In addition, you and your allies have a +10 bonus on Wisdom (perception) checks while in the aura.

Unicorn Spirit. The unicorn spirit lends its protection to those nearby. You and your allies automatically detect hidden creatures in the spirit's aura. In addition addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regain hit points equal to your druid level.

CIRCLE OF SPORES

HALO OF SPORES CONTINUATION

At level 22, halo of spores continues in its damage progression but with increased pace as follows. The necrotic damage increases to 1d12 at 22 level, 1d20 at 27 level, and 2d20 at 38 level. Additionally if symbiotic entity is active at level 38 you deal 3d20 damage with halo of spores.

IMPROVED SYMBIOTIC ENTITY

At level 27, symbiotic entity gives you 10 hit points for every level of this class instead of 4. Additionally you heal 1 hit point every round while symbiotic entity is active.

IMPROVED SPREADING SPORES

At level 38, creatures make the constitution saving throws for halo of spores and spreading spores at disadvantage. Additionally while you have spreading spores you can still use your halo of spores reaction.

THE FIGHTER

THE FIGHTER

Level	Proficiency Bonus	Features	Overall Attacks from attack action
21st	+7	Improved Fighting Style	4
22nd	+7	Martial Archetype Feature	4
23rd	+7	Action Surge (3), Indomitable (4)	4
24th	+7	Ability Score Improvement	4
25th	+8	Second Wind Improvement	4
26th	+8	Ability Score Improvement	4
27th	+8	Martial Archetype Feature	4
28th	+8	Ability Score Improvement	4
29th	+9	Indomitable (5)	4
30th	+9	Extra Attack (4)	5
31st	+9	Racial Paragon Ability	5
32nd	+9	Ability Score Improvement	5
33rd	+10	Indomitable (6)	5
34th	+10	Greater Rage	5
35th	+10	Second Wind (2 uses)	5
36th	+10	Ability Score Improvement	5
37th	+11	Action Surge (4 uses) Indomitable (7 uses)	5
38th	+11	Martial Archetype Feature	5
39th	+11	Ability Score Improvement	5
40th	+11	Extra Attack (6)	7

EXTRA ATTACK

You can attack one extra time with the attack action at level 30 and two extra attacks at level 40

IMPROVED FIGHTING STYLE

At level 21 the fighting styles that you have gotten before have now improved through training, practice, experience, and sacrifice in the following ways:

IMPROVED ARCHERY

You gain a +5 bonus to attack rolls you make with ranged weapons.

IMPROVED DEFENSE

While wearing armor, you gain a +2 bonus to AC

IMPROVED DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +5 to damage rolls with that weapon.

IMPROVED GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The damage bonus from your ability score is doubled for this weapon. The weapon must have the two-handed or versatile property for you to gain this benefit.

IMPROVED PROTECTION

When a creature you can see attack a target other than you that is within 10 feet they have disadvantage on the attack roll. You must be wielding a shield.

IMPROVED TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can make two attacks instead of one.

SECOND WIND IMPROVEMENT

Your second wind ability gets more powerful at level 25. It now reads as follows. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to a number of d10s equal to your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE FEATURES

CHAMPION

IMPROVED SUPERIOR CRITICAL

Starting at level 22 your weapon attacks score a critical hit on a roll of 17-20.

IMPROVED REMARKABLE ATHLETE

Starting a level 27, you can add your proficiency bonus to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. Furthermore you have expertise in any Strength, Dexterity, or Constitution check which you have proficiency.

EPIC CRITICAL

Starting at level 38, your weapon attacks score a critical hit on a roll of 15-20.

BATTLE MASTER

CONTINUED COMBAT SUPERIORITY

At level 22 your superiority dice turn into 2d8s. At level 27 they turn into d20s. At level 38 they turn into 3d8s.

SUPERIORITY DIE

You gain an additional superiority die at level 22, level 27, and level 38

IMPROVED KNOW YOUR ENEMY

At level 27 if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you exactly two of the following characteristics that can be found only on a creature once in a day: strength score, dexterity score, constitution score, armor class, current hit points, Total fighter levels (if any), total class levels (if any), the creatures CR (if known or approximate if the dm doesn't know), any vulnerabilities (if any), any immunities (if any). The dm can lie or the tell the character they can't tell them at dms discretion.

IMPROVED RELENTLESS

Starting at level 38, when you roll initiative you replenish all of your superiority die.

ELDRITCH KNIGHT

EPIC WAR MAGIC

Beginning at level 22, when you use your action to cast a cantrip or spell you can make two weapon attacks as a bonus action.

IMPROVED ELDRITCH STRIKE

Beginning at level 27, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has a -10 on the next saving throw it makes against a spell you cast before the end of your next turn.

ARCANE MASTERY

Beginning at level 38, you learn an epic spell but as a level 25 equivalent wizard.

ELDRITCH KNIGHT SPELLCASTING

Agent Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
21st	3	13	4	3	3	1	-	-	-
22nd	3	14	4	3	3	2	-	-	-
23rd	3	14	4	3	3	2	-	-	-
24th	3	14	4	3	3	2	-	-	-
25th	3	15	4	3	3	3	1	-	-
26th	3	15	4	3	3	3	1	-	-
27th	4	15	4	3	3	3	1	-	-
28th	4	16	4	3	3	3	2	-	-
29th	4	16	4	3	3	3	2	-	-
30th	4	16	4	3	3	3	2	-	-
31th	4	17	4	3	3	3	2	1	-
32th	4	17	4	3	3	3	2	1	-
33th	4	17	4	3	3	3	2	1	-
34th	4	18	4	3	3	3	2	1	-
35th	4	18	4	3	3	3	2	1	-
36th	4	18	4	3	3	3	2	1	-
37th	5	19	4	3	3	3	2	1	1
38th	5	19	4	3	3	3	2	1	1
39th	5	19	4	3	3	3	2	1	1
40th	5	20	4	3	3	3	2	1	1

PURPLE DRAGON KNIGHT

IMPROVED RALLYING CRY

Starting at level 22, when you use your second wind feature, you can choose up to second creatures within 60 feet of you that are allied with you. Each one regains hit points equal to twice your fighter level, provided that creature can see or hear you.

IMPROVED ROYAL ENVOY

Starting at level 27, your proficiency bonus is tripled for persuasion checks. Furthermore you gain proficiency in either intelligence, wisdom, or charisma saving throws.

IMPROVED INSPIRING SURGE

Starting at level 38, when you use your action surge feature, you choose up to two allies within 60 feet of you they may use their reaction to perform what would normally take an action this turn.

ARCANE ARCHER

IMPROVED ARCANE SHOT

Starting at level 22, you may perform as many arcane shots as twice your intelligence modifier (min 4) you regain all uses of this ability on a short or long rest.

IMPROVED ARCANE SHOT OPTIONS

All of the arcane shots become more powerful when you get to epic levels in the following manner.

Banishing Arrow. After you reach level 27 in this class, a target also takes 4d6 force damage when the arrow hits it.

Beguiling Arrow. The psychic damage increases to 8d6 when you reach 27th level in this class.

Bursting arrow. The force damage increases to 8d6 when you reach level 27 in this class.

Enfeebling arrow. The necrotic damage increases to 8d6 when you reach 27th level in this class.

Grasping Arrow. The poison and slashing damage both increase to 8d6 when you reach 27th level in this class.

Piercing Arrow. The piercing damage increases to 4d6 which you reach level 27 in this class.

Seeking arrow. The force damage increases to 4d6 when you reach level 27 in this class.

Shadow arrow. The psychic damage increases to 8d6 when you reach level 27 in this class.

IMPROVED MAGIC ARROW

Starting at level 27, every arrow you fire gets a +2 enchantment on top of what it already has. So a +1 arrow would be treated as a +3 if fired by a level 27 arcane archer for example.

EPIC PIERCING ARROWS

Starting at level 38, whenever you hit a creature with a ranged attack you may make a similar ranged attack against a creature 30 feet from it that deals half damage.

CAVALIER

IMPROVED WARDING MANEUVER

Starting at level 22, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within melee weapon range is hit by an attack, you can roll a 1d20 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

You can use this feature a number of times equal to twice your constitution modifier (minimum of 2), and you regain all expended uses of it which you finish a short rest.

IMPROVED FEROCIOUS CHARGER

Starting at level 27, if you knock a creature down with this feature you get an extra attack against it.

IMPROVED UNWAVERING MARK

Starting at level 38, unwavering mark is changed in this way. In addition, if a creature marked by you deals damage to anyone other than you, you can perform the attack action against the marked creature as a bonus action on your next turn. You have advantage on each attack roll, and if it hits, each weapon attack deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack a number of times equal to two times your strength modifier (minimum of two), and you regain all expended uses of it when you finish a long rest.

SAMURAI

IMPROVED FIGHTING SPIRIT

Starting at level 22, you can use fighting spirit a number of times equal to 3+ your strength or dexterity modifier (your choice). You now regain all uses when you finish a short or long rest.

IMPROVED STRENGTH BEFORE DEATH

Starting at level 27, if you use strength before death and you manage to avoid dropping to 0 hp you heal up to half (rounded down) of your total HP.

IMPROVED RAPID STRIKE

Starting at level 38, rapid strike is changed in the following way. If you take the attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. It is no longer limited to once a turn but instead 7 times in a turn.

THE MONK

THE MONK

Level	Proficiency Bonus	Features	Martial Arts	Ki Points	Unarmed Movement
21st	+7	Purity of Sight	1d10	21	+30
22nd	+7	Monastic Tradition	1d10	22	+35
23rd	+7	Ever Moving Body	1d12	23	+35
24th	+7	Ability Score Improvement	1d12	24	+35
25th	+8	Static Body	1d12	25	+35
26th	+8	Resilient Body	1d12	26	+40
27th	+8	Monastic Tradition	1d12	27	+40
28th	+8	Ability Score Improvement	1d12	28	+40
29th	+9	Magic Resistance	2d8	29	+40
30th	+9	Extra Attack (2)	2d8	30	+45
31st	+9	Racial Paragon Ability	2d8	31	+45
32nd	+9	Ability Score Improvement	2d8	32	+45
33rd	+10	Tempered Body	2d8	33	+45
34th	+10	Ability Score Improvement	2d8	34	+50
35th	+10	Improved Perfect Self	1d20	35	+50
36th	+10	Ability Score Improvement	1d20	36	+50
37th	+11	Enduring Soul	1d20	37	+50
38th	+11	Monastic Tradition	1d20	38	+55
39th	+11	Ability Score Improvement	1d20	39	+55
40th	+11	Pristine Soul	1d20	40	+55

PRISTINE SOUL

At level 40, You get double your proficiency bonus to all saving throws.

ENDURING SOUL

Starting at level 37 if you would gain a level of exhaustion you instead roll a d20. On an 11-20 you don't gain the level of exhaustion.

STATIC BODY

Starting at level 25 you gain immunity to being petrified through your mastery of KI.

EVER MOVING BODY

Starting at level 23 you gain immunity to being paralyzed through your mastery of KI.

PURITY OF SIGHT

Starting at level 21 you gain immunity to being blinded.

RESILIENT BODY

Starting at level 26, you gain immunity to being stunned through your mastery of Ki.

MAGIC RESISTANCE

Starting at level 29, you start to have advantage on all saving throws against spells and resistance against damage from spells.

TEMPERED BODY

Starting at level 33 your body has become tempered against the extremes of climate. You can no longer suffer exhaustion by spending long periods in extreme heat and extreme. You more importantly gain resistance to cold, fire, and acid damage.

IMPROVED PERFECT SELF

Starting at level 35 when you roll for initiative and have no ki points remaining, you regain 8 ki points.

MONASTIC TRADITION FEATURES

WAY OF THE OPEN HAND

IMPROVED OPEN HAND TECHNIQUE

Starting at level 22, open hand technique gets modified in the following way: You can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your flurry of blows, you can impose one of the following effects on that target:

It must succeed on a dexterity saving throw or be knocked prone. If it is knocked prone the fall to the floor does 2d10 force damage.

It must make a strength saving throw. If it fail, you can push it up to 60 feet away from you. If it collides with something on the way it must then make a acrobatics check or fall prone.

It can't take reactions until end of turn. It take an additional 2d10 force damage.

IMPROVED WHOLENESS OF BODY

Starting at level 27, wholeness of body gets modified in the following way: You gain the ability to heal yourself. As an action, you can regain hit points equal to 5 times you monk level. You must finish a long rest before you can use this feature again.

IMPROVED QUIVERING PALM

Starting at level 38, quivering body gets modified in the following way: When you hit a creature with an unarmed strike, you can spend 3 Ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 20d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibration harmlessly without using an action.

WAY OF SHADOW

IMPROVED SHADOW ARTS

Starting at level 22, you can now spend 4 ki points to cast greater invisibility, or 3 ki points to cast nondetection.

IMPROVED SHADOW STEP

Starting at level 27, shadow step is changed as follows: When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on all of your attacks before the end of your turn.

IMPROVED OPPORTUNIST

Starting at level 38, opportunist is changed as follows: Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make 3 melee attacks against that creature.

WAY OF FOUR ELEMENTS

SPELLS AND KI POINTS

Monk level 20-23rd maximum ki points 7, monk level 24-27 maximum ki points 8, monk level 28-31 maximum ki points 9, monk level 32-35 maximum ki points 10, monk level 36-39 maximum ki points 11, monk level 40 maximum ki points 12

ELEMENTAL DISCIPLINES

At level 22, you can learn a monk named: chain lightning (blue dragon lightning) which can be cast for 7 ki points, flesh to stone (Kiss of the Gorgon) which can be cast for 7 ki points, or move earth (Hands of Grumbar) which can be cast for 7 ki points.

At level 27, you can learn a monk themed spell: prismatic spray (elemental blast) which can be cast for 8 ki points, delayed blast fireball (breathe of the patient dragon) which can be cast for 8 ki points.

At level 38, you can learn a monk themed spell: Incendiary cloud (summon plane of fire) which can be cast for 9 ki points, meteor swarm (Fist of the heavens) which can be cast for 10 ki points, or hell ball (Wrath of Dragons) which is an epic spell which can be cast for 11 ki points.

You learn one additional elemental discipline at level 22, level 27, and level 38.

WAY OF THE LONG DEATH

IMPROVED TOUCH OF DEATH

Starting at level 22, you get a different form of touch of death as follows: When you reduce a creature with 5 feet of you to 0 hit points, you gain temporary hit points equal to two times your wisdom modifier + you monk level. These temporary hit points last until they are depleted.

IMPROVED MASTERY OF DEATH

Starting at level 27, you get a different form of mastery of death as follows: When you are reduced to 0 hit points, you can expend 1 ki point (no action required) to have 30 hit points instead.

IMPROVED TOUCH OF THE LONG DEATH

Starting at level 38, you get a different form of touch of the long death as follows: As an action, you touch one creature within 5 feet of you, and you expend 1 to 20 Ki points. The target must make a constitution saving throw, and it takes 3d10 necrotic damage per ki point spent on a failed save, or half as much damage on a successful one.

WAY OF THE DRUNKEN MASTER

IMPROVED FLURRY OF BLOWS

At level 22, When you use flurry of blows you can now make 3 attacks instead of 2.

IMPROVED DRUNKARD'S LUCK

Starting at level 27, Now drunkard's luck reads as follows. When you make an ability check, an attack roll, or saving throw and have disadvantage on the roll you can spend 2 ki points and not have any disadvantage on any such rolls until the start of your next turn.

IMPROVED INTOXICATED FRENZY

Starting at level 38, intoxicated frenzy now reads: When you use your flurry of blows, you can make up to 6 additional attacks with it (up to a total of 9 flurry of blow attacks), provided that each flurry of blows can hit a creature as much as two times.

WAY OF THE KENSEI

IMPROVED AGILE PARRY

At level 22, Agile parry now give a +4 bonus to AC instead of +2

IMPROVED SHARPEN THE BLADE

At level 27, Sharpen the blade now has the following text replace what was there before: You gain the ability to augment your weapons further with your ki. As a bonus action, you can expend up to 10 ki points to grant one kensei weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of ki points you spent. This bonus lasts for 10 minutes or until you use this feature again. This feature stacks with similar effects on items.

IMPROVED UNERRING ACCURACY

At level 38, unerring accuracy is replaced with the following text: If you miss with an attack roll using a monk weapon on your turn, you only miss if the AC is more than 10 higher than the attack rolled.

WAY OF THE SUN SOUL

IMPROVED FURIOUS REPRISAL

Starting at level 22, Whenever you take damage you may spend 2 ki points to cast hellish rebuke spell on the source. The difference is that this hellish rebuke does radiant damage.

You can spend additional ki points to cast hellish rebuke as a higher level spell. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points that you can spend equal half your monk level.

IMPROVED SEARING SUNBURST

Starting at level 27, now searing sunburst gets replaced with a more powerful version as follows: You gain the ability to create an orb of light that erupts into a devastating explosion. As an action, you magically create an orb and hurl it at a point you choose within 150 feet, where it erupts into a sphere of radiant light for a brief but deadly instant.

Each creature in that 20 foot radius sphere must succeed on a constitution saving throw or take 3d6 radiant damage. A creature doesn't need to make the creature is behind total cover that is opaque.

You can increase the sphere's damage by spending ki points. Each point you spend to a maximum of 6 increases the damage by 3d6.

IMPROVED SUN SHIELD

At level 38, sun shield gets replaced by the following: You shed bright light in a 60 foot radius and dim light for an additional 60 feet. You can extinguish or restore the light as a bonus action.

If a creature hits you with a melee attack while this light shines they take radiant damage equal to 5+ 2 times your wisdom modifier.

THE PALADIN

THE PALADIN CLASS

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21st	+7	Improved Fighting Style	4	3	3	3	2	1	-	-	-
22nd	+7	Sacred Oath Feature	4	3	3	3	2	1	-	-	-
23rd	+7	Channel Divinity (2/rest)	4	3	3	3	2	1	-	-	-
24th	+7	Ability Score Improvement	4	3	3	3	2	1	-	-	-
25th	+8	Epic Aura Improvement	4	3	3	3	2	1	1	-	-
26th	+8	Channel Divinity (3/rest)	4	3	3	3	2	1	1	-	-
27th	+8	Sacred Oath Feature	4	3	3	3	2	1	1	-	-
28th	+8	Ability Score Improvement	4	3	3	3	2	1	1	-	-
29th	+9	Channel Divinity (4/rest)	4	3	3	3	2	1	1	1	-
30th	+9	Extra Attack (2)	4	3	3	3	2	1	1	1	-
31st	+9	Racial Paragon ability	4	3	3	3	2	1	1	1	-
32nd	+9	Ability Score Improvement	4	3	3	3	2	1	1	1	-
33rd	+10	Sacred Oath Feature	4	3	3	3	2	1	1	1	1
34th	+10	Ability Score Improvement	4	3	3	3	2	1	1	1	1
35th	+10	Channel Divinity (5/rest)	4	3	3	3	3	1	1	1	1
36th	+10	Ability Score Improvement	4	3	3	3	3	1	1	1	1
37th	+11	Channel Divinity (6/rest)	4	3	3	3	3	2	1	1	1
38th	+11	Epic Divine Smite	4	3	3	3	3	2	1	1	1
39th	+11	Ability Score Improvement	4	3	3	3	3	2	2	1	1
40th	+11	Sacred Oath Feature	4	3	3	3	3	2	2	1	1

IMPROVED FIGHTING STYLE

At level 21 the previous fighting styles are changed with the following:

IMPROVED DEFENSE

While wearing armor, you gain a +2 bonus to AC

IMPROVED DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +5 to damage rolls with that weapon.

IMPROVED GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The damage bonus from your ability score is doubled for this weapon. The weapon must have the two-handed or versatile property for you to gain this benefit.

IMPROVED PROTECTION

When a creature you can see attack a target other than you that is within 10 feet they have disadvantage on the attack roll. You must be wielding a shield.

SACRED OATH FEATURE

The paladin is different from the other subclasses in that the sacred oath is a capstone so I had to include it in this one. The sacred oath features are at level 22, level 27, level 33, and level 40

EXTRA ATTACK (2)

At level 30 you can attack 2 more times with the attack action as opposed to one more time.

EPIC AURA IMPROVEMENT

At level 25 the range of the aura of protection and aura of courage increase to 90 feet.

EPIC DIVINE SMITE

At epic levels divine smite no longer caps at 5d8 radiant damage.

At level 38 you deal an additional 1d8 radiant damage with each weapon attack or damage spell. This stacks with the 1d8 from improved divine smite learned at level 11.

SACRED OATH SUBCLASS FEATURE

OATH OF DEVOTION

IMPROVED SACRED WEAPON

At level 22, your feature of sacred weapon changes as follows: As an action or bonus action, you can imbue one weapon that you are holding with positive energy, using your channel divinity. For 1 minute, you add twice your charisma modifier to attack rolls made with that weapon (with a minimum bonus of +5). The weapon also emits bright light in a 100 foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it become magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

IMPROVED AURA OF DEVOTION

At level 27, your feature of aura devotion changes to the following: You and friendly creatures within 60 feet of you can't be charmed, deafened, or blinded while you are conscious.

PURITY OF PURPOSE

At level 33, you are permanently under the effects of the spell crusader's mantle.

IMPROVED HOLY NIMBUS

At level 40, the ability Holy nimbus now reads as follows: As an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 100 foot radius, and dim light 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 30 radiant damage.

In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

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

OATH OF ANCIENTS

IMPROVED NATURE'S WRATH

Starting at level 22, you can use your channel divinity to invoke primeval forces to ensnare foes. As an action or bonus action, you can cause spectral vines to spring up and reach for all enemy creatures within 20 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of its turns. On a success, it frees itself and its vines vanish.

CHANNEL DIVINITY

You get extra uses of channel divinity as shown on the chart.

CONTINUED SPELLCASTING

Paladins use the cleric spell list for spells of higher level than specified for paladins.

IMPROVED AURA OF WARDING

Starting at level 27, aura of warding now has the following language: You and friendly creatures within 30 feet of you have immunity to non-epic damage from spells. Against epic sources you and friendly creatures in the aura take 1/4 damage from non-epic spells. You (only you) have resistance against damage from epic spells.

IMPROVED UNDYING SENTINEL

Starting at level 33, undying sentinel now reads: When you are reduced to 0 hit point you make expend a spell slot and heal 1d8 per spell level after damage is applied. This keeps your character conscious. Furthermore once per day you can go to 1 hit point when hitting 0.

IMPROVED ELDER CHAMPION

Starting at level 40, elder champion now reads as follows: Using your action, you undergo a transformation. For 1 minute, you gain the following benefits: you regain 50 hit points at the start of each of your turns, whenever you cast a paladin spell that has a casting time of 1 action, you can cast it using a bonus action instead, Enemy creatures within 30 feet of you have disadvantage on saving throws against your paladin spells and channel divinity options.

OATH OF VENGEANCE

IMPROVED VOW OF ENMITY

At level 22: Vow of enmity changes as follows: As a bonus action, you can utter a vow of enmity against a creature you can see within 60 feet of you, using your channel divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious. Furthermore each weapon attacks you do against it does 1d8 extra weapon damage.

CONSTANT AVENGER

At level 27, opportunity attacks don't use a reaction for you but you can only attack for one such instance. So if someone moves out of your range you can attack the creature like normal but only once. However if someone else moves out of your range before you start your turn you can attack them once too. Or if someone moves out of your range then back then out again. You can attack them twice.

IMPROVED SOUL OF VENGEANCE

At level 33, soul of vengeance now reads: When a creature under the effect of your vow of enmity makes an attack, you can use your reaction to make 2 melee weapon attacks against that creature if it is within range.

IMPROVED AVENGING ANGEL

At level 40, now avenging angel causes for you to do an additional 3d8 with each weapon attack.

OATH OF THE CROWN

IMPROVED TURN THE TIDE

At level 22, Turn the tide is changed to the following: As a bonus action, you can bolster injured creatures with your channel divinity. Each creature of your choice that can hear you within 60 feet of you regains hit points equal to 1d12+your charisma modifier (minimum 1).

IMPROVED DIVINE ALLEGIANCE

At level 27, divine allegiance now reads: when a creature within your move speed take damage, you can use your reaction to move within 5 feet and magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take half of the damage. This damage can't be reduced or prevented beyond taking half.

IMPROVED UNYIELDING SPIRIT

At level 33, you are immune to being paralyzed or stunned.

IMPROVED EXALTED CHAMPION

At level 40, exalted champion now reads: You can use your action to gain the following benefits for 1 hour: You have resistance to bludgeoning, piercing, and slashing damage. Your allies succeed on death saving throws they have to roll for within 60 feet of you. You have a +10 bonus to wisdom saving throws, as do your allies within 60 feet of you.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

OATH OF CONQUEST

IMPROVED GUIDED STRIKE

At level 22, guided strike now reads: You can use your channel divinity to strike with supernatural accuracy. When you make an attack roll, you can use your channel divinity to automatically hit (even if you roll a 1). You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

IMPROVED AURA OF CONQUEST

At level 27, the aura is now 60 feet and they take damage equal to your paladin level rather than half.

IMPROVED SCORNFUL REBUKE

At level 33, scornful rebuke now reads: Whenever a creature hits you with an attack, that creature takes psychic damage equal to twice your charisma modifier (minimum of 2) if you're not incapacitated.

IMPROVED INVINCIBLE CONQUEROR

At level 40, invincible conqueror now reads: As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute: You have resistance to all damage. When you take the attack action on your turn, you can make two additional attacks as part of that action. Your melee weapon attacks score a critical hit on a roll of 18 or higher on the d20.

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

OATH OF REDEMPTION

IMPROVED REBUKE THE VIOLENT

At level 22, rebuke the violent now reads: You can use your channel divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a wisdom saving throw at disadvantage. On a failed save, the attacker takes radiant damage equal to twice the damage it just dealt. On a successful save, it takes half of the damage it dealt.

IMPROVED AURA OF THE GUARDIAN

At level 27, now the range is 120 feet and you don't need to use a reaction to take damage from others. You just need to be conscious.

IMPROVED PROTECTIVE SPIRIT

At level 33, protective spirit now reads: You regain hit points equal to 1d20+your paladin level if you end your turn in combat with fewer than half your hit points remaining and you aren't incapacitated.

IMPROVED EMISSARY OF REDEMPTION

At level 40, emissary of redemption now even if you attack, damage a creature, or cast a spell on it.

OATHBREAKER PALADIN

IMPROVED DREADFUL ASPECT

At level 22, dreadful aspect now reads as follows: As an action, the paladin channels the darkest emotions and focuses them into a burst of magical menace. Each creature of the paladin's choice within 60 feet of the paladin must make a wisdom saving throw if it can see the paladin. On a failed save, the target is frightened of the paladin for 1 hour. If a creature frightened by this effect ends its turn more than 60 feet away from the paladin, it can attempt another wisdom saving throw to end the effect on it.

IMPROVED AURA OF HATE

At level 27, aura of hate now reads as follows: The paladin as well as any friendly fiends and undead within 60 feet of the paladin, gain a bonus to melee weapon damage rolls equal to double the paladin's charisma modifier (minimum +2). A creature can benefit from this feature from only one paladin at a time.

IMPROVED SUPERNATURAL RESISTANCE

At level 33, the paladin gains resistance to bludgeoning, piercing and slashing weapons.

IMPROVED DREAD LORD

At level 40, dread lord changes as follows: The paladin can, as an action, surround himself or herself with an aura of gloom that lasts for 1 hour. The aura reduces any bright light in a 60 foot radius around the paladin to a dim light. Whenever an enemy that is frightened by the paladin starts its turn in the aura, it takes 10d10 psychic damage. Additionally, the paladin and creatures he or she chooses in the aura are draped in deeper shadow. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in shadow.

While the aura lasts, the paladin can use a bonus action on his or her turn to cause the shadows in the aura to attack one creature. The paladin makes a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 6d10+twice the paladin's charisma modifier.

After activating the aura, the paladin can't do so again until he or she finishes a long rest.

THE RANGER

THE RANGER CLASS

Level	Proficiency Bonus	Features	Spell's Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21st	+7	Improved Fighting Style	12	4	3	3	3	2	1	-	-	-
22nd	+7	Ranger Archetype	12	4	3	3	3	2	1	-	-	-
23rd	+7	Improved Land Stride	13	4	3	3	3	2	1	-	-	-
24th	+7	Ability Score Improvement	13	4	3	3	3	2	1	-	-	-
25th	+8	Favored Enemy Bonus (+4)	14	4	3	3	3	2	1	1	-	-
26th	+8	Improved Vanish	14	4	3	3	3	2	1	1	-	-
27th	+8	Ranger Archetype	15	4	3	3	3	2	1	1	-	-
28th	+8	Ability Score Improvement	15	4	3	3	3	2	1	1	-	-
29th	+9	Favored Enemy Bonus (+8)	16	4	3	3	3	2	1	1	1	-
30th	+9	Extra Attack (2)	16	4	3	3	3	2	1	1	1	-
31st	+9	Racial Paragon ability	17	4	3	3	3	2	1	1	1	-
32nd	+9	Ability Score Improvement	17	4	3	3	3	2	1	1	1	-
33rd	+10	Favored Enemy Bonus (+12)	18	4	3	3	3	2	1	1	1	1
34th	+10	Ability Score Improvement	18	4	3	3	3	2	1	1	1	1
35th	+10	Favored Enemy Bonus (+16)	19	4	3	3	3	3	1	1	1	1
36th	+10	Ability Score Improvement	19	4	3	3	3	3	1	1	1	1
37th	+11	Favored Enemy Bonus (+20)	20	4	3	3	3	3	2	1	1	1
38th	+11	Ranger Archetype	20	4	3	3	3	3	2	1	1	1
39th	+11	Ability Score Improvement	21	4	3	3	3	3	2	2	1	1
40th	+11	Improved Foe Slayer	21	4	3	3	3	3	2	2	1	1

IMPROVED FIGHTING STYLE

At level 21, fighting styles have been improved in the following ways:

IMPROVED ARCHERY

You gain a +5 bonus to attack rolls you make with ranged weapons.

IMPROVED DEFENSE

While wearing armor, you gain a +2 bonus to AC

IMPROVED DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +5 to damage rolls with that weapon.

IMPROVED TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can make two attacks instead of one.

IMPROVED LAND'S STRIDE

At level 23, You may extend all the benefits of land's stride to up to 12 creatures within 60 feet of you that you can see.

IMPROVED VANISH

At level 26, you may extend the benefits of vanish to up to 12 creatures within 60 feet of you that you can see.

IMPROVED FOE SLAYER

At level 40, foe slayer now reads as the following: You add your wisdom modifier to both attack rolls and damage rolls from weapons and spells. Against a favored enemy this bonus is doubled.

FAVORED ENEMY BONUS

At levels 25, 29, 33, 35, and 37 you get a bonus to damage favored enemies each time. This bonus is a +4 to damage rolls at each of these levels.

You get an additional Favored enemy at levels 29 and 35.

RANGER ARCHETYPE FEATURES

HUNTER

IMPROVED HUNTER'S PREY

At level 22, hunter's prey improves in the following ways:

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature take and extra 1d8 damage.

Giant Killer. When a large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature twice immediately after its attack, provided you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make two attacks with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

IMPROVED DEFENSIVE TACTICS

At level 27, defensive tactics improves in the following ways:

Escape the Horde. You don't cause opportunity attacks.

Multiattack Defense. When a creature hits you with an attack, you gain a +8 bonus to AC against all subsequent attack made by that creature for the rest of the turn.

Steel Will. You have a +10 bonus on saving throws against being frightened.

IMPROVED MULTIATTACK

At level 38, volley and whirlwind attack improve in the following ways

Improved Volley. You can use your action to make a ranged attack against any number of creatures within 30 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Improved Whirlwind attack. You can use your action to make two melee attacks against any number of creatures within melee weapon reach of you, with a separate attack roll for each attack.

BEAST MASTER

IMPROVED EXCEPTIONAL TRAINING

At level 22, you beast companion(s) may take the dash, disengage, dodge, or help action without you telling it to (you still command it but don't need to use a bonus action).

Through working together so long the best knows to do this on its own.

IMPROVED BESTIAL FURY

At level 27, you may get another beast companion alongside the one you currently have.

THREE BODIES ONE MIND

At level 38, all of you beast companions may now act independently of you (but still controlled by you.)

GLOOMSTALKER

IMPROVED DREAD AMBUSER

At level 22, now when you take the attack action on the first turn, you can make 2 additional weapon attacks and they each add 1d8 extra damage of that weapons type.

IMPROVED IRON MIND

At level 27, you have immunity to the charmed condition and advantage on saves on any enchantment spell.

IMPROVED SHADOWY DODGE

At level 38, Whenever a creature makes an attack roll against you and doesn't have advantage on the roll it has disadvantage instead.

HORIZON WALKER

IMPROVED PLANAR WARRIOR

At level 22, planar warrior now reads as the following: As a bonus action, choose one creature you can see within 90 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes and extra 5d8 force damage from the attack.

IMPROVED DISTANT STRIKE

At level 27, distant strike now reads as the following: When you take the attack action, you can teleport up to 30 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with your attack action, you can make two attacks against a third creature.

IMPROVED SPECTRAL DEFENSE

At level 38, spectral defense now read as the following: When you take damage from an attack, you can use your reaction to give yourself immunity to all of that attack's damage.

MONSTER SLAYER

IMPROVED SLAYER'S PREY

At level 22, slayer's prey does an additional 3d6 damage instead of 1d6 with the first weapon attack each turn.

IMPROVED MAGIC-USER'S NEMESIS

At level 27, magic-user's nemesis now reads as the following: When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell, epic spell, or teleport fails and is wasted.

You can use this feature 3 times. All uses replenish on a short or long rest.

IMPROVED SLAYER'S COUNTER

At level 38, slayer's counter reads as the following:

You gain the ability to counterattack when your prey tries to sabotage you. If the target of your slayer's prey forces you to make a saving throw you can use your reaction to make two weapon attacks against the quarry. You make this attack immediately before making the saving throw. If either attack hits, your save automatically succeeds, in addition to the attack's normal effects.

THE ROGUE

THE ROGUE

Level	Proficiency Bonus	Features	Sneak Attack
21st	+7	Improved Expertise	11d6
22nd	+7	Roguish Archetype	11d6
23rd	+7	Improved Uncanny Dodge	12d6
24th	+7	Ability Score Improvement	12d6
25th	+8	Improved Sneak Attack (2d6)	15d6
26th	+8	Improved Expertise	15d6
27th	+8	Roguish Archetype	16d6
28th	+8	Ability Score Improvement	16d6
29th	+9	Improved Uncanny Dodge	17d6
30th	+9	Improved Cunning Action	17d6
31st	+9	Racial Paragon Ability	18d6
32nd	+9	Ability Score Improvement	18d6
33rd	+10	Improved Blind Sense	19d6
34th	+10	Greater Rage	19d6
35th	+10	Improved Sneak Attack	22d6
36th	+10	Ability Score Improvement	22d6
37th	+11	Improved Uncanny Dodge	23d6
38th	+11	Roguish Archetype	23d6
39th	+11	Ability Score Improvement	24d6
40th	+11	Epic Talent	24d6

IMPROVED EXPERTISE

At level 21 you can add your proficiency bonus again on top of expertise and have it stack. You pick two skills or thieves tools that you have expertise in to get this benefit. At level 26 you choose two expertise skills again.

IMPROVED CUNNING ACTION

At level 30 you can take the dash, disengage, or hide action for free but only once a turn and only once for either of these three. This actually doesn't overwrite the previous cunning action. So for example you can dash for free, then dash with cunning action, and then dash with your action on your turn.

IMPROVED UNCANNY DODGE

At level 23 uncanny dodge no longer requires a reaction but is limited to 10 times per long rest. At level 29, and level 37 you can use uncanny dodge 10 more times per rest. So 10 level 23, 20 level 29, and 30 level 37.

EPIC TALENT

At level 40, Whenever you make an ability check that lets you add your proficiency bonus, you treat d20 rolls as 19s unless you roll it to be a 20. Furthermore you add your Intelligence modifier (minimum 3) to all skill and tool checks.

IMPROVED BLIND SENSE

At level 33 if you are able to hear, you are aware of the location of any hidden or invisible creatures within 30 feet of you.

IMPROVED SNEAK ATTACK

At level 25 and level 35, you add 2d6 to your sneak attack damage.

ROGUISH ARCHETYPE FEATURES

THIEF

IMPROVED SUPREME SNEAK

Starting at level 22, supreme sneak now reads as follows: You have advantage on Dexterity (Stealth) checks.

IMPROVED USE MAGIC DEVICE

Starting at level 27, you know how to use items to get the most out of them. Any item that is consumable or has charges has double the number of uses it does for others. If you later give this item to others its uses get divided by two and rounded down.

IMPROVED THIEF'S REFLEXES

Starting at level 38, thief's reflexes now reads as follows: You can take 3 turns during the first round of any combat. You take your first turn at your normal initiative, your second turn at initiative minus 5, and your third turn at initiative minus 10. You can't use this feature when you are surprised.

ASSASSIN

POISONER

Starting at level 22, when you use poison whether to coat a weapon or to poison someone's food the damage done is double and if relevant the time it takes to take effect may be doubled or halved(your choice).

IMPROVED POISONER

Starting at level 27, you have additional effects to poisoner as follows: Against your poison creatures are more susceptible. If they would have immunity then are resistant when it comes to the damage of your poison, If they have resistance they take damage from your poison as normal, if they take damage as normal from poison they are vulnerable to your poison, and if they are normally vulnerable to poison they take 3 times the poison damage from your poison. Again this is only if it is on your weapon and you use it or if you poison something yourself.

IMPROVED DEATH STRIKE

Starting at level 38, death strike now reads as follows: When you attack and hit a creature that is surprised, it must make a constitution saving throw (DC 8+ your dexterity modifier + your proficiency bonus). On a failed save, triple the damage of your attack against the creature.

ARCANE TRICKSTER

MAGICAL AMBUSH

Starting at level 22, magical ambush now reads: if you are hidden from a creature when you cast a spell on it, the creature has a -10 on any saving throw it makes against the spell.

MAGE HAND EXPERT

Starting at level 27, mage hand can now carry up to 150 pounds and always seems to be active around the character. It can equip a weapon or shield. It can be controlled without a second thought. You can cast mage hand to get a second hand but it doesn't have these qualities and instead acts like it would at lower levels of arcane trickster. Further more you can now as a bonus action do one weapon attack with it and it deals 5d6 sneak attack damage. If you have a shield equipped you get the defensive bonuses of that shield.

IMPROVED SPELL THIEF

Starting at level 38, spell thief now works on epic spells and on spell levels that you do not have. Also it now replenishes at a short or long rest.

ARCANE TRICKSTER

Agent Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
21st	3	13	4	3	3	1	-	-	-
22nd	3	14	4	3	3	2	-	-	-
23rd	3	14	4	3	3	2	-	-	-
24th	3	14	4	3	3	2	-	-	-
25th	3	15	4	3	3	3	1	-	-
26th	3	15	4	3	3	3	1	-	-
27th	4	15	4	3	3	3	1	-	-
28th	4	16	4	3	3	3	2	-	-
29th	4	16	4	3	3	3	2	-	-
30th	4	16	4	3	3	3	2	-	-
31th	4	17	4	3	3	3	2	1	-
32th	4	17	4	3	3	3	2	1	-
33th	4	17	4	3	3	3	2	1	-
34th	4	18	4	3	3	3	2	1	-
35th	4	18	4	3	3	3	2	1	-
36th	4	18	4	3	3	3	2	1	-
37th	5	19	4	3	3	3	2	1	1
38th	5	19	4	3	3	3	2	1	1
39th	5	19	4	3	3	3	2	1	1
40th	5	20	4	3	3	3	2	1	1

INQUISITIVE

IMPROVED INSIGHTFUL FIGHTING

Starting at 22nd level, insightful fighting now reads: You gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Wisdom (Insight) check with advantage against a creature you can see that isn't incapacitated, contested by the target's charisma (Deception) check. If you succeed, you can use your sneak attack against that target even if you don't have advantage on the attack roll, and even if you have disadvantage on the attack roll.

This benefit lasts for 1 hour or until you successfully use this feature against a different target.

IMPROVED STEADY EYE

Starting at level 27, Steady Eye now reads: you now have a +10 bonus to Wisdom (Perception) and Intelligence (Investigation) checks. Furthermore your passive perception and investigation increase by that amount.

IMPROVED EYE FOR WEAKNESS

Starting at level 38, eye for weakness now reads: While your insightful fighting feature applies to a creature, your sneak attack damage against that creature increases by 7d6 damage.

MASTERMIND

IMPROVED MASTER OF TACTICS

Starting at level 22, when you use the help action or help bonus action you can use it on up to 3 creatures of your choice.

IMPROVED INSIGHTFUL MANIPULATOR

Starting at level 27, insightful manipulator now reads: If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities and personality compared to your own. The DM tells you as close to the exact information as possible regarding the 4 of the following characteristics of your choice:

Intelligence score, Wisdom Score, Charisma score, Class levels(if any), Dreams, Fears, Loyalty, characters history, prejudices, who they are attracted to, or any other personality traits. Secrets cost 3 of the following characteristics.

The DM can still choose to not tell the character if it is central to the plot and let the character choose another option. The DM can lie to the character for insightful manipulator but must make a successful deception versus the characters insight check to not have the character know it was a lie.

IMPROVED SOUL OF DECEIT

Starting at level 38, you now get a +15 bonus to charisma (deception) checks.

SCOUT

IMPROVED SKIRMISHER

Starting a level 22, skirmisher now reads as follows: You can move up to your movement speed as a reaction when an enemy moves within 5 feet of you. This movement doesn't provoke opportunity attacks.

IMPROVED SURVIVALIST

Starting at level 27, you add your proficiency bonus yet again on top of the skills nature and survival.

IMPROVED SUPERIOR MOBILITY

Starting at level 38, your walking speed increases by 50 feet. If you have a climbing or swimming speed this increase applies to that speed as well. This bonus stacks with superior mobility from before. Your high jump and long jump distances are multiplied by 5(minimum of 10 feet).

SWASHBUCKLER

IMPROVED FANCY FOOTWORK

Starting a level 22, you don't provoke opportunity attacks from moving away from creatures.

IMPROVED ELEGANT MANEUVER

Starting a level 27, elegant maneuver now reads: You can use a bonus action on your turn to get a +10 on the next Dexterity(Acrobatics) or Strength (Athletics) check you make during the same turn.

IMPROVED MASTER DUELIST

Starting at level 38, master duelist now reads. If you miss with an attack roll, you can roll it again with advantage. You may only do this once per turn.

THE SORCERER

THE SORCERER CLASS

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21st	+7	Epic Spell	4	15	4	3	3	3	3	2	2	2	1
22nd	+7	Sorcerous Origin Feature	4	15	4	3	3	3	3	2	2	2	2
23rd	+7	Improved Metamagic	4	15	4	4	3	3	3	2	2	2	2
24th	+7	Ability Score Improvement	4	15	4	4	4	3	3	2	2	2	2
25th	+8	Epic Spell	4	16	4	4	4	4	3	2	2	2	2
26th	+8	Improved Metamagic	4	16	4	4	4	4	3	3	2	2	2
27th	+8	Sorcerous Origin Feature	4	16	4	4	4	4	4	3	2	2	2
28th	+8	Ability Score Improvement	4	16	4	4	4	4	4	3	3	2	2
29th	+9	Epic Spell	4	16	4	4	4	4	4	3	3	3	2
30th	+9	Improved Metamagic Capacity	4	17	4	4	4	4	4	3	3	3	3
31st	+9	Racial Paragon ability	4	17	4	4	4	4	4	4	3	3	3
32nd	+9	Ability Score Improvement	4	17	4	4	4	4	4	4	4	3	3
33rd	+10	Improved Metamagic	4	17	4	4	4	4	4	4	4	4	3
34th	+10	Epic Spell	4	17	4	4	4	4	4	4	4	4	4
35th	+10	Improved Metamagic	4	18	5	5	4	4	4	4	4	4	4
36th	+10	Ability Score Improvement	4	18	5	5	5	5	4	4	4	4	4
37th	+11	Epic Spell	4	18	5	5	5	5	5	5	4	4	4
38th	+11	Sorcerous Origin Feature	4	18	5	5	5	5	5	5	5	4	4
39th	+11	Ability Score Improvement	4	18	5	5	5	5	5	5	5	5	4
40th	+11	Improved Sorcerous Restoration	4	19	5	5	5	5	5	5	5	5	5

IMPROVED SORCEROUS RESTORATION

At level 40, you regain all your sorcerer points on a short rest.

IMPROVED METAMAGIC CAPACITY

At level 30, you can now use two metamagic options on one spell. Also if it makes sense meta magic can be applied to epic spells but you are limited to one metamagic on an epic spell.

EPIC SPELL

You get an epic spell on levels 21, 25, 29, 34, 37

SORCERY POINTS

There is no change, sorcery points are still equal your sorcerer level.

IMPROVED METAMAGIC

At levels 23, 26, 33, and 35 you can choose a new meta magic option to have from the previous metamagic list including the new ones as follows:

PERSISTENT SPELL

When you cast a spell that doesn't have a duration of instantaneous you can lengthen its duration to 24 hours. If it normally has a duration longer than 24 hours its duration becomes 1 year unless it normally lasts longer than that. This costs 2 sorcery points. Prerequisite: Extend Spell

FAR DISTANT SPELL

You can extend the distance of a spell to one mile. This costs 2 sorcery points. Distant spell can be applied after this to further double the distance and is considered as just using one meta magic option.

IMPROVED HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 8 sorcery points to give one target a -10 on the first saving throw against the spell. Prerequisite: Heightened spell

IMPROVED QUICKENED SPELL

Unlike other metamagic options this one is permanent. You can now cast more than one spell a turn even if one isn't a cantrip. You are still limited by the actions and bonus actions you have. Prerequisite: Quicken Spell

IMPROVED CAREFUL SPELL

Unlike other metamagic options this one alters careful spell. Now creatures you choose with careful spell aren't affected by the spell you cast. Prerequisite: Careful Spell

SURE SPELL

When you cast a spell you can spend 3 sorcery points on making it a sure spell. If you do your spell can't be countered (can't apply to epic spells).

THRICE SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to spell's level to target two additional creatures in range with the same spell (1 sorcery point if a cantrip and 20 for an epic spell).

To be eligible a spell must be incapable or targeting more than one creature at the spell's current level. Prerequisite: Twinned spell. Replaces twinned spell but doesn't give back a metamagic option.

BOUNCING SPELL

When you cast a spell that has the option of saving to fail completely you can spend 2 sorcery points. If you do the spell targets another creature in 30 feet if it fails. It only does this once.

CONTINGENCY SPELL

When you cast a spell you can delay it up to 1 day for 5 sorcery points. The spell isn't delayed and activates when it meets a certain contingency that you set is met. If the contingency is never met the spell can be set to activate when the time is up or to dissipate. This spell can have persistent or extend spell also cast on it to extend the duration.

ATTACK SPELL

When you cast a spell that normally doesn't have a spell attack you can give it one for 1 sorcery point. If it crits damage is doubled, or the initial save is increased by your spell casting modifier. The dm can choose additional benefits for crits.

TRICKY SPELL

If you cast a spell and it has a certain save to avoid or lessen its effects you can spend 8 sorcery points to change the saving type and saves thereafter for that spell. For example you can make a fireball a strength saving throw or take half damage. It is more expensive because it can negate evasion or similar abilities. Or you can make an enchantment spell a Constitution saving throw and a constitution save for every occurrence of that casting of that spell.

HIDDEN SPELL

When you cast a spell you can spend 1 sorcery point. If you do the target makes a wisdom check against your spell save dc. On a failed save the target doesn't realize they are under the effects of the spell. Also you can change the perceived spell school of a spell. So a detect magic will think that skeletons are being raised using divination magic. This spell can get around the notorious drawback of charm person. The target can realize that they have been charmed but won't know it is you. This is a little bit of dm discretion on what their npcs realize and what they don't. Also there are no somatic or verbal components to the spell. Prerequisite: Subtle spell

MAXIMIZE SPELL

When you cast a spell you can spend 7 sorcery points. If you do all the damage from the spell is the maximum number on any dice rolls for damage. Even if it isn't damage anywhere there is a dice roll the amount is maximized.

DISEMPOWER SPELL

As a reaction to an enemy spell being cast you can spend 2 sorcery points. If you do you can reroll up to a number of dice on a damaging spell equal to your charisma modifier (minimum of one).

BLIND SPELL

If you take this metamagic it is always on. The metamagic allows you to remove the necessity to see from the spell.

SORCEROUS ARCHETYPE FEATURES

DRACONIC BLOODLINE

IMPROVED DRACONIC RESILIENCE

At level 22, Your AC when not wearing armor is equal to 16+ your dexterity modifier.

IMPROVED ELEMENTAL AFFINITY

At level 27, elemental affinity now reads: when you cast a spell that deals damage of the type associated with your draconic ancestry, you can add double your charisma modifier to one damage roll of that spell. Furthermore you gain resistance to that damage type permanently.

IMPROVED DRACONIC PRESENCE

At level 38, draconic presence now lasts 8 hours and doesn't require concentration.

WILD MAGIC

IMPROVED WILD MAGIC SURGE

At level 22 you may choose when a spell is affected by wild magic.

IMPROVED BEND LUCK

At level 27, bend luck now uses a 1d10.

IMPROVED CONTROL CHAOS

At level 38, Whenever you roll on the wild surge magic table you can roll 4 times and choose any of the rolls.

DIVINE SOUL

IMPROVED FAVORED BY THE GODS

At level 22, you may now use the feature favored by the gods 3 times and all uses replenish on a short or long rest.

IMPROVED EMPOWERED HEALING

At level 27, When you cast a spell that heals a creature, you can spend any number of sorcery points. For each sorcery spent you can heal an additional 1d8+your charisma modifier to that creature.

IMPROVED UNEARTHLY RECOVERY

At level 38, unearthly recovery now states: As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. You may do this 3 times per long rest.

SHADOW MAGIC

IMPROVED STRENGTH OF THE GRAVE

At level 22, If you are reduced to 0 hit points you can spend 1 sorcery point to go to 1 hit point instead.

IMPROVED SHADOW WALK

At level 27, you can now also shadow walk as a reaction to taking damage or when an enemy move within 5 feet of you.

IMPROVED UMBRAL FORM

At level 38, umbral form now lasts for 1 hour and requires only 1 sorcery point. It also doesn't require a bonus action.

STORM SORCERY

IMPROVED TEMPESTUOUS MAGIC

At level 22, tempestuous magic now read as follows: After you cast a spell of 1st level or higher you can fly up to 30 feet without provoking opportunity attacks.

IMPROVED HEART OF THE STORM

At level 27, heart of the storm now reads as follows: You gain resistance to lightning and thunder damage. In addition whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 30 feet of you to take lightning and thunder damage equal to half your sorcerer level(it does both damage so a total of your sorcerer level worth of damage without resistances).

IMPROVED STORM'S FURY

At level 38, storm's fury now pushes them 60 feet and they have disadvantage on the strength saving throw.

THE WARLOCK

THE WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Eldritch Invocations Known
21st	+7	Any Cantrip	5	16	4	6	9
22nd	+7	Otherworldly Patron	5	16	4	6	9
23rd	+7	Improved Pact Boon	5	17	5	6	9
24th	+7	Ability Score Improvement	6	17	5	6	10
25th	+8	-	6	18	5	6	10
26th	+8	Ability Score Improvement	6	18	5	6	10
27th	+8	Otherworldly Patron	7	19	5	6	11
28th	+8	Ability Score Improvement	7	19	5	6	11
29th	+9	Improved Concentration	7	20	6	6	11
30th	+9	Epic Spell	8	20	6	6	12
31st	+9	Racial Paragon Ability	8	21	6	7	12
32nd	+9	Ability Score Improvement	8	21	6	7	12
33rd	+10	-	9	22	6	7	13
34th	+10	Epic Spell	9	22	6	7	13
35th	+10	-	9	23	7	7	13
36th	+10	Ability Score Improvement	10	23	7	7	14
37th	+11	Epic Spell	10	24	7	7	14
38th	+11	Otherworldly Patron	10	24	7	7	14
39th	+11	Ability Score Improvement	11	25	7	7	15
40th	+11	Improved Eldritch Master	11	25	7	7	15

ANY CANTRIP

At level 21, You may now learn a cantrip from any spell list when you can learn a cantrip. Furthermore you can swap out a cantrip that you know with another cantrip whenever you finish a long rest.

EPIC SPELL

you only learn 3 epic spells at level 30, 34, and 37

IMPROVED ELDRITCH MASTER

At level 40, You now regain your spell slots from pact magic with 1 minute of rest. You may use hit dice to heal if you have 1 minute of rest.

IMPROVED CONCENTRATION

At level 29, You can maintain concentration better than before and have advantage on concentration checks.

IMPROVED PACT BOON

at level 23 your pact boon becomes more powerful in the following way:

PACT OF THE CHAIN

Your creature selection has increased to any creature of CR 5 or lower to be your familiar. As long as the creature doesn't have an intelligence above 16.

PACT OF THE BLADE

Your pact weapon now gets a +2 to weapon attack or damage. These bonuses stack if you make an already magical weapon your pact weapon.

PACT OF THE TOME

When selecting spells for your pact magic you can select spells up to one level higher than your slot level. These spells will be cast at their current level even if it is one level higher.

OTHERWORLDLY PATRON FEATURE

ARCHFEY

IMPROVED FEY PRESENCE

At level 22, it is now a 40 foot cube.

IMPROVED MISTY ESCAPE

At level 27, misty escape now reads as follows: When you take damage, you can use your reaction to turn invisible, gain resistance to physical damage, and teleport up to 120 feet away to an unoccupied space you can see. You remain invisible, and have resistance to physical damage until the start of your next turn or you cast a spell.

You can do this a number of times equal to your charisma modifier. All uses replenish on a short or long rest.

IMPROVED DARK DELIRIUM

At level 38, dark delirium is stronger. Now they make their wisdom save at disadvantage, it lasts 10 minutes, and attacking them doesn't cause it to end early. Instead if you damage them they only get to make another wisdom save at disadvantage.

THE FIEND

IMPROVED DARK ONE'S OWN LUCK

At level 22, you now roll a d12 and you can use this a number of times equal to your charisma modifier per short or long rest.

IMPROVED FIENDISH RESILIENCE

At level 27, you can now choose 3 damage type to be resistant to and only silvered weapons ignore this resistance.

IMPROVED HURL THROUGH HELL

At level 38, hurl through hell now does 25d10 psychic damage if they are not a fiend.

THE GREAT OLD ONE

IMPROVED ENTROPIC WARD

At level 22, entropic ward now reads as follows: When a creature make an attack roll against you, you can use your reaction to impose disadvantage on that roll and all future attack rolls for 3 turns. Once you use this feature, you can't use it again until you finish a short or long rest. Further more you have advantage on attack rolls against creatures that have disadvantage on attack rolls against you.

IMPROVED THOUGHT SHIELD

At level 27, you have immunity to psychic damage.

IMPROVED CREATE THRALL

At level 38, you can do create thrall on as many creatures as your charisma modifier. You cannot do this on a creature with legendary resistance unless the dm permits it.

THE UNDYING

IMPROVED DEFY DEATH

At level 22, the effects of defy death now happen every time. You don't need to replenish it with a rest.

IMPROVED UNDYING NATURE

At level 27, you no longer age. Further more you get closer to undeath and gain immunity to stunned, poisoned, paralyzed, and frightened conditions. In addition you get immunity to poison damage. However now you can be turned with cleric and paladin turn undead features.

IMPROVED INDESTRUCTIBLE LIFE

At level 38, the effects of indestructible life now happen whenever you use your bonus action. You don't need to replenish it with a rest.

THE CELESTIAL

IMPROVED HEALING LIGHT

At level 22, the dice of healing light are now d12s instead of d6s.

IMPROVED RADIANT SOUL

At level 27, radiant soul improves in the following way: You have resistance to radiant and necrotic damage, and when you cast a spell that deals radiant or fire damage, you can add double your charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

IMPROVED SEARING VENGEANCE

At level 38, searing vengeance now changes as follows: When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain all your hit points, and then you can stand up if you so choose. Each creature of your choice that is within 60 feet of you take radiant damage equal to 5d8+double your charisma modifier, and it is blinded until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

THE HEXBLADE

IMPROVED HEXBLADE'S CURSE

At level 22, hexblade's curse now reads as the following: As a bonus action, choose on creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends you gain the following benefits:

You gain a bonus to damage rolls against the cursed target. The bonus equals double your proficiency bonus. Any attack roll you make against the cursed target is a critical hit on a roll of 18 or higher on the d20. If the cursed target dies, you regain hit points equal to your warlock level + your charisma modifier (minimum of 1 hit point).

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

IMPROVED MASTER OF HEXES

At level 27, you can gain hit points from the death even if you move the hex after you kill a creature.

AEGIS OF HEXES

At level 38, you gain a permanent 100 hit points.

ELDRITCH INVOCATIONS

IMPROVED THIRSTING BLADE

prerequisite: 30th level warlock, pact of the blade feature, thirsting blade invocation.

You can attack with your pact weapon three times instead of once or twice.

EPIC AGONIZING BLAST

prerequisite: 30th level warlock, eldritch blast cantrip, agonizing blast

When you cast eldritch blast, add your charisma modifier again to the damage it deals on a hit.

IMPROVED ARMOR OF SHADOWS

prerequisite: level 21 warlock, armor of shadows

You can use the way to calculate AC as 16+dexterity modifier.

IMPROVED SPELL SELECTION

prerequisite: level 23 warlock, pact of the tome feature

You learn 3 spells from any spell list and add them to spells known.

GREATER FAMILIAR

prerequisite: level 35 warlock, pact of the chain

Your familiar can be a creature of CR 10 or lower. As long as its intelligence isn't above 16

IMPROVED ELDRITCH SPEAR

prerequisite: level 21 warlock, eldritch spear invocation

Double eldritch blast's range

DREAD RETURN

prerequisite: level 21 warlock, pact of the tome

You can cast the spell *revivify* once per long rest without using material components.

HOPING BLAST

prerequisite: level 30 warlock, eldritch blast cantrip

When you hit a creature with eldritch blast, if it is large or smaller you can push it 10 feet in the air.

WINGS OF ANOTHER

prerequisite: level 30 warlock, the fiend patron

You gain magical wings (that don't force you to get new armor) and a flying speed of 60 ft.

CHARM OF THE FEY

prerequisite: level 30 warlock, the archfey patron

If you fail any social roll you can reroll with advantage. You gain proficiency in deception, intimidation, and persuasion.

WILL OF THE OLD ONES

prerequisite: level 30 warlock, the great old one patron

Any attack you do does an additional 1d8 psychic damage.

EVERLASTING ENDURANCE

prerequisite: level 30 warlock, the undying patron

If you are at 0 hit points from damage you can spend a spell slot and gain up to half your hit point maximum.

CHOSEN BY GODS

prerequisite: level 30 warlock, the celestial patron

Choose up to three saving throws you add your proficiency bonus to those saving throws. You can choose any combination. You may use this to add your proficiency bonus on top of saving throws you already have a proficiency bonus instead of using it to get a proficiency bonus to one you don't have.

BUILT TO TAKE A BEATING

prerequisite: level 30 warlock, the hexblade patron

You can now do hexblade's curse a number of times day equal to your charisma modifier. You gain 50 hit points to your maximum.

ELDRITCH ATTRIBUTE

prerequisite: level 21 warlock

You get +2 in an ability score. If you change this out you lose the +2 you got earlier. You can take this invocation as many times as you want. You are still limited by the maximum amount you can increase it to (usually 30).

ELDRITCH KNOWLEDGE

prerequisite: level 25 warlock You can cast *legend lore* at will. It doesn't require material components.

IT PASSES UNNOTICED

prerequisite: level 25 warlock You can cast *seeming* at will.

ELDRITCH SHOW

prerequisite: level 30 warlock You can cast *programmed illusion* at will.

ELDRITCH DOPPLEGANGER

prerequisite: level 37

You can cast *simulacrum* without using a spell slot once per long rest. You can do so without needing material components.

ELDRITCH CYCLONE

prerequisite: level 37

You can cast the spell whirlwind once per long rest

GIFT OF GAB

You speak all languages and understand all spoken languages

FRIENDSTER

prerequisite: level 30

You can cast create homunculus without using a spell slot once per long rest. You can do so without needing material components.

IT SHREDS LIKE A FIEND

You learn one musical instrument and have proficiency and expertise in it. You then get a magically version of this instrument of the DM's creation. You lose this instrument if you no longer have this invocation.

IMPROVED ELDRITCH SMITE

prerequisite: level 25, eldritch smite invocation

Eldritch smite now does an additional 2d8 force damage

ADDED SPELL SLOT

prerequisite: level 30

You gain one additional spell slot for your pact magic

BOON OF THE MOON

prerequisite: level 30, aspect of the moon invocation

You can do long rests in 1 hour.

SPIDER LIMBS

prerequisite: level 10

You gain a climbing speed equal to your walking speed. You can move up, down, and across vertical surfaces and upside down across ceilings while leaving your hands free. You can climb in this way across anything but a frictionless surface.

EXPANDED SPLASH

prerequisite: acid splash cantrip

Acid splash now damages all creatures you choose within 5 feet of the target including the target.

VIRULENT SPLASH

Prerequisite: acid splash cantrip, level 30, expanded splash invocation

Acid splash is a d12 instead of a d6. This also impacts the damage on all of the creatures effected.

QUICK BLADE WARD

Prerequisite: blade ward cantrip

Blade ward can now be cast with a bonus action.

EVASIVE BLADE WARD

Prerequisite: blade ward cantrip, quick blade ward invocation, level 30

When you cast blade ward creatures have disadvantage to attack you until the start of your next turn in addition to its other effects.

POWERFUL BOOMING BLADE

prerequisite: booming blade cantrip

When you cast booming blade it now deals damage in d12s instead of d8s

RAPID BOOMING BLADE STRIKES

prerequisite: booming blade cantrip, level 30, powerful booming blade invocation

If you have to option to have extra attacks or make additional weapon attacks with an invocation you can make this number of attacks with the booming blade cantrip. However only the first attack that hits gets the benefit of the cantrip damage.

HORROWING CHILL TOUCH

prerequisite: chill touch cantrip

Whenever you deal damage with chill touch it lowers the hit point maximum of the creature that takes damage from the cantrip by the amount of damage sustained until they finish a long rest. Harrowing Chill Touch doesn't lower the hit point maximum of undead or constructs.

POWERFUL CHILL TOUCH

prerequisite: chill touch cantrip, harrowing chill touch invocation, level 30

When you deal damage with chill touch you double the number of dice when you calculate damage.

STARTING FLAME

prerequisite: control flames cantrip

You can now choose a flame that is up to 10 5 foot cubes.

You can start a small flame with the cantrip.

LARGER BONFIRE

prerequisite: create bonfire

Create bonfire now affects an area up to a 15 foot cube.

INTENSE BONFIRE

prerequisite: create bonfire, larger bonfire cantrip, larger bonfire invocation

When you deal damage with bonfire you double the number of dice when you calculate damage.

INDEPENDANT DANCING LIGHTS

prerequisite: dancing lights cantrip

With this invocation dancing lights no longer requires concentration and lasts the duration.

EMPOWERED FIRE BOLT

prerequisite: fire bolt cantrip

You double the number of dice when calculating damage for the fire bolt cantrip.

GREATER EMPOWERED FIRE BOLT

prerequisite: fire bolt cantrip, empowered fire bolt invocation, level 30

You double the damage when you cast fire bolt.

USEFUL FRIENDS

prerequisite: friends cantrip

Now the friends cantrip no longer lets a creature know that you cast it on them. Also that creature no longer becomes hostile toward you.

POWERFUL FROSTBITE

prerequisite: frostbite cantrip

Frostbite now does a d12 of damage at each cantrip progression instead of a d6.

POTENT FROSTBITE

prerequisite: frostbite cantrip, powerful frostbite invocation, level 30

If a creature succeeds on their saving throw against frostbite you still deal half damage to them. Also you add your warlock level to one of the damage rolls of the spell.

POWERFUL GREEN-FLAME BLADE

prerequisite: Green-Flame blade cantrip

When you cast green flame blade it deals damage in d12s instead of d8s.

RAPID GREEN-FLAME BLADE STRIKES

prerequisite: booming blade cantrip, level 30, powerful green-flame blade invocation

If you have the option to have extra attacks or make additional weapon attacks with an invocation you can make this number of attacks with the Green-Flame Blade cantrip. However only the first attack that hits gets the benefit of the cantrip damage.

GREATER GUIDANCE

prerequisite: guidance cantrip

Guidance can increase an ability score by 2d4 instead of 1d4 with this invocation

EPIC GUIDANCE

prerequisite: Greater guidance invocation, guidance cantrip, level 30

Guidance can increase an ability score by 3d4 instead of 2d4 with this invocation.

STRONG GUST

prerequisite: gust cantrip

Gust can push a medium or smaller creature 15 feet now if they fail a strength saving throw.

Gust can push a small object no greater than 5 pounds 30 feet now. It isn't pushed enough to cause damage.

POWERFUL INFESTATION

prerequisite: Infestation cantrip

Infestation now does d12s of damage instead of d6s.

CONTROLLED INFESTATION

prerequisite: Infestation cantrip, powerful infestation invocation, level 30

The target still takes half damage if they succeed the saving throw but suffer no other effects. In addition if the creature fails their saving throws you can choose the direction they move according to the cantrip.

RANGED CONTROLLED LIGHT

prerequisite: Light cantrip

Now instead of having a range of touch Light has a range of 60 feet. In addition now the spell sheds bright light out to a range up to 40 feet and dim light for whatever additional range that you chose for bright light.

RANGED LIGHTNING LURE

prerequisite: lightning lure cantrip

Now lightning lure has a range of 45 feet and you can pull them up to a range up to 40 feet in a straight line toward you.

LASTING MAGIC STONE

prerequisite: magic stone cantrip

Magic Stone now has the duration of 24 hours.

POWERFUL MAGIC STONE

prerequisite: magic stone cantrip, lasting magic stone invocation, level 30

Magic Stone now does bludgeoning damage equal to 3d6 + your spellcasting modifier on a hit.

GREATER MENDING

prerequisite: mending cantrip

Now the break or tear can be no larger than 10 feet in any direction.

POTENT POISON SPRAY

prerequisite: poison spray cantrip

Poison spray now deals half of its damage when a creature successful saves against the cantrip

POWERFUL POISON SPRAY

Prerequisite: poison spray cantrip, potent poison spray invocation, level 30

Poison spray now does d20s of damage instead of d12s. Additionally you add your level to one of the damage rolls of the cantrip.

EMPOWERED PRODUCE FLAME

prerequisite: produce flame cantrip

You double the number of dice when calculating damage for the produce flame cantrip.

GREATER EMPOWERED PRODUCE FLAME

prerequisite: produce flame cantrip, empowered produce flame invocation, level 30

You double the damage when you make an attack with produce flame.

SLOWING RAY OF FROST

Prerequisite: ray of frost cantrip

Ray of Frost reduces the movement speed of a creature by 20 on a hit instead of 10.

EMPOWERED RAY OF FROST

prerequisite: ray of frost cantrip, level 30, slowing ray of frost invocation

You double the number of dice when calculating damage for the ray of frost cantrip.

GREATER RESISTANCE

prerequisite: resistance cantrip

Resistance adds 2d4 instead of 1d4 to a saving throw with this invocation.

EPIC RESISTANCE

prerequisite: resistance cantrip, level 30, greater resistance invocation

Resistance adds 3d4 instead of 2d4 to a saving throw with this invocation.

POTENT SACRED FLAME

prerequisite: sacred flame cantrip

Sacred flame now deals half damage on a successful save of this cantrip.

EMPOWERED SACRED FLAME

prerequisite: sacred flame cantrip, potent sacred flame invocation, level 30

You double the number of dice when calculating damage for the sacred flame cantrip.

GREATER SHILLELAGH

prerequisite: shillelagh cantrip

Your weapons damage die becomes a d12 for the duration.

EPIC SHILLELAGH

prerequisite: shillelagh cantrip, greater shillelagh invocation, level 30

Your weapons damage die becomes a d20 for the duration.

EMPOWERED SHOCKING GRASP

prerequisite: shocking grasp cantrip

You double the number of dice when calculating damage for the shocking grasp cantrip.

GREATER EMPOWERED SHOKING GRASP

prerequisite: shocking grasp cantrip, empowered shocking grasp invocation, level 30

You double the damage when you make an attack with shocking grasp

POTENT SWORD BURST

prerequisite: sword burst cantrip

You deal half damage to a creature when they succeed on the saving throw for the spell.

EMPOWERED SWORD BURST

prerequisite: sword burst cantrip, potent sword burst invocation, level 30

You double the number of dice when calculating damage for the sword burst cantrip.

RANGED THORN WHIP

prerequisite: thorn whip cantrip

Now thorn whip has a range of 45 feet and you can pull them up to 40 feet closer toward you.

POTENT THUNDERCLAP

prerequisite: thunderclap cantrip

You deal half damage to a creature when they succeed on the saving throw for thunderclap.

EMPOWERED THUNDERCLAP

prerequisite: thunderclap cantrip, potent thunderclap invocation, level 30

You double the number of dice when calculating damage for the thunderclap cantrip

POTENT TOLL OF THE DEAD

prerequisite: toll of the dead cantrip

You deal half damage to a creature when they succeed on the saving throw for toll of the dead.

EMPOWERED TOLL OF THE DEAD

prerequisite: toll of the dead cantrip, potent toll of the dead invocation, level 30

You double the damage that you deal for this cantrip.

USEFUL TRUE STRIKE

prerequisite: True Strike cantrip

True strike is now a bonus action and the next attack roll that you do has advantage provided it is still in the duration of the spell. You don't have to point at a creature and select it. It works on the next attack and isn't limited to a specific target.

WORTHY TRUE STRIKE

prerequisite: True strike cantrip, useful true strike invocation, level 30

True strike now continues to give advantage on every attack for the duration of the spell.

CUTTING VISCIOUS MOCKERY

prerequisite: Viscious mockery cantrip

Creatures now have disadvantage on the saving throw for vicious mockery and if they fail the saving throw all of their attacks have disadvantage the next turn.

POTENT WORD OF RADIANCE

prerequisite: word of radiance cantrip

You deal half damage to a creature when they succeed on the saving throw for word of radiance.

EMPOWERED WORD OF RADIANCE

Prerequisite: word of radiance cantrip, potent word of radiance invocation, level 30

You double the number of dice when calculating damage for the word of radiance cantrip.

WIZARD

THE WIZARD CLASS

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
21st	+7	Improved Arcane Recovery	5	4	3	3	3	3	2	2	2	1
22nd	+7	Arcane Tradition Feature	5	4	3	3	3	3	2	2	2	2
23rd	+7	Epic Spell	5	4	4	3	3	3	2	2	2	2
24th	+7	Ability Score Improvement	5	4	4	4	3	3	2	2	2	2
25th	+8	Epic Spell	5	4	4	4	4	3	2	2	2	2
26th	+8	-	5	4	4	4	4	3	3	2	2	2
27th	+8	Arcane Tradition Feature	5	4	4	4	4	4	3	2	2	2
28th	+8	Ability Score Improvement	5	4	4	4	4	4	3	3	2	2
29th	+9	Epic Spell	5	4	4	4	4	4	3	3	3	2
30th	+9	-	5	4	4	4	4	4	3	3	3	3
31st	+9	Racial Paragon ability	5	4	4	4	4	4	4	3	3	3
32nd	+9	Ability Score Improvement	5	4	4	4	4	4	4	4	3	3
33rd	+10	Epic Spell	5	4	4	4	4	4	4	4	4	3
34th	+10	-	5	4	4	4	4	4	4	4	4	4
35th	+10	Epic Spell	5	5	5	4	4	4	4	4	4	4
36th	+10	Ability Score Improvement	5	5	5	5	5	4	4	4	4	4
37th	+11	Epic Spell	5	5	5	5	5	5	5	4	4	4
38th	+11	Arcane Tradition Feature	5	5	5	5	5	5	5	5	4	4
39th	+11	Ability Score Improvement	5	5	5	5	5	5	5	5	5	4
40th	+11	Epic Signature Spells	5	5	5	5	5	5	5	5	5	5

IMPROVED ARCANE RECOVERY

At level 21, arcane recovery now reads as follows: Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than you wizard level.

EPIC SPELL

You learn an epic spell at levels 23, 25, 29, 33, 35, and 37

EPIC SIGNATURE SPELL

You learn 3 epic spells

ARCANE TRADITION FEATURE

SCHOOL OF ABJURATION

IMPROVED ARCANE WARD

At level 22, arcane ward changes as follows: When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has a hit point maximum equal to 4 times your wizard level + your intelligence modifier. Whenever you take damage, the ward takes damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st or higher, the ward regains a number of hit points equal to four times the level. You gain 60 from an epic spell.

Once you create the ward, you can't create it again until you finish a long rest.

EPIC ABJURATION

At level 27, improved abjuration becomes: when you cast an abjuration spell that requires you to make an ability check as part of the casting of that spell, you add double your proficiency bonus to that ability check.

IMPROVED SPELL RESISTANCE

At level 38, you have advantage on saving throws against spells and epic spells.

Furthermore, you have resistance against the damage of spells and epic spells.

SCHOOL OF CONJURATION

IMPROVED CONJURATION SAVANT

At level 22 you can learn conjuration spells or epic spells from any spell list furthermore your spell save dc is a +2 when others try to resist them. You get a +2 to your saving throws to resist conjuration spells or epic spells.

IMPROVED DURABLE SUMMONS

At level 27, any creature that you summon or create with a conjuration spell has 80 temporary hit points.

VISCIOUS SUMMONS

At level 38, your summoned creatures get your proficiency bonus added to hit and damage for attacks. Furthermore they can attack one more time than normal. Also their movement speed is doubled.

SCHOOL OF DIVINATION

IMPROVED GREATER PORTENT

At level 22, you roll 4 d20s for your portent feature rather than three.

IMPROVED THIRD EYE

At level 27, you gain all of the four benefits rather than one.

EPIC PORTENT

At level 38, when you finish a long rest, you get both a 1 and a 20 for your portent ability. You add these to your total portent rolls. These get replenished each long rest.

SCHOOL OF ENCHANTMENT

IMPROVED HYPNOTIC GAZE

At level 22, hypnotic gaze now lasts one minute before needing your action to maintain the effect.

IMPROVED SPLIT ENCHANTMENT

At level 27, when you cast an enchantment spell of 1st level or higher that targets only one creature you can have it target two other creatures as well.

IMPROVED ALTER MEMORIES

At level 38, Alter memories is changed to the following: When you cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed or you can rewrite something in their memory.

Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed or you can add memories. The creature must succeed on an Intelligence saving throw against your wizard spell DC either way. If they fail and you chose to erase memories they lose up to 1+your charisma modifier(minimum 1) number of days. If they fail and you chose to add memories you can replace up to 1+your charisma modifier(minimum 1) number of days spread out in their life how you choose. You can make the creature forget less time or replace less time of memories if you wish. Also the time forgotten or replaced doesn't have to be together. The time either way just can't exceed the amount given.

SCHOOL OF EVOCATION

IMPROVED SCULPT SPELLS

At level 22, sculpt spells now reads: When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1+the spell's level+ your intelligence modifier. The chosen creatures are not affected by the spell.

IMPROVED EMPOWERED EVOCATION

At level 27, you can add three times your Intelligence modifier rather than just your intelligence modifier to a damage roll of any wizard evocation spell you cast.

IMPROVED OVERCHANNEL

At level 38, overchannel now reads as the following: When you cast a wizard spell of 1st through 9th level that deals damage, you can deal maximum damage with that spell.

The first time you do so you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d6 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d6. This damage ignores resistance and immunity.

SCHOOL OF ILLUSION

LENGTHY ILLUSIONS

At level 22, you can increase the duration of any illusion spell up to 10 times its initial duration.

IMPROVED ILLUSORY SELF

At level 27, you can use illusory self as many times per long rest as your intelligence modifier.

CONVINCING ILLUSIONS

At level 38, if someone attempts to dispel, disbelieve, or reveal the truth of one of your illusion roll a d20 after other checks have been used. On a 11 or higher your illusion remains. For example if someone tries to see invisibility for you invisibility a successful check of 11 or more would mean you are still invisible.

SCHOOL OF NECROMANCY

IMPROVED GRIM HARVEST

At level 22, grim harvest now has the following description: When you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times the spells level if the spell belongs to the school of necromancy per creature killed. You gain 50 for each kill with a necromancy epic spell. You don't gain this benefit for killing constructs or undead.

IMPROVED UNDEAD THRALLS

At level 27, undead thralls has the following text: you add the animate dead spell to your spellbook, it if is not already there. When you cast animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton. Furthermore any spell or epic spell that creates undead lasts 10 times longer than normal.

Whenever you create undead using a necromancy spell it has additional benefits: The creature's hit point maximum is increased by an amount equal to your wizard level. The creature adds your proficiency bonus to its weapon damage rolls. The creature adds your proficiency bonus to its weapon attack rolls. The creature gets an increase of 20 ft to its move speed.

ONE OF THE DEAD

At level 38, you start to become immune to some more of their effects being around them all the time. If you haven't already you are on the road to being a lich. You get immunity to the stunned, paralyzed, and poisoned conditions. You get immunity to poison damage.

SCHOOL OF TRANSMUTATION

MAJOR ALCHEMY

At level 22, the feature of minor alchemy is changed. Now the effects are permanent and you don't need to concentrate on it. You can change any non-magical or non-living material into another non-magical or non-living material. The only limit is that it can only be 1 cubic foot of material. You can only do this once per long rest though.

EPIC TRANSMUTATION

At level 27, you gain all the effects from the transmuter stone at the same time(still only one resistance) and all of the effects wanted from master transmuter at the same time.

HUMAN TRANSMUTATION

No longer a taboo. At level 38, you must gather the materials (costs 50 gp) for transmuting a human or elf or whatever player race. You then spend a lengthy ritual lasting 48 hours straight. In the end you roll a d20 if it isn't a 1 you create the player non-monstrous race. You can roll 3d6 or pick its stats with point buy. This just determines the maximum you can make a pure 3 stat creature. It can be whatever age you desire but mentally it is an infant. You can craft its looks however you want. Your dm may ask you to roll to see how well you crafted it. If you rolled a 1 the creature dies. In all intents and purposes this is a living breathing humanoid. With the dm's discretion you can also create beasts with a cr of 2 or less. The player would need to roll a 11 or higher on a d20 if they want to give a dog human vocal cords or give the creation parts of another.

BLADESINGING

IMPROVED BLADESONG

At level 22, bladesong now also adds your intelligence modifier to damage rolls. (this stacks with song of victory)
Also you can use it an unlimited number of times a day.

EXTRA ATTACK

At level 27, you can attack 3 times instead of once or twice when you take the attack action on your turn.

KNOWLEDGE SONG OF THE ELVES

At level 38, you get a +8 bonus to Intelligence while your blade song is on.

WAR MAGIC

IMPROVED ARCANE DEFLECTION

At level 22, arcane deflection now reads as follows: When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +4 bonus to your AC against that attack or a +8 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of you next turn.

IMPROVED DURABLE MAGIC

At level 27, durable magic now reads as follows: While you maintain concentration on a spell, you have a +4 bonus to AC and all saving throws.

IMPROVED DEFLECTING SHROUD

At level 38, deflecting shroud now reads as follows: When you use your Arcane Deflection feature, you can cause magical energy to arc from you. Up to five creatures of your choice that you can see within 60 feet each take force damage equal to your wizard level.

RACIAL PARAGON ABILITIES



The following abilities are gain at level 31 total class level. They are shown in every class but really you can get them when you multiclass. It was just in the chart for a quick and easy way to see it.

DWARF ABILITY

At level 31, dwarves get immunity to poison and a subtract 3 damage from piercing, slashing, and bludgeoning weapons.

ELF ABILITY

At level 31, elves get a superior version of trance that shortens their long rest to 1 hour and they need only 1 hour of trance a day to avoid exhaustion. Furthermore they gain expertise in perception checks.

HALFING ABILITY

At level 31, halflings gain a superior version of lucky. Now 1s are no longer critical failure they now count as critical successes like a roll of a 20 on a d20 on an attack roll, ability check or saving throw. They also become immune to the frightened condition.

HUMAN ABILITY

At level 31, humans get a +2 to all stats and increase their maximum for such stats by 2. They also gain another feat.

DRAGONBORN ABILITY

At level 31, dragonborn gain resistance to the damage type of their draconic ancestry and one other. Furthermore their breath weapon can be used 3 times per short or long rest and is 10d6 damage.

GNOME ABILITY

At level 31, gnomes instead of advantage on saving throws against magic they get a +10 bonus to saving throws against magic.

HALF ELF ABILITY

At level 31, half-elves get expertise in 4 skills or tools that they previously has proficiency in. You increase two stats by +1.

HALF ORC ABILITY

At level 31, half orcs get a +2 bonus to strength. On top of that they get to add five damage dice to critical hits with savage attacks instead of one.

TIEFLING ABILITY

At level 31, tieflings get immunity to fire damage. They get the ability to cast blink and blight once per day.

AASIMAR ABILITY

At level 31, aasimar get radiant soul, radiant consumption, and necrotic shroud can be used 3 times a day and last one hour instead of a minute. They get a +2 to their charisma.

FIRBOLG ABILITY

At level 31, firbolgs get the ability to use hidden step at will. They get a +2 to wisdom.

GOLIATH ABILITY

At level 31, goliaths get expertise in athletics and they increase their strength by +2. They can use stone's endurance once per turn.

KENKU ABILITY

At level 31, kenku get the ability to mimic a spell (non-epic spell) that is cast once per long rest. They do not keep the memory of this spell after casting it and must cast it within 1 hour of seeing it. However if they do cast it they successful copy that spell and can cast it using the appropriate action, bonus action, or what have you. Also if you see someone attempt a role you can make a similar role (ie both perception checks) with the same modifiers as the person who did it before. You can only this the same day the other person attempted the roll and once per long rest.

LIZARDFOLK ABILITY

At level 31, lizard folk get infectious bite. When performing a bite attack the defender must make a constitution check dc 8+your proficiency bonus+your constitution bonus or take 3d10 poison damage on a failed save. They take this damage every round until they make a successful save or 10 rounds whichever is first. They now have improved natural armor the AC from their armor is now 18+dexterity modifier.

TABAXI ABILITY

At level 31, tabaxi get a +30 bonus to move speed. They get a +2 bonus to dexterity.

TRITON ABILITY

At level 31, tritons get an ability to fill the lungs of a creature with water suffocating it. The creature must make a dexterity, strength, or constitution save whichever is highest DC 8+proficiency bonus+charisma modifier. On a failed saved they take one level of exhaustion. They make this save until they succeed on each of their turns. They can use their action to try to cough up the water to give themselves advantage on the saving throw. You can only do this once per short or long rest. This only works on creatures that breathe. You increase your strength, constitution, and charisma by 1.

BUGBEAR ABILITY

At level 31, bugbears get an improvement to surprise attack. It now does an extra 6d6 damage to a creature surprised. Bugbears get expertise in the stealth skill.

GOBLIN ABILITY

At level 31, Fury of the small can now be done once per turn. They get a +2 bonus to dexterity.

HOBGOBLIN ABILITY

At level 31, hobgoblins can now use the ability saving face once per turn. They get a +2 to constitution.

KOBOLD ABILITY

At level 31, kobolds get draconic ancestry. This gives them resistance against an elemental effect. They also get wings and a flying speed equal to their walking speed.

ORC ABILITY

At level 31, orcs get frenzy of grumsh. The frenzy of grumsh lets you get another action on your turn provided it is an attack action. You can only do this once per long rest. Orcs get a +4 bonus to strength.

YUAN-TI PUREBLOOD ABILITY

At level 31, Yuan-ti pureblood get a +2 bonus to charisma. (Their initial bonuses are too strong in my opinion)

GENASI ABILITY

At level 31, they can cast spells from their subrace at will. They get a permanent +4 to Constitution. You get resistance to one of your choice of fire, cold, lightning, thunder, or acid damage.

AARAKOCRA ABILITY

At level 31, they can now live 3 times longer naturally than they otherwise would have been able to. Through much training they have strengthened their wings. They now have a flying speed of 100 feet. They get a permanent +2 bonus to their dexterity.

CENTAUR ABILITY

At level 31, Centaur increase their movement speed by 20 feet. Additionally other creatures of the same size and smaller can ride on a centaur. The creature that is riding the centaur can stay in the same space as the centaur. The creature that is riding the centaur moves when the centaur moves. Additionally your hooves are considered magical and your hooves do an additional 10 bludgeoning damage.

LOXODON ABILITY

At level 31, loxodon increase their wisdom and constitution by 2. Furthermore your natural armor ability from your race is improved. When you aren't wearing armor, your AC is 18+ your constitution modifier. This is a normal AC calculation that you can use in place of another AC calculation.

MINOTAUR ABILITY

At level 31, minotaur increase their strength score by 4. Furthermore their horns are considered magical for the purposes of overcoming resistance. Attacks with their horns do an additional 10 piercing damage.

SIMIC HYBRID ABILITY

At level 31, simic hybrid increase one ability of their choice by 2. Additionally you get additional animal enhancements to choose from. You can choose one of these following options or one of the options that you didn't take at level 1 or 5.

Vedalken Mind. You have advantage on all intelligence, wisdom, and charisma saving throws.

Elven blood. You learn a cantrip of your choice from the wizard spell list and you use your intelligence for the spellcasting modifier for this cantrip and following spells. You learn the spell misty step and can cast it once per long rest. You learn the spell darkness and can cast it once per long rest.

Troll Blood. You gain the ability to regenerate 1 hit points every round while you are conscious. If you lose consciousness by dropping to 0 hit points but you stabilize you regain consciousness in 1 minute.

VEDALKEN ABILITY

At level 31, vedalken increase their intelligence, wisdom, and charisma scores by 2. Additionally vedalken gain proficiency in their choice of intelligence, wisdom, or charisma saving throws.

FEATS



here are some feats that you don't need to be epic level to get. For those feats if you are using this book as a source you may take them at non-epic levels. Also these are examples of feats you can use your DM may feel free to create new ones or edit existing ones.

MONSTROUS FORTITUDE

Prerequisite: level 21

Your maximum constitution increases by +2 and you gain +2 constitution. At the end of each of your turns you heal hit points equal to your constitution modifier. This is only in combat.

LEGENDARY WARRIOR

Prerequisite: level 21

When you enter combat or threaten to enter combat you make all non-friendly character within 30 feet do a DC 8+your proficiency modifier + your strength or dexterity modifier(whichever is more) wisdom save. If they fail they are frightened for one minute or until an effect specifically removes the fear condition. The creature is at least cautious of the legendary warrior from now on. You have advantage on intimidation rolls.

EPIC TOUGHNESS

Prerequisite: level 21, tough feat

Your hit point maximum increases by an amount equal to three times your level. Whenever you gain a level thereafter, your hit point maximum increases an additional 3 hit points. You can take this feat multiple times.

EPIC PROWESS

Prerequisite: level 21

You get an additional +3 to hit and +3 to damage rolls for each weapon attack.

ELEMENTAL MASTER

Prerequisite: level 21, elemental adapt

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

Spells you cast treat immunity to the chosen type as resistance. This can be further downgraded by elemental adapt. In addition, whenever you roll the maximum damage die on the damage roll provided it is not less than 6 you may reroll that damage and add both the maximum damage die and the new roll to the damage for each die. You may only do this once for each damage die out of the dice that you roll. (ie. so a fireball is 8d6. Say you roll a 1,2,3,4,5,5,6,6. You reroll the 6s and get one 3 and one 6. Your total damage is now 1+2+3+4+5+5+6+6+3+6. Which you don't reroll the 6s the second time around.)

You may select this feat multiple times. Each time you do so, you must choose a different damage type.

GREAT TRADITIONAL THIEF

Prerequisite: level 21

You get an additional +5 bonus to disarming traps, detecting traps, and picking locks. The bonus to detecting traps increases your passive perception in reference to detecting traps too.

IMPROVED DURABLE

Prerequisite: level 21

Increase your constitution score by 2 and you maximum constitution by 2. You heal double from hit dice you expend.

LUCKY EXTENDED

Prerequisite: level 21

You have 3 more luck points. You may take this feat more than once.

SUBMISSION ARTIST

Prerequisite: grappler feat

You can now do three special attacks when grappling but all of them only work on creatures that are your size(medium for most) or smaller.

The first is choke hold. You make a strength check and add your proficiency versus their strength(plus proficiency if they have this feat). If you win you must succeed a number of times equal to the opponent constitution modifier. If you succeed all of those times you knock them unconscious for a number of hours equal to your proficiency bonus+d10-their constitution modifier. Any failure resets this.

Second is automatic. When you pin a creature you can decide to knock them prone if they are your size or smaller. Now when they are prone they must succeed on a grapple check just to stand up.

Third is a submission hold or break. When you are grappling someone prone you can choose a limb. You make a strength check and add your proficiency bonus versus their strength (plus proficiency if they have this feat). You must succeed a number of times equal to half the opponents constitution modifier rounded up. If you are successful all these times you break their limb and they can't use it again till it heals. The dm decides the time. Also any failure before you break their limb resets the number of times you need to break a limb.

EXTREMELY MOBILE

Prerequisite: mobile feat

Your speed increases by 10 feet. You may take the dash action with your bonus action. You get a +4 to your AC for opportunity attacks.

IMPROVED REACTION

Prerequisite: level 30

You can take an additional reaction between each of your turns. You may still react to the same thing only once though you can just react to an additional thing afterward. For example when making an attack of opportunity you can't just react twice on somebody moving out of your range. However you can react to someone moving out of your range and then another or if the first person goes in and out of your range for some reason.

GREAT WEAPON LEVERAGE

Prerequisite: level 21

When wielding a weapon with the two handed or versatile property. You add your strength modifier yet again to damage rolls.

KNOWLEDGE OF RACIAL WEAKNESS

Prerequisite: level 21

Choose a creature type (ie dragons) generally or two types of humanoid (elves, dwarves, etc). You deal an additional 1d10 weapon damage on attacks against creatures of that type. You can choose this feat multiple times for different creature types.

IMPROVED CRITICAL

prerequisite: level 21

Your critical threat range is increased by 1. (ie normally you can deal a critical hit on a 20. Now it is a 19 or 20. If you have three levels in champion it is 19-20. With this and three levels in champion it is 18-20)

DIRTY FIGHTING

prerequisite: none

On a critical hit you may blind or otherwise give the creature you struck with your critical disadvantage on attacks and advantage on attack against it for 3 rounds if they fail a constitution save versus a DC 8+your proficiency bonus+intelligence, dexterity, or strength(your choice) modifier. If they succeed then they have disadvantage for 1 round and others have advantage against it for one round.

ARTISAN

Prerequisite: level 5 You may get expertise and proficiency in two tools of your choice.

LIGHTNING REFLEXES

Prerequisite: alert feat

You get a +10 to initiative. You automatically take a surprise round for yourself if you have at least 10 more initiative than any enemies in the turn order.

EXTRA SPELL SLOTS

Prerequisite: varies

You may get two extra spell slots of 5th level at level 21, one extra spell slot of 6th level at level 21, one extra spell slot of 7th level at level 25, one extra spell slot of 8th level at level 30, or one extra spell slot of level 9 at level 35. To get a spell slot in this way you must be able to cast epic spells and you must be able to cast spell at that level. This feat can be taken multiple times.

IMPROVED RESILIENT

Prerequisite: level 30

You can double your proficiency in a saving throw which you are already proficient.

EPIC SPELL FEAT

Prerequisite: level 24 fullcaster

You learn to cast an epic spell.

IMPROVED BRAWLER

Prerequisite: level 21

You can perform unarmed strikes and do as much damage with them as on your overall level equivalent on the monk table. You get proficiency in unarmed strikes.

HOARDER

prerequisite: none

You double your carry weight. You get +1 in any one ability score. This increase cannot raise an ability score past your maximum however.

ASSISTANCE UNKNOWN

Prerequisite: none

You gain an eldritch invocation. You can take this multiple times. Although the level requirements are still in warlock levels.

MAGICAL SAVANT

prerequisite: level 10 caster

You learn one metamagic option from the non-epic metamagic options and gain 2 sorcery points to cast it with.

CONDITION IMMUNITY

Prerequisite: level 36

You become immune to your choice of blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, or stunned conditions. You pick one. You can take this multiple times and choose a different condition to become immune to each time.

EPIC SHARPSHOOTER

Prerequisite: level 30, sharpshooter feat

You treat full cover as three-quarters cover if it is within 15 feet of a space that would be three-quarters cover or less. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -10 penalty to the attack roll. If the attack hits, you add +25 to the attack's damage.

IMPROVED SHIELD MASTER

prerequisite: shield master

If you are wearing a shield you get +1 to AC.

You can make an attack with your shield using your bonus action without losing the bonus to AC that it provides. The damage from the shield is a d6 bludgeoning. It uses strength and any bonuses to AC magically add to the attack and damage.

You still get all the benefits of shield master.

EXPERT TRAVELER

prerequisite: none

You travel 20% faster.

You have a +10 to your appropriate checks to find destinations and food while traveling.

SUBCLASS JACK-OF-ALL TRADES

prerequisite: level 21

You may learn one of the non-epic level features from a non-epic level subclass feature of a subclass of your class. (For example a battle master could learn superior critical from champion but not the epic level where critical threat range is 16-20. This only works on one so you can't get superior critical and survivor. The DM can use their discretion on the classes that work a little weird with this. For example battle master if you automatically get the superiority die of a level 20 battle master with all maneuvers or if you only get the dice but no maneuvers. So in the case where you only get one maybe you would have to take this feat again. You can take this feat multiple times.)

RANGED SMITE

prerequisite: none You can use divine smite with a ranged weapon as well as melee weapons.

EXPERT SCOUT

prerequisite: level 10 ranger

You know how to set up ambushes and avoid them. If you would have a random encounter while resting or traveling you can roll a d10. On a 6 or higher you can allow yourself and 5 other people of your choice to have a surprise round. On a 9 or higher you can avoid the encounter entirely or choose yourself and up to 5 people to avoid the encounter.

CLEAVE

prerequisite: none

If you reduce a creature to 0 hit points with a melee attack you may make an additional weapon attack against a creature within melee range. This is limited to once per turn. You may take this feat more than once and each time it counts as an additional time you can use it during combat.

BLIND FIGHTING

prerequisite: none

You have trained to fight creatures in darkness that you cannot see. If you cannot see an enemy you don't receive disadvantage to hit them in melee combat. Furthermore you can take opportunity attacks if they move outside your range per normal. Furthermore you have advantage on perception checks to determine the general area in which they are.

TWO WEAPON CORRECTION

prerequisite: none

You gain a certain quickness with fighting with two weapons that changes what you can do with them in the following ways:

- Increase your strength or dexterity by 1, to a maximum of 20.
- When you take the attack action you may decide to add a number of attacks that you would deal with your off hand attack typically reserved for a bonus action. If you choose to do this you cannot use your bonus action that turn to attack with your off hand but can use it for other purposes. (Basically this allows you to treat two weapon fighting as all happening with your attack action freeing up your bonus action. This is similar to what Mike Mearls said that he wished two weapon fighting to operate as.)

MONKEY GRIP

prerequisite: 20 strength

You possess so much strength that you have learned how to use weapons typically reserved for two hands in one hand. This feat removes the two handed and heavy property for weapons that you use. Furthermore if that weapon has the versatile property it uses the larger die from the versatile property.

EPIC SPELLS



These are just examples of Epic Spells. Your DM can use or exclude any of these and change them at their leisure. I included some named ones from an epic campaign idea that I wanted to do. Another way to make epic spell is to take a current spell and increase its benefits past level 9.

GREATER WISH

Epic Spell

Prerequisite: level 39

Conjuration

Components: V

Duration: Instantaneous

With greater wish it is apparent that the wish spell is not the mightiest spell once thought. There were some limitation with the previous wish and even though greater wish won't let you overtake the over deities it is still one of the mightiest spells or epic spells in existence that mortals can cast. After all when you are above level 40 you aren't really mortal anymore.

The basic use of this spell is that it can duplicate any spell and epic spell with level requirement 35 or lower. You don't need to pay material components when you cast a spell or epic spell in such a way.

Alternatively you can create one of the following effects of your choice, but the dm determines if you are doing something like using it against a greater deity if it would fail:

-You create one object of up to 250,000 gp in value that isn't a magic item. The object can be no more than 3000 feet in any dimension, and it appears in an unoccupied space you can see on the ground.

-You allow up to 1000 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 20 creatures you can see resistance to two types of damage permanently.

-You grant a creature immunity to 10 level 1-9 spell permanently.

-You can change fate and force a save, ability check, or attack roll to critically succeed or critically fail. This can be done after the save, ability check, or attack roll is rolled and the outcome determined. You must do this within a reasonable amount of time(for example changing a roll made at the beginning of a campaign would be asking for a lot of leeway on behalf of the dm).

-You can cast a number of spells at the same time equal to 45 spell levels. For example 5 level 9 spells or 45 level 1 spells.

-You can create a magic item legendary strength or less.

-You can get a permanent spell slot increase with a level 1-9 spell slot.

-You can permanently get 100 hit points.

-You can raise an ability score by 4 points permanently and this increases your cap for that ability.

As before you might be able to achieve something beyond the scope of the above examples. They are just a reference. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish the greater the likelihood that something goes wrong. However the DM should give you more leeway than the wish spell as it is much stronger.

The stress of casting this epic spell to produce any effect other than duplicating another epic spell's effect or spells effect weakens you. After enduring that stress, each time you cast a spell or epic spell until you finish a long rest, you take 2d10 necrotic damage per level of that spell(30d10 necrotic damage for an epic spell). This damage can't be reduced or prevented in any way. In addition, your strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast greater wish ever again if you suffer this stress. As an epic spell it is lost and you don't get another epic spell to replace it.

MASS TRUE RESURRECTION

Epic Spell

Necromancy

Prerequisite: level 35 class able to cast healing spells

Casting time: 18 seconds

Range: 100 feet

Components: V,S,M(diamonds worth at least 25,000 gp for every person resurrected)

Duration: Instantaneous

You select up to 6 creatures within 100 feet that have been dead no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing the creature is restored to life with all its hit points.

The epic spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was undead, it is restored to its nonundead form.

The spell can even provide a new body if the original no longer exists, in which case you must speak the creatures name. The creature then appears in an unoccupied space you choose within 100 feet of you.

AGE REVERSAL

Epic Spell

Transmutation

Prerequisite: level 30 class able to cast healing spells

casting time: 1 hour

Range: touch

Components: V,S,M (various herbs, gems, and alchemical ingredients worth at least 1,000 gp that the spell consumes.)

Duration: Instantaneous

You select the creature you wish to extend the age of. You roll 3d100. The target loses up to 3d100 years of age (meaning it gets up to 3d100 years younger). You can only reduce a creature up to when it hits puberty or to 10 years of age if it doesn't have puberty whichever is more. This spell cannot kill people in this fashion. The effect is permanent and lengthens the life span. This spell can be used in conjunction with a resurrection spell to bring back people who died of old age and giving them 3d100 years of youth.

GREATER HEAL

Epic Spell

Evocation

Prerequisite: level 21 class able to cast healing spells

casting time: 1 action

Range: 60 feet

Components: V,S

Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain all of its hit points. This spell also ends blindness, deafness, frightened, paralyzed, petrification, poisoned, stunned, diseases affecting the target, and all levels of exhaustion. This spell has no effect on undead or constructs.

LAEL'S MASS GREATER HEAL

Epic Spell

Evocation

Prerequisite: level 35 class able to cast healing spells

casting time: 1 action

Range: 300 feet

Components: V,S

Duration: Instantaneous

A flood of healing energy flows from you into injured creatures around you. You restore up to 7,000 hit points divided as you choose among any number of creatures that you can see within range. Creatures healed by this epic spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on undead or constructs.

EPIC COUNTERSPELL

Epic Spell

Abjuration

Prerequisite: level 30 bard, wizard, or sorcerer

Casting Time: 1 reaction, which you take when you see a creature within 120 feet of you casting a spell or epic spell

Range: 120 feet

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell or epic spell. If the creature is casting a level 1-9 spell it is countered and the enemy caster takes 10d10 psychic damage. If it is an epic spell of level requirement 30 or less the spell fails and has no effect. If it is level 31 or greater you need to make an ability check using your spellcasting ability. The DC equals 10+the level requirement of the spell- 30.

ELLISAR'S MARK OF DESOLATION

Epic Spell

Evocation

Prerequisite: level 39 wizard, sorcerer, warlock, or bard

Casting time: 1 action

Range: 120 feet

Duration: instantaneous

The mark of desolation does 20d10 fire damage, then 20d10 cold damage, then 20d10 acid damage, then 20d10 lightning damage, then 20d10 thunder damage, then 20d10 radiant damage, then 20d10 necrotic damage, and then 20d10 psychic damage to one target creature in range. It is constitution save for half.

LADY CLAISA'S AURA OF HEAVENLY RADIANCE

Epic Spell

Prerequisite: level 30 cleric

Casting time: 1 action

Range: 120 feet

Duration: Concentration, up to 1 minute

Each turn every enemy in range takes 15d10 radiant damage. They can make a constitution save for half. Each turn every allied creature in range heals 10d10 damage. All concentration checks made while concentrating on this spell are made with a +10.

TELEPORT WITHOUT ERROR

Epic Spell

Conjuration

prerequisite: level 23

Casting time: 1 action

Duration: Instantaneous

components: none

Range: 30 feet

This is very similar to the spell teleport. The difference though is that it is always on target. Only if you have a false destination it will take you to a similar area. There is no chance of a mishap. You do roll a d100 but only do something on a 100. If you roll a 100 you can cast this again without need to rest to get it back. Also it also affects creatures in range of 30 feet. If you target an object though it must fit in a 30 foot cube.

HELLBALL

Epic Spell

Evocation

prerequisite: level 21; wizard, bard, sorcerer or warlock

Casting time: 1 action

Range: 300 ft

Components: V,S

Duration: Instantaneous

Hellball deals 12d6 acid damage, 12d6 fire damage, 12d6 lightning damage, and 12d6 thunder damage to all creatures in a 40 ft radius sphere. Unattended objects also take damage. Targets in the area must make a dexterity saving throw taking half damage on a successful save.

MISLEAD DIVINATION

Epic Spell

Illusion

prerequisite: level 25

Casting time: 1 action

Volume: 1000 feet from casting center

components: V,S

Duration: 30 days

You attempt to control the information cast gained from any divination spell cast on an area in the volume given, an object no bigger than a 1000 foot sphere, an individual or a piece of information. This works on any divination spell levels 1-9. You control what the divination spell informs them of.

ELLISAR'S DESOLATION BEAM

Epic Spell

Evocation

prerequisite: level 21; wizard, sorcerer or warlock

Casting time: 1 action

Range: 120

Components: V,S

Duration: Instantaneous

The desolation beam does 50d6 necrotic damage to one target. Constitution save for half.

EYES OF THE PROPHET

Epic Spell

Divination

prerequisite: level 30; cleric, druid, bard

Casting time: 1 bonus action

Range: Self

Components: V,S

Duration: 18 seconds

You see into the future and in terms of battle you know what to do to achieve the best result. For the duration on 3 of your turns every attack against you misses, you succeed every saving throw, you make every skill check as long as it doesn't take longer than 18 seconds, and you land every hit though you still roll to see if it is a critical. Furthermore for the duration the DM has to tell you what they are going to do for every action that you are going to do. So if he tells you the monster will attack a character your party can use a spell or epic spell to bolster that characters defenses and the DM is inclined to do what they said. You know the hit points and ability scores of any creature you can see. The creature must make a Charisma save against your spell save DC every turn this is active. If they fail you learn all resistances, immunities, vulnerabilities, and condition immunities of that creature.

AEGIS OF AGES

Epic Spell

Abjuration

prerequisite: level 25

Casting time: 1 action

Range: 30 feet

Components: V,S

Duration: 8 hours

You select up to 6 creatures within a 30 foot radius. Each of those creatures gets a +8 to AC for the duration of the spell. They also get 50 temporary hit points that stack on whatever they already had.

DREAM WORLD

Epic Spell

Enchantment

prerequisite: level 30; wizard, sorcerer, or warlock

Casting Time: 1 action

Range: 1000 feet

Components: V,S

Duration: Permanent

You can select any number of creatures within range and they aren't affected. For everybody else in range they need to make a wisdom saving throw or you can rewrite 1 day of their life. They repeat this until they succeed or their whole life is rewritten. When you cast the spell you create virtual image of your brain that selects what to remove and change. So you can issue something basic like having everyone forget an event happened or to remember it differently. In this way you can't learn secrets but you can issue broad changes. The DM is encouraged to roll for people in groups or larger chunks of time to expedite the process.

EPIC ARCANE LOCK

Epic Spell

Enchantment

casting time: 6 seconds for every square foot

prerequisite: level 23

Range: 200 feet

Components: V,S

Duration: Until Dispelled

You select a number of acceptable objects within range which are as follows: a closed door, window, gate, chest, other entryway, walls, floors, or the ceiling with a combined surface area of 5400 square feet. The door, window, gate, chest, and other entryways become locked. All of the acceptable surfaces you select within range get reinforced. They are nearly indestructible. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise it is impassible until it is broken or the spell is dispelled by an epic spell or suppressed.

While affected by this epic spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increase by 50. The difficulty to break a wall or something else reinforced the DC increases by 50.

EPIC DISPEL MAGIC

Epic Spell

Abjuration

Casting time: 1 action

prerequisite: level 25

Range: 120 feet

Components: V,S

Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any epic spell of requirement level 25 or less ends. For an epic spell of level requirement 26 or greater, make an ability check using your spellcasting ability. The DC equals 10+the spells level requirement-25. On a successful check the spell ends. Furthermore this has a different effect on a spell level 1-9. For such spells the spell is instantly dispelled and you can choose to deal 5d10 psychic damage to the one responsible for the spell.

GUARANTEE OF FATES: LUCKY

Epic Spell

Divination

Casting Time: 1 action

prerequisite: level 30

Range: touch

Components: V,S

Duration: 1 minute

You touch one creature and the Fates guarantee that they will be Lucky. For the next minute all attack rolls and saving throws with a d20 are considered a 20 the first time they are rolled for that creature that turn. So you could attack 5 times in a round and get 5 natural 20s but if you were to use Lucky and roll again you would roll as normal. If it is applicable these 20s are to be considered critical.

UNIVERSAL FLIGHT

Epic Spell

Transmutation

Casting Time: 1 action

prerequisite: level 30

Range: 30 feet

Components: V,S,M (A Wing feather from a bird)

Duration: 24 hours

You and up to 5 other creatures can be affected by this epic spell if they are willing. The targets gain a flying speed of 1000 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

ELLISAR'S GENOCIDAL PURGING PULSE

Epic Spell

Necromancy

Casting Time: 3 rounds

prerequisite: level 39; wizard, sorcerer, or warlock Range:

20 miles

Components: V,S,M (A diamond worth 10,000 gp)

Duration: Instantaneous

When you cast this epic spell every humanoid creature within the range of the epic spell takes necrotic damage equal to your level. You may choose to exclude a single race from this damage. Every other creature takes the damage as described earlier. Creatures killed from this damage cannot be resurrected with anything less than a true resurrection or higher magic spell.

PURIFY

Epic Spell

Transmutation

Casting Time: 1 action

prerequisite: level 21; bard, cleric, or druid

Range: 1 mile

Components: V, S

Duration: Instantaneous

All food and drink within the radius of the epic spell centered on you is purified and rendered free of poison and disease. This is unless if it is diseased by magic of epic spell level or higher.

TEMPORAL SKIP

Epic Spell

Transmutation

Casting Time: 1 action

prerequisite: level 39; wizard, sorcerer, or warlock

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast this epic spell choose any number of creatures and objects within range. A creature or object can make a charisma saving throw against your spell save DC to resist this. If you didn't select yourself then creatures that resist make the saving throw with a +5 modifier. All creatures and objects that you selected that failed their saving throw or didn't resist are moved forward in time. The creatures or objects can be moved up to 1000 years ahead in time. During this time the creature or object is removed from the current time line and up until they reappear again. Because of this they cannot be harmed or affected by anything during that duration.

When the time is up the creature or object randomly appears in a space that is hospitable within 10 miles of where it was.

LIBRA

Epic Spell (ritual)

Divination

Casting Time: 1 bonus Action

prerequisite: level 21

Range: Any creature within your perception

Components: V,S

Duration: 8 hours

While this epic spell is active you know the statistics of any creature within your perception. You can know their hit points, current spell slots (if any), saving throws, skills, condition immunities, damage resistances, damage immunities, senses, speed, alignment, attribute scores, things they can take as actions, and/or things they can do with legendary actions.

MARVELOUS ALACRITY

Epic Spell

Abjuration

Casting time: 1 Action

prerequisite: level 33

Range: Self

Components: V,S

Duration: 1 minute

While this epic spell is active when you use your action to cast a spell of level 1-9 you can cast another spell of level 1-9. While this epic spell is in effect you don't have to follow the rule of only being able to cast one spell of level 1-9 in a round.

MASS TELEPATHY

Epic Spell

Evocation

Casting Time: 1 action

prerequisite: level 25 wizard

Range: Unlimited

Components: V, S, M (a silver ring nearly devoid of impurities worth 250 gp)

Duration: 24 hours

You create a telepathic link between yourself and up to 50 willing creatures. The creatures can be anywhere on the same plane of existence as you. The spell ends for a creature if they are no longer on the same plane.

Until the epic spell ends, you and the creatures you selected can instantly share words, images, sounds, and other sensory messages with one another through the link, and each creature knows the creature communicating with it. The spell enables a creature with an intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

CONCENTRATION OF ALMGAR

Epic Spell

Abjuration

Casting Time: 1 action

prerequisite: level 25

Range: Self

Components: V, S

Duration: 1 hour

For the duration you can hold concentration on multiple spells. The number of spells you can concentrate on at a time is equal to your spell casting modifier. If you are forced to make a concentration check and you fail you choose which of the spells you are concentrating on that stops and the rest maintain concentration.

IMMEDIATE REST

Epic Spell

Enchantment

Casting Time: 1 action

Prerequisite: level 27

Range: 60 feet

Components: V, S, M (a twig branch and a gem worth at least 100 gp)

Duration: 1 hour

You select up to 12 willing creatures you can see within range, and they fall unconscious for the epic spell's duration. The spell ends on a target early if it takes damage or someone uses an action to slap it awake. If a target remains unconscious for the spells duration they get a benefit of a long rest and they can't benefit from this spell for 48 hours.

SUMMON EPIC FIEND

Epic Spell

Conjuration

Casting Time: 1 action

Prerequisite: level 37

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a fiend in an unoccupied space that you can see within range. You summon one fiend of CR 21 or lower.

The summoned creature is neutral to you and your companions. However the creature is hostile toward your enemies and other not of your group. Roll initiative for the summoned creature. You can issue a verbal command but it is a contested charisma ability check versus that creatures wisdom saving throw. On a success they listen to your command and on a failure they ignore it. If the fiend isn't listening to your command it does whatever it feels like doing.

The DM has the creature's statistics.

CALL SUPERIOR UNDEAD

Epic Spell

Conjuration

Casting Time: 1 action

Prerequisite: level 27

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon an undead creature in an unoccupied space that you can see within range. You summon an undead of CR 15 or lower.

The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature. The creature obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions.

The dm has the creature's statistics.

EPIC HEX

Epic Spell

Enchantment

Casting Time: 1 bonus action

Prerequisite: level 30 warlock

Range: 120 feet

Components: V, S, M (The snake of a medusa or the blood of a basilisk)

Duration: Concentration, up to 8 hours

You place a curse on a creature that you can see within range. Until the epic spell ends, you deal an extra 3d10 necrotic damage to the target whenever you hit it with an attack. The target has disadvantage on all ability checks. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

An epic remove curse spell cast on the target ends this spell early.

EPIC REMOVE CURSE

Epic Spell

Abjuration

Casting Time: 1 action

Prerequisite: level 25

Range: 30 feet

Components: V, S

Duration: Instantaneous

When you cast the epic spell you can target a creature or an object. If you target a creature all curses on that creature end. Also that creature becomes immune to being affected by that curse for the next 24 hours. This epic spell works on spells and epic spells for the curses that it affects to clarify. For objects this spell actually destroys curses on objects that are of legendary rarity or lower. This means that you can remove any hostile effect toward the attuned when you cast this spell. It also affects effects that affect the wielder.

SOUL GROWTH

Epic Spell

Divination

Casting Time: 1 action

Prerequisite: level 21

Range: Self

Components: V, S

Duration: Permanent

When you cast this epic spell you may permanently give yourself proficiency in any ability check. This bonus does not stack with expertise or if you already have proficiency in that ability check. This effect cannot be undone by anything short of a greater wish spell.

Alternatively you instead of a permanent increase of your hit points by 20.

Alternatively you can decide to learn 2 languages.

When you cast this epic spell there is a 10% chance that you would be unable to cast this spell again and you knowledge of an epic spell slot would be wasted. However if this happens all of the permanent effects still remain.

GREATER TELEKINESIS

Epic Spell

Transmutation

Casting Time: 1 action

prerequisite: level 30 wizard or sorcerer

Range: 500 feet

Components: V, S

Duration: Concentration, up to 1 hour

You gain the ability to move or manipulate creatures or objects by thought. When you cast the epic spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the epic spell.

Creatures. You can try to move a Gargantuan or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 60 feet in any direction, including upward but not beyond the range of this epic spell. For the duration of the epic spell, you lose concentration on the epic spell, or the creature saves against the spell; the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

A creature that is restrained by this epic spell can use their action on their turn to repeat the saving throw for this spell to break out of the restrained condition.

Object You can try to move an object that weighs 10,000 pounds. If the object isn't being worn or carried, you can automatically move it up to 60 feet in any direction, but not beyond the range of this spell.

If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability plus your proficiency bonus contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 60 feet in any direction but not beyond the range of this spell.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

GREATER CONTINGENCY

Epic Spell

Evocation

Casting Time: 1 hour

prerequisite: level 30 wizard

Range: Self

Components: V, S, M (a statuette of yourself carved from ivory and decorated with gems worth at least 15,000 gp)

Duration: Permanent until circumstance triggers the effect

Choose a spell of 9th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting greater contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. Alternatively you can have 2 spells that are contingent spells if they both are of 5th level or lower. If you choose 2 lower level spells they must activate on the same circumstance.

The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

The contingent spell takes effect only on you, even if it can normally target others. You can use only one greater contingency spell at a time.

If you cast this spell again, the effect of another greater contingency spell on you ends. Also, greater contingency ends on you if its material component is ever not on your person.

ACQUIRE MAGICAL SECRETS

Epic Spell

Divination

Casting Time: 1 hour

prerequisite: level 25 wizard

Range: Self

Components: V, S, M (magical ink that is comperable in level to the spell being cast according to its level described in copying spells in your spellbook for the wizard which the spell consumes)

Duration: Permanent

When you cast this epic spell you pick a level 1-9 spell from any spell list. The spell writes the spell into your spell book using the ink for the material component. From that point on the spell is a wizard spell for you and you can prepare and cast it normally.

Whenever you cast Acquire Magical Secrets there is a 5% chance that this epic spell becomes lost to you and you can't cast it again. However any spell that you learned using this spell is always known to you even if your wizard spellbook is lost. You simply need the materials to copy the spell once again.

ILLUSORY WALL

Epic Spell

Illusion

Casting Time: 1 action

prerequisite: level 21

Range: 200 feet

Components: none

Duration: 1 hour

You create an illusory impenetrable wall that is up to 150 feet long, 50 feet high, and 1 foot thick centered on a point that you can see within range. Alternatively you can shape the wall in a sphere up to 50 feet in diameter centered on a point that you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through the space occupied by a creature that creature is blinded and can pass through the wall. However once outside they treat passing through the wall as normal.

The wall completely blocks all visibility and even level 1-9 divination spells that attempt to peer through the wall. To move through the wall a creature must succeed on a DC 25 Intelligence check to pass through every time that it wishes too. Creatures that attempt to shoot projectiles through the wall have no idea what is on the other side so they have a -5 to their attack rolls and disadvantage to do so. When you cast the spell you can designate any number of creatures and those creatures do not need to make Intelligence checks to pass through and those creatures can even see through the wall for its duration.

LIAR'S TONGUE

Epic Spell

Transmutation

Casting Time: 1 action

prerequisite: level 21

Range: Self

Components: V

Duration: 8 hours

You lace your words with magic. For the duration

- Creatures fail their insight checks against you.
- Magic cannot determine if you are lying.
- Every charisma check that you make for the duration replaces the roll with a 20.

NON-EPIC SPELLS



These are just spells for the paladin and ranger to make their spell list look a little special for what they do.

PETRIFIED SMITE

7th level evocation-paladin only

Casting time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee attack during this spells duration, your attack deals an extra 7d10 bludgeoning damage. Additionally, if the target is a creature it must make a constitution saving throw or be petrified until the spell ends. During its turn it can make another save if it has been attacked before this turn but after its previous turn.

STUNNING SMITE

8th level evocation-paladin only

Casting time: 1 bonus action

Range: self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee attack during this spells duration, your attack deals an extra 8d10 radiant damage. Additionally, if the target is a creature it must make a constitution saving throw or be stunned until the spell ends. During its turn it can make another save if it has been attacked before this turn but after its previous turn.

PARALYZING SMITE

9th level evocation-paladin only

Casting time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee attack during this spells duration, your attack deals an extra 9d10 radiant damage. Additionally, if the target is a creature it must make a constitution saving throw or be paralyzed until the spell ends. During its turn it can make another save if it has been attacked before this turn but after its previous turn.

FIERY WEAPON

6th level evocation - paladin only

Casting time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

You imbue a weapon you possess with elemental fire. Until the spell ends it emits a bright light for 30 feet and dim light for 30 feet beyond that. Attacks you do while the spell is active do an additional 3d10 fire damage. Furthermore creatures of your choice within 10 feet of you must make a constitution saving throw on their turn. If they fail they take 1d10 fire damage and if they succeed they take half. While the spell is active you have resistance to fire and cold damage.

GREATER PASS WITHOUT A TRACE

7th level arbjuration - Ranger only

Casting time: 1 action

Range: self

Components: V,S

Duration: Concentration, up to 1 hour

A veil of shadows and silence emanates from you masking you and your allies from detection. For the duration, each creature you choose within 30 feet of you(including you) has a +20 bonus to dexterity (stealth) checks and can't be tracked by nonmagical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

SWIFT STRIKES

6th level divination - ranger only

Casting time: 1 bonus action

Range: Self

Components: V,S

Duration: Concentration, up to 1 minute

For the duration of the spell you may now make 2 attacks with your bonus action until the spell ends.

STRAFE STRIKE

8th level transmutation - ranger only

Casting time: 1 action

Range: Varies

Components: V,S

Duration: Instantaneous

When you cast this you can make 1 weapon attack on creatures within range with either a melee or ranged weapon. If you use a melee weapon then you can do 2 attacks on all creatures within melee weapon range. If you use a ranged weapon you can make 1 weapon attack again all creatures you choose within the ranged weapons optimal range as long as they don't have full cover.

GRACE OF THE ZEPHYR

9th level transmutation - ranger only

Casting time: 1 action

Range: Self

Components: V,S

Duration: 8 hours

You move like the wind. Until the spell ends you don't provoke opportunity attacks. You get +50 to your movement speed while the spell is active. Your attacks while the spell is active have advantage on attack rolls. You may instead sacrifice advantage for a turn to deal an additional 2d8 force damage with weapon attacks. If you need to evade a grapple you succeed automatically on the roll. You can fly temporarily but need to end your turn on the ground or you will fall.

BLESSING OF THE CHEETAH

7th level transmutation - ranger only

Casting time: 1 action

Range: Self

Components: V, S, M(crushed quartz thrown into the air upon casting)

Duration: concentration, 1 hour

For the Duration your legs and cardiovascular system get improved as does that of creatures you choose within 30 feet of you. Those creatures get a +30 to their movement speed for the duration of the spell. Creatures that are affected can use the dash action and disengage action with a bonus action.

FIND SUPREME STEED

6th level conjuration - paladin only

Casting Time: 10 minutes

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of a loyal, majestic mount. Appearing in an unoccupied space within range, the spirit takes on a form you choose: a **elephant**, a **killer whale**, a **giant subterranean lizard**, a **giant scorpion**, a **manticore**, or a **winter wolf**. The creature has the statistics provided in the Monster Manual for the chosen form, though it is a celestial, a fey, or a fiend (your choice) instead of its normal creature type. Additionally, if it has an Intelligence score of 6 or lower, its Intelligence becomes 7, and it gains the ability to understand one language of your choice that you speak.

You control the mount in combat. While the mount is within 1 mile of you, you can communicate with it telepathically. While mounted on it, you can make any spell you cast that targets only you also target the mount.

The mount disappears temporarily when it drops to 0 hit points or when you dismiss it as an action. Casting this spell again re-summons the bonded mount, with all its hit points restored and any conditions removed.

You can't have more than one mount bonded by this spell, find greater steed, or find steed at the same time. As an action, you can release a mount from its bond, causing it to disappear permanently.

Whenever the mount disappears, it leaves behind any objects it was wearing or carrying.

FIND EPIC STEED

9th level conjuration - paladin only

Casting Time: 10 minutes

Range: 50 ft.

Components: V, S

Duration: Instantaneous

You summon a spirit that assumes the form of a loyal, majestic mount. Appearing in an unoccupied space within range, the spirit takes on a form you choose: a **Chimera**, a **Mammoth**, a **Tyrannosaurus Rex**, a **young bronze dragon**, a **young green dragon**, a **young silver dragon**, or a **young blue dragon**. The creature has the statistics provided in the Monster Manual for the chosen form, though it is a celestial, a fey, or a fiend (your choice) instead of its normal creature type. Additionally, if it has an Intelligence score of 7 or lower, its Intelligence becomes 8, and it gains the ability to understand one language of your choice that you speak.

You control the mount in combat. While the mount is within 1 mile of you, you can communicate with it telepathically. While mounted on it, you can make any spell you cast that targets only you also target the mount.

The mount disappears temporarily when it drops to 0 hit points or when you dismiss it as an action. Casting this spell again re-summons the bonded mount, with all its hit points restored and any conditions removed.

You can't have more than one mount bonded by this spell, find supreme steed, find greater steed, or find steed at the same time. As an action, you can release a mount from its bond, causing it to disappear permanently.

Whenever the mount disappears, it leaves behind any objects it was wearing or carrying.

BLASTING ARROWS

8th level transmutation - ranger only

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: concentration, 1 minute

While you are concentrating on this spell any ranged attacks you make have their ammunition enchanted. The enchanted ammunition does an additional 4d8 fire or thunder damage (your choice when you cast this spell). If you choose thunder damage it makes a loud booming sound that can be heard for 300 feet away from the point of impact. The ammunition during this concentration is considered magical for the purposes of overcoming damage resistance.

After the ammunition is fired it loses the properties of this spell. This spell only benefits ammunition that you are currently using while you are firing it so you cannot enchant the weapons of your allies to use.