

EPIC OPTIONS



CREDITS

Written by: Gerard Shore

Covert Artwork: *Dungeon Master's Guild Stock*

Interior Artwork: *Dungeon Master's Guild Stock*

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



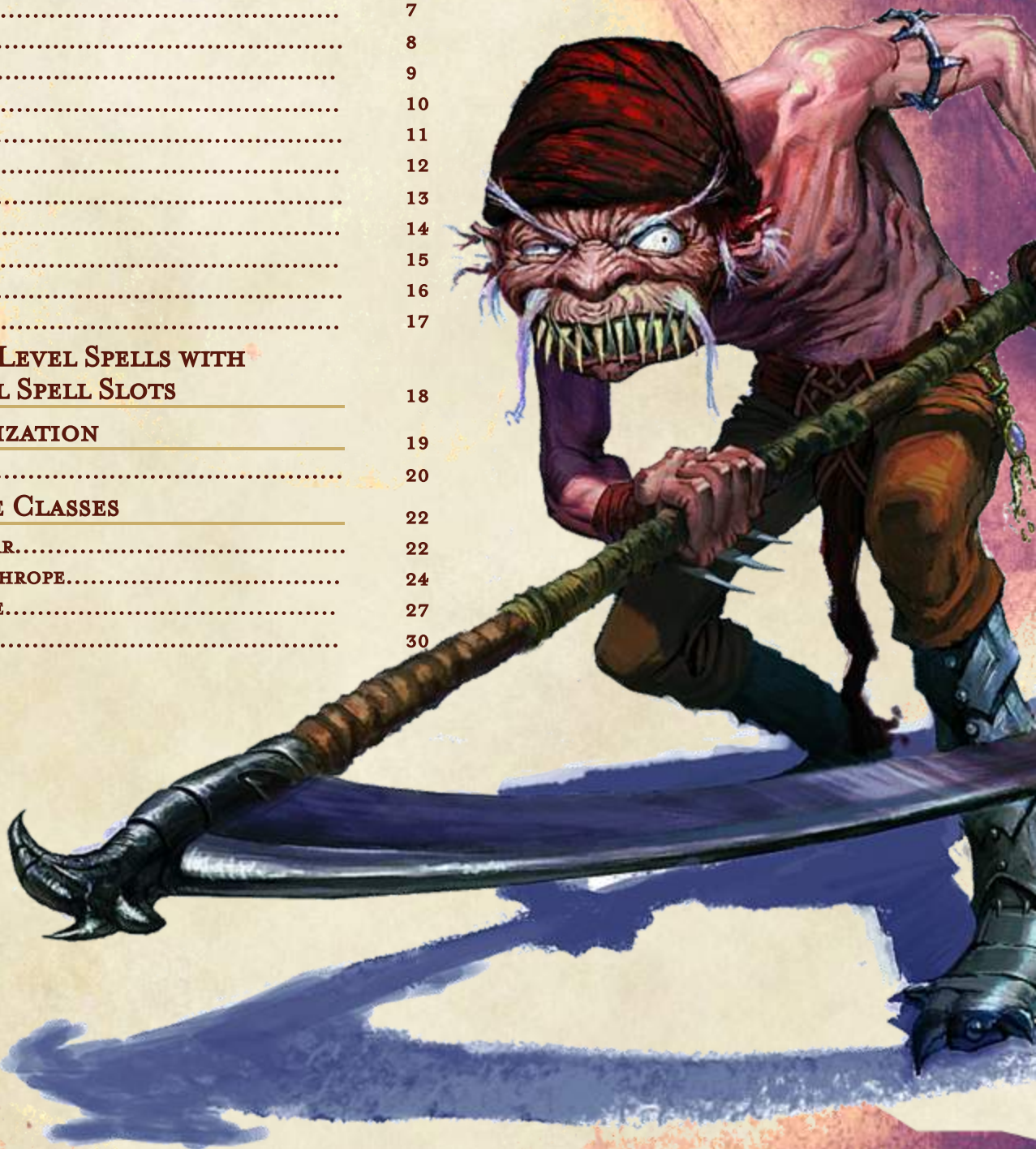
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INTRODUCTION

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

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

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

EPIC LEVEL PLAY

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

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

EPIC MONSTERS

There are only so many hordes of weaker enemies one can handle before monotony takes over. Epic level characters need enemies worthy of the task, and thanks to the efforts of the brilliant Dave2008, there are more than enough options to choose from. Click anywhere within this sidebar to bring up his work.

EPIC LEVELS EXPLAINED

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

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

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

Remember: None of the above options are mutually exclusive!

If your campaign extends far enough, it is very possible for a character to gain some extra ASIs/Feats, Epic Boons, and a level 30 Wizard/ level 30 Barbarian.

EPIC

Classes



EPIC BARBARIAN

THE EPIC BARBARIAN

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

EPIC BOON

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

FASTER MOVEMENT

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

BRUTAL CRITICAL

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

DEATHLESS RAGE

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

INSPIRE RAGE

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

BARBARIC FREEDOM

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

EPIC RECKLESSNESS

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

FURIOUS RETRIBUTION

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



EPIC BARD

THE EPIC BARD

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

EPIC BOON

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

INSPIRING PRESENCE

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

KNOWLEDGE KEEPER

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

CONTINUAL INSPIRATION

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

SONG OF REQUIEM

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

CLASS SECRETS

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

CHORUS OF HEROISM

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

MIMICRY

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

HYMN OF REQUIEM

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



EPIC CLERIC

THE EPIC CLERIC

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

EPIC BOON

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

EXTRA ATTACK

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

EPIC SPELL SLOT

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

DIVINE AVATAR

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

FOUNTAIN OF HEALING

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

SHEDDING MORTAL LIMITS

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

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

MIRACLE WORKER

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

CHANNEL SELF

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

EPIC DRUID

THE EPIC DRUID

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

EPIC BOON

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

LEVEL 1 CANTRIPS

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

MAGICAL BEAST WILD SHAPE

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

NATURE'S PERSEVERANCE

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

IMPROVED GOODBERRY

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

NATURE'S FORTITUDE

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

PARTIAL TRANSFORMATION

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

WILD SHAPE PUSHER

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

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

INTELLIGENT DESIGNER

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

EPIC FIGHTER

THE EPIC FIGHTER

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

EPIC BOON

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

WOUNDING CRITICAL

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

EXTRA ATTACK

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

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

LEGENDARY VIGOR

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

LAST STAND

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

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

REACTIONARY COMBAT

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

MASTERED FIGHTING STYLES

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

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

EXPOSE WEAKNESS

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



EPIC MONK

THE EPIC MONK

Level	Proficiency Bonus	Features	Martial Arts	AC Bonus	Ki	Unarmored Movement
21st	+7	Force-Charged Flurry of Blows, Epic Boon	1d10	+2	21	+40 ft.
22nd	+7	First Strike	1d10	+2	22	+40 ft.
23rd	+7	Epic Boon	1d12	+2	23	+40 ft.
24th	+7	Superior Stunning Strike	1d12	+3	24	+45 ft.
25th	+8	Superior Spell Resistance, Epic Boon	1d12	+3	25	+45 ft.
26th	+8	Force-Enhanced Flurry of Blows	1d12	+3	26	+45 ft.
27th	+8	Epic Boon	1d12	+4	27	+50 ft.
28th	+8	Natural Flurry	1d12	+4	28	+50 ft.
29th	+9	Force-Empowered Flurry of Blows, Epic Boon	2d6	+4	29	+55 ft.
30th	+9	Battle Meditation	2d6	+5	30	+60 ft.

EPIC BOON

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

FORCE-CHARGED FLURRY OF BLOWS

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

FIRST STRIKE

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

SUPERIOR STUNNING STRIKE

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

SUPERIOR SPELL RESISTANCE

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

FORCE-ENHANCED FLURRY OF BLOWS

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



NATURAL FLURRY

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

FORCE-EMPOWERED FLURRY OF BLOWS

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

BATTLE MEDITATION

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

EPIC PALADIN

THE EPIC PALADIN

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

EPIC BOON

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

IMPROVED LAY ON HANDS

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

PERFECTED DIVINE SMITE

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

DISTANT AURA

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

EFFORTLESS SMITING

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

PURIFYING TOUCH

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

DIVINE ACKNOWLEDGEMENT

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

PERSISTENT SMITE

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

EMPOWERED AURA

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

EPIC RANGER

THE EPIC RANGER

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

EPIC BOON

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

NATURE'S COMFORT

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

THE TIES THAT BIND

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

DEDICATED FOE SLAYER

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

BANE OF ENEMIES

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

HOMOGENIZATION

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

EPIC ANIMAL COMPANION

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

RENOWNED SLAYER

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

PARAGON SURVIVALIST

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



EPIC ROGUE

THE EPIC ROGUE

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

EPIC BOON

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

SKILL MONKEY

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



QUICK DRAW

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

EPIC PRECISION

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

EPIC DODGE

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

CRIPPLING STRIKE

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

BLEEDING WOUND

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

IMPROVED BLINDSENSE

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

ONE SHOT

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

EPIC SORCERER

THE EPIC SORCERER

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

EPIC BOON

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

TUNED METAMAGIC

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

EPIC SPELL SLOT

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

COMPOUNDED METAMAGIC

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

AUTOMATIC METAMAGIC

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

SHARED METAMAGIC

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

FLEXIBLE CASTING FREEDOM

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

CREATING SPELL SLOTS

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



EMPOWERED METAMAGIC

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

EPIC WARLOCK

THE EPIC WARLOCK

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

EPIC BOON

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

HELLFIRE SHIELD

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

ELDRITCH DOOM

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

REACTIVE CASTER

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

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

BINDING BLAST

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

EMPOWERED PACT BOONS

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

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

ELDRITCH FREEDOM

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

EMPOWERED ELDRITCH INVOCATION

At level 29, choose one of your Eldritch Invocations. That Invocation's effects are doubled as long as it is possible to do so.

ELDRITCH MASTER

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

EPIC WIZARD

THE EPIC WIZARD

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

EPIC BOON

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

LEVEL 1 CANTRIPS

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

EPIC SPELL SLOT

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

IMPROVED SIGNATURE SPELLS

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

EIDETIC MEMORY

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

ARCANE DIVERSIFICATION

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

EPIC SPELL PENETRATION

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



CASTING 9TH LEVEL SPELLS WITH HIGHER LEVEL SPELL SLOTS

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

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

ASTRAL PROJECTION

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

FORESIGHT

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

IMPRISONMENT

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

MASS HEAL

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

METEOR SWARM

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

TIME STOP

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

WEIRD

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

WISH

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



EPIC

Customization



EPIC FEATS



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

EPIC ABILITY

Prerequisite: 21 or more levels of a class

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

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

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

EPIC BATTLE SENSE

Prerequisite: 21 or more levels of a class

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

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

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

EPIC PRECISION

Prerequisite: 21 or more levels of a class

You have gained a legendary control over your movements in battle and know exactly both the most opportune moment and area to strike in order to inflict the most damage upon your enemy. You gain the following benefits:

- When you roll a critical hit, along with the second instance of damage dice, you also gain a second instance of damage modifiers. For example, if a critical hit with 20 Dexterity, the Dueling Fighting Style and a Rapier would ordinarily inflict 2d8+7 damage; then with this feat it would inflict 2d8+14 damage.
- Whenever you make an attack roll, roll an additional d20. If the additional die represents anything other than a critical hit, use your original roll. If the additional die represents a critical hit, then use that roll instead.

EPIC PROFICIENCY

Prerequisite: 21 or more levels of a class

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

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

EPIC SPELLCASTER

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

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

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

LEGENDARY RESISTANCE

Prerequisite: 10 levels of any Epic Prestige Class

Once per long rest, if you fail a saving throw, you can choose to succeed instead.

You can choose this feat a maximum of 3 times, each time giving you one use per long rest.

NAMESAKE FIGHTING STYLE

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

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

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

Choose one of the options below.

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

NAMESAKE SPELL

Prerequisite: 21 or more levels of the Wizard class

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

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

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

OPPORTUNISTIC ONSLAUGHT

Prerequisite: 21 or more levels of a class

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

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

This ability does not trigger itself.



EPIC PRESTIGE CLASSES

Epic Prestige classes are an advancement option for any character that has reached level 20, and uses the "Gain a level in a class that is below level 20" advancement option.

The only notable difference is the fact that each character can only ever take levels in a single Epic Prestige class - sorry fans of Klaus or Michael, Hybrids do not exist in the Forgotten Realms!



ARCHMAGE/AVATAR

Unlike the other options displayed within this book, the archmage/avatar section actually contains two distinct class options. Although they are two unique options, they are mechanically identical.

The archmage is the pinnacle of spellcasting power. Through whatever means, they have learned long forgotten arts that have advanced their arcane magics beyond what other mages would have considered possible. Through nothing but their enhanced magical prowess, they have even been able to attain a measure of immortality that doesn't come at the expense of lower lifeforms.

Similarly to the archmage, the avatar has gained power beyond mortal limitations, although in their case it has been bestowed upon them by an outside force. That force can be that of nature itself, deific intervention, or the boons placed upon them by a particularly powerful non-divine patron.

PREREQUISITES

In order to advance as an archmage or avatar, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Class level 20th.** Only a truly talented character can become an archmage or avatar, and you must be 20th level in any class before you can gain levels in the archmage or avatar epic prestige classes.
- **Proficiency in the required skill.** A cleric must be proficient in the religion skill. A druid must be proficient in the nature skill. All other classes must be proficient in the arcana skill.
- **9th level spells.** Both the archmage and avatar classes have to have already mastered the gifts which they already possessed. They must be capable of casting at least one 9th level spell before taking levels in the archmage or avatar classes.
- **Complete a special task.** Even epic level characters do not gain knowledge without effort. An archmage may have to seek out a long forgotten tome which contains the knowledge of increased power, or learn the techniques from another archmage. An avatar may need to prove their worth to the force which would be empowering them. This can be done by completing a quest on behalf of the empowering force, or committing a heroic act which cannot be ignored by the empowering force.

CLASS FEATURES

As an archmage/avatar, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per archmage/avatar level

Hit Points per Level: 1d6 (or 4) + your Constitution modifier per archmage/avatar level.

THE ARCHMAGE/AVATAR

Level	Features	Weave Manipulation Points
1st	Weave Manipulation, Epic Boon	1
2nd	Insights from the Weave	2
3rd	Epic Boon	3
4th	Infinite Manipulations	4
5th	Improved Weave Manipulation, Epic Boon	5
6th	Manipulated Recovery	6
7th	Epic Boon	7
8th	Spell Warding	8
9th	Effortless Manipulations, Epic Boon	9
10th	Magical Immortality	10

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The archmage/avatar classes do not provide any special equipment.

EPIC BOON

At 1st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the base class ability gained at level 4).

WEAVE MANIPULATION

At 1st level you can not just harness the forces of the weave, but manipulate them in ways that other casters can only dream of. These manipulations are represented by weave manipulation points, which allow you to alter your magical abilities in a number of ways.

WEAVE MANIPULATION POINTS

You have 1 weave manipulation point, and you gain more as you reach higher levels, as shown in the Weave Manipulation Points column of the Archmage/Avatar table. Some of your class features require the permanent expenditure of weave manipulation points, but you regain all other spent weave manipulation points when you finish a long rest.

MAGNIFY SPELLS

You can use weave manipulation points to increase the effective spell slot level that was used to cast a spell by one for every weave manipulation point temporarily expended. For example, you can expend a 3rd level spell slot in order to cast Vampiric Touch. You can then use a weave manipulation point to instead cast Vampiric Touch as if a 4th level spell slot was used, while still using a 3rd level slot.

INSIGHTS FROM THE WEAVE

Beginning at 2nd level, you can permanently sacrifice weave manipulation points to know a spell from any class list of a level equal to the number of points sacrificed.

This is a known spell that does not count towards the total number of spells known by any class and does not need to be prepared prior to using a spell slot to cast it.

Weave manipulation points that have been permanently sacrificed in this way are never recovered.

INFINITE MANIPULATIONS

Beginning at 4th level, you can permanently sacrifice points to choose one spell and be able to cast that spell at its lowest level, at will, without the use of a spell slot. This ability costs a number of weave manipulation points equal to the level of the chosen spell.

Weave manipulation points that have been permanently sacrificed in this way are never recovered.

IMPROVED WEAVE MANIPULATION

At 5th level, you can use weave manipulation points to cast spells at their minimum level by using spell slots of a lower level than what would ordinarily be required. For every weave manipulation point spent, the spell slot required to cast the spell is 1 level lower than usual. For example, in order to cast the spell Vampiric Touch, you would ordinarily have to expend a 3rd level spell slot. By expending 2 weave manipulation points, you can instead cast the spell at its minimum level by using only a 1st level spell slot.

MANIPULATED RECOVERY

Beginning at 6th level, you can permanently sacrifice weave manipulation points to have all of your spell slots of a level equal to the number of weave manipulation points sacrificed, replenish on a short rest. For example, by permanently sacrificing 2 weave manipulation points, you will forever recover all 2nd level spell slots whenever you take a short rest, while all of your other spell slots continue to be recovered only on a long rest.

Weave manipulation points that have been permanently sacrificed in this way are never recovered.

SPELL WARDING

At 8th level, you have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

EFFORTLESS MANIPULATIONS

Beginning at 9th level, you can permanently sacrifice weave manipulation points to choose one spell that requires concentration and have it no longer require concentration whenever cast by you. This ability costs a number of points equal to the level of the spell.

Weave manipulation points that have been permanently sacrificed in this way are never recovered.

MAGICAL IMMORTALITY

At 10th level your path to magical enlightenment is complete. You no longer suffer the effects of ageing and will never die of old age. In addition, you no longer require air, food, drink, or sleep.

GREATER LYCANTHROPE

Much like regular lycanthropy, greater lycanthropes are shapeshifting fusions of man and beast, although their transformation is far more complete and many would consider it more of a blessing than a curse.

Although in rare cases a greater lycanthrope is born to the bite of a regular lycanthrope, most scholars tend to agree that that is a result of circumstance rather than the lycanthropic curse. The bite simply brought forth the beast that was already within, rather than infecting the greater lycanthrope with an animalistic spirit that desires his body for his own. Where scholars disagree is how the greater lycanthropes came upon their animalistic sides in the first place. The two major conflicting thoughts on the subject are that either the transformation is the result of a long dormant taint in the lycanthrope's blood, or that the legendary hero's spirit grows in tenacity to such an extent that it manifests as its own unique entity.

The truth is that both schools of thought are correct, along with many much less regarded theories. The animal spirit of the greater lycanthrope can be created by an entire array of means, but each of them shares one important trait in common: the animal spirit is not a foreign invader but a manifestation of the principles that the character holds dearest.

Greater lycanthropes do not change their alignment due to embracing the beast within, as the man and beast both share the same philosophical views.



THE GREATER LYCANTHROPE

Level	Features
1st	Shapechanger, Epic Boon
2nd	Weapon Immunity
3rd	Epic Boon
4th	Bestial Senses
5th	Animal Adaptations, Epic Boon
6th	Hardened Hide
7th	Epic Boon
8th	Improved Shapechanger
9th	Physical Transcendence, Epic Boon
10th	Extended Immunity

PREREQUISITES

In order to advance as a greater lycanthrope, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Dexterity or Strength, 13 or greater.** Only the most physically impressive warriors are capable of manifesting their own animal spirit, and you must have at least 13 Dexterity or Strength before you can gain levels in the greater lycanthrope epic prestige class.
- **Constitution, 13 or greater.** Manifesting an animal spirit is a debilitating task that is only survivable by the most hardy of legendary heroes, and you must have at least 13 Constitution before you can gain levels in the greater lycanthrope epic prestige class.
- **Class level 20th.** Only a truly powerful character can become a greater lycanthrope, and you must be 20th level in any class before you can gain levels in the greater lycanthrope epic prestige class.
- **Non-Spellcaster.** The term non-spellcaster is a misnomer as greater lycanthropes are quite capable of learning and casting spells. What is impossible however, is developing or strengthening the animal spirit within if the greater lycanthrope is already too influenced by the Weave. You cannot be capable of casting a single 9th level spell in order to gain levels in the greater lycanthrope epic prestige class.
- **Complete a special task.** Although you have no cause to reject the spirit within, it has cause to reject you. In order to determine that you are physically capable of surviving your first transformation, the beast within may challenge you with a physically taxing task that often requires defeating a legendary monster.

CLASS FEATURES

As a greater lycanthrope, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per greater lycanthrope level

Hit Points per Level: 1d12 (or 7) + your Constitution modifier per greater lycanthrope level

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The greater lycanthrope class does not provide any special equipment.

EPIC BOON

At 1st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the base class ability gained at level 4).

SHAPECHANGER

Upon gaining this class feature at 1st level, choose a beast from the Monster Manual. You can use your action to polymorph into a beast-humanoid hybrid of your chosen beast or into an accurate representation of the beast's true form, or back into your own humanoid form. Your statistics, other than potentially your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your humanoid form if you die.

While in the beast-humanoid hybrid or pure beast forms, you gain all of that beast's natural attacks, and your size changes to that of your chosen beast, or small, whichever is larger. If the beast's size is increased to small, increase the damage die of all of its natural attacks from 1 to 1d4.

Whenever you are in your humanoid form, your original human mind is in control, whenever you are in your beast form, the beast spirit within comes to the surface and takes control, although the distinction is near-moot due to both aspects of the character sharing the same mental abilities and personality. However, changing forms will render any spell-effects or conditions that effect the mind irrelevant while the other aspect is in control.

While in the beast-humanoid hybrid form only, both aspects are in control. Due to their identical mental abilities, both aspects act in complete unison. As a result of your hive-mind-like nature, you have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

WEAPON IMMUNITY

At 2nd level, you gain immunity from bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered.

BEASTIAL SENSES

At 4th level, the connection between you and your beast spirit is heightened and you gain access to all of your chosen beast's natural senses. You gain proficiency in all of the skills that your chosen beast is naturally proficient in, as well as any Special Traits that your chosen beast is ordinarily privy to.

ANIMAL ADAPTATIONS

Starting at 5th level, you begin to exhibit some of the natural strengths of your chosen beast. Your ability that coincides with whichever of your chosen beast's abilities are the highest of Strength, Dexterity, or Constitution, increases by 2, as does your maximum for that score.

If your chosen beast has two highest scores, determine which score to increase with the following priority: Strength, Dexterity, and then Constitution.

HARDENED HIDE

Starting at 6th level, your physical body has developed the animalistic hardiness that is common in the animal kingdom. You gain +2 to your armor class.

IMPROVED SHAPECHANGER

At 8th level, you gain two new forms that you can polymorph into with the same rules as in your Shapechanger ability.

These two new forms are Dire versions of your beast-humanoid hybrid, and beast forms. These forms are the same as your original forms, however they sprout spinal protrusions, horns, or any number of cosmetic changes that differentiate it from your mundane beast forms.

Your Dire forms are one size larger than your regular beast-humanoid hybrid, and beast forms. If this increases the beast's natural size from small to medium, increase the damage of its natural attacks from 1d4 to 1d8. If it increases the beast's natural size to large or larger, add one weapon die to all of its natural attacks.

Choose one of your natural attacks. While in the Dire form of your beast-humanoid hybrid, or beast form, that natural attack is capable of inflicting a lycanthropic curse upon any that succumb to it. Any targets hit by that natural attack must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier or be cursed with lycanthropy of your chosen beast. Refer to the "Lycanthropic Curse" sidebar for information regarding the curse.

PHYSICAL TRANSCENDENCE

At 9th level, your connection to your spirit beast has become physically complete. Your ability that was improved by your Animal Adaptations feature is increased by a further 4, as is your maximum for that score.

In addition, you gain a further +2 increase to your armor class.

LYCANTHROPIC CURSE

A character who becomes a lycanthrope retains his or her statistics except the beast's highest ability of Strength, Dexterity, or Constitution. Whichever of those abilities is the highest replaces the character's own ability, if his or her score isn't already higher. If the beast has two highest scores, determine which score to increase with the following priority: Strength, Dexterity, and then Constitution.

In non-humanoid forms, the character gains the beast's speeds, traits, and actions. In all forms, the character gains +1 armor class if the beast has any form of natural armor, as well as immunity from bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered. The character is proficient with the beast's natural attacks, such as its bite or claws, which deal damage as shown in the beast's statistics and can only be used in its hybrid or animal forms. The same natural attack that the greater lycanthrope used to inflict this curse will continue to inflict curses upon those hit by lesser lycanthropes. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, his or her alignment becomes the same as the greater lycanthrope that the curse originated from. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

EXTENDED IMMUNITY

Upon reaching 10th level, you gain immunity to all bludgeoning, piercing, and slashing damage inflicted by non-silvered weapons. This immunity extends to magic weapons and damage inflicted by non-weapon attacks.



GREATER VAMPIRE

The greater vampire is a vampire like any other, with one small difference: they have never experienced being a spawn.

The greater vampire usually results from an ambitious humanoid finding the magical means of rejecting subservience to a vampire prior to being infected, negotiating terms of infection and an immediate release with a prospective vampiric sponsor, or being unwillingly infected but overcoming the vampire master's hold through little more than heroically strong will. One thing remains constant however: unless the prospective greater vampire finds a magical artifact, potion, or spell that is capable of creating an entirely new vampire line, they will always need to be subjected to the bite of an already established vampire.

Having never been subjected to, and weakened by the influence of another vampire, gives the greater vampire a lot more potential than the more ordinary vampires. More importantly, the greater vampire's alignment does not necessarily change from that which he had prior to his unlife, but the need to consume the blood of others can still very easily lead the greater vampire down the most darkest of paths (see the "Need for Blood" sidebar for details).

PREREQUISITES

In order to advance as a greater vampire, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Charisma, 13 or greater.** In order to prevent oneself from simply becoming another vampire spawn, the prospective greater vampire must have enough force of personality to overcome the vampire's compulsion. You must have at least 13 Charisma before you can gain levels in the greater vampire epic prestige class.
- **Class level 20th.** Only a truly powerful character can become a greater vampire, and you must be 20th level in any class before you can gain levels in the greater vampire epic prestige class.
- **Complete a special task.** In order to become a greater vampire, there are two important components required. Firstly the means of becoming a vampire whether it be via vampire bite or some magical means, and whatever is required to prevent you from becoming another vampire spawn. However, at DM discretion the latter challenge can simply be overcome by a character with sufficient will to break the compulsion on their own.

CLASS FEATURES

As a greater vampire, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per greater vampire level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per greater vampire level.

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

NEED FOR BLOOD

While vampires have no need to eat, drink or breathe in a conventional sense, they are required to consume the lifeblood of others in order to sustain their own existence.

A greater vampire can sustain themselves on the blood of beasts and other lower lifeforms, but doing so does weaken them and they must consume significantly more quantities in order to prevent themselves from being subjected to the Ravished condition. While being sustained on the blood of lower lifeforms, the greater vampire loses 2 from each of its ability scores and must consume a gallon of blood each day. If the greater vampire has been sustaining itself with the blood of lower lifeforms, going 2 days without feeding will result in the Ravished condition.

Humanoids and intelligent creatures are the most ideal prey for a greater vampire. When feeding upon this prey, the vampire only requires a gallon of blood every 3 days and can go for a week without feeding before succumbing to the Ravished condition. However, needlessly feeding on intelligent life is often the first step in a downward spiral that results in the greater vampire becoming as much of a monster as any other vampire.

Although a rare occurrence, it has been known for a greater vampire to prey on other higher beings, resulting in the greater vampire receiving powerful, but temporary boons. The sensation is incredibly addictive and almost certain that the greater vampire will fall to evil desires and dedicate their lives to seeking out more and more of this sanguine narcotic. After gorging on 3 gallons of blood (approximately twice the volume contained in the human body) of either a CR 18 or higher creature, or an epic level character, the vampire gains +4 to each of its abilities for the next month. This ability increase can go beyond the greater vampire's normal maximum ability scores. During that month the vampire will suffer no pangs of hunger, but will seek more powerful foes to feed off of in order to maintain the euphoric state. After that month, the greater vampire will once again need to feed as if it had just fed on a humanoid or intelligent creature. Once a greater vampire has tasted the blood of a higher being, they must forever make wisdom checks as per the Ravished condition, whenever they are within scent range of a higher being, regardless of how hungry they are or what their feelings are towards that higher being.

The Ravished Condition. A ravished vampire is a dangerous encounter, whether they be friend or foe. A greater vampire suffering this condition must make a wisdom saving throw with a DC of 14 every hour until they feed. A failed saving throw results in the greater vampire losing control and trying to devour the most powerful lifeform within range. After losing control, the greater vampire can repeat the saving throw every minute in order to regain its composure.

Saving Throws: None

Skills: None

EQUIPMENT

The greater vampire class does not provide any special equipment.

THE GREATER VAMPIRE

Level	Features
1st	Undead Transformation, Epic Boon
2nd	Spider Climb
3rd	Epic Boon
4th	Vampiric Charm
5th	Shapechanger, Epic Boon
6th	Children of the Night
7th	Epic Boon
8th	Regeneration
9th	Misty Escape, Epic Boon
10th	Master Vampire

EPIC BOON

At 1st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the base class ability gained at level 4).

UNDEAD TRANSFORMATION

Upon taking the 1st level in this class, you are considered an undead creature for all spells and abilities that react to the undead. In addition, you gain the following abilities:

- You no longer age, nor need to eat, drink, or breathe. Although you do have to consume blood. See the "Need for Blood" sidebar for details.
- Your Strength, Dexterity, and Constitution are all increased to 18 if they are not already higher.
- You gain resistance to necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- You gain the combat abilities and weaknesses of all vampires; see the "Vampire Combat" and "Vampire Weaknesses" sidebars for details.

SPIDER CLIMB

Beginning at 2nd level, you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

VAMPIRIC CHARM

At 4th level, you gain the ability to use an action to target one humanoid you can see within 30 feet.

If the target can see you, the target must succeed on a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier or be charmed by you. The charmed target regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can, and it is a willing target for your bite attack.

VAMPIRE COMBAT

All vampires are innately proficient in unarmed combat, but the real danger comes for their fearsome bite attacks.

Unarmed Damage. All unarmed attacks from the vampire inflict 1d8 bludgeoning damage unless the vampire was already capable of inflicting more damage with an unarmed strike.

Vampire Bite. The greater vampire can use an action to unleash a powerful bite attack against any willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. The attack inflicts 1d8 piercing damage plus 3d6 necrotic damage, and the target loses that same amount of damage inflicted from its maximum hit points, while the greater vampire regains that many hit points of its own. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn. The greater vampire's bite attack can only be used in humanoid or bat form.

Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, or spend a bonus action to end the effect.

All vampire spawn created by you that have not tasted your blood automatically fail all saving throws against this ability.

SHAPECHANGER

Beginning at 5th level, you gain the ability to use your action to polymorph into any of the following forms: a Tiny bat, a Medium cloud of mist, or back into your true form. This ability cannot be used while in sunlight or running water.

While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.



While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing, but you can't pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage, except the damage taken from sunlight.

CHILDREN OF THE NIGHT

At 6th level, once per day you can spend an action to magically call 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, you can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as your allies and obeying your spoken commands. The beasts remain for 1 hour, until you die, or until you dismiss them as a bonus action. Beginning at 10th level, you can use this ability twice per day.

REGENERATION

Starting at 8th level, you regain 20 hit points at the start of your turn as long as you have at least 1 hit point and aren't in sunlight or running water. If you take radiant damage or damage from holy water, this trait doesn't again function until the end of your next turn.

MISTY ESCAPE

At 9th level, you gain the ability to attach part of your life force to a single resting place. When you drop to 0 hit points outside of your resting place, you can transform into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that you aren't in sunlight or running water. If you can't transform, you are rendered unconscious.

While you have 0 hit points in mist form, you can't revert to your greater vampire form, and you must reach your resting place within 2 hours or be destroyed. Once in your resting place, you revert to your greater vampire form. You are then paralyzed until you regain at least 1 hit point. After spending 1 hour in your resting place with 0 hit points, you regain 1 hit point.

MASTER VAMPIRE

At level 10, any and all vampires you create are now full vampires rather than vampire spawn. Vampires created in this way that have not tasted your blood automatically fail their saving throws against your Vampiric Charm ability.

In addition, your Strength, Dexterity and Constitution increase to 20 if they are not already higher, and all of the weaknesses mentioned in the Vampire Weaknesses sidebar no longer effect you. Any other abilities that mention a drawback still apply.

VAMPIRE WEAKNESSES

Although undeniably a creature of true power, the greater vampire does have some notable flaws.

Forbiddance. The greater vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The greater vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the greater vampire's heart while the greater vampire is incapacitated or unconscious, the greater vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The greater vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on all attack rolls and ability checks.

THE LICH

Level	Features
1st	Undead Nature, Epic Boon
2nd	Dark Resistance
3rd	Epic Boon
4th	Soulless
5th	Undead Immunities, Epic Boon
6th	True Sight
7th	Epic Boon
8th	Paralyzing Touch
9th	Magic Resistance, Epic Boon
10th	Rejuvenation

LICH

No caster takes up the path to lichdom on a whim, and the process of becoming a lich is a well-guarded secret. Casters that seek lichdom must make bargains with fiends, evil gods, or other foul entities. Many turn to Orcus, Demon Prince of Undeath, whose power has created countless liches. However, those that control the power of lichdom always demand fealty and service for their knowledge.

A lich is created by an arcane ritual that traps the caster's soul within a phylactery. Doing so binds the soul to the mortal world, preventing it from traveling to the Outer Planes after death. A phylactery is traditionally an amulet in the shape of a small box, but it can take the form of any item possessing an interior space into which arcane sigils of naming, binding, immortality, and dark magic are scribed in silver. With its phylactery prepared, the future lich drinks a potion of transformation—a vile concoction of poison mixed with the blood of a sentient creature whose soul is sacrificed to the phylactery. The caster falls dead, then rises as a lich as its soul is drawn into the phylactery, where it forever remains.

PREREQUISITES

In order to advance as a lich, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Proficiency in the required skill.** You must be proficient in the *arcana* skill.
- **Class level 20th.** Only a truly powerful character can become a greater lich, and you must be 20th level in any class before you can gain levels in the lich epic prestige class.
- **The ability to cast the Imprisonment spell.** The *Imprisonment* spell is required in order to sustain one's phylactery. It would be madness to even consider becoming a lich without the means to endure the lifestyle.
- **Complete a special task.** In order to become a lich, one must have knowledge of the rituals required to be performed. Gaining that knowledge can be achieved by the intervention of evil gods, finding an artifact containing the required knowledge, or convincing another lich to share the information. Regardless of the path you pursue, learning the knowledge should come at the conclusion of a grand quest.

CLASS FEATURES

As a lich, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per lich level

Hit Points per Level: 1d6 (or 4) + your Constitution modifier per lich level.

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The lich class does not provide any special equipment.

EPIC BOON

At 1st level and every odd level thereafter, you gain the benefits of one Epic Boon. Alternatively, you can instead gain the benefits of a Feat or an Ability Score Improvement (As per the base class ability gained at level 4).

UNDEAD NATURE

Although still vulnerable to death at this point in your undead existence, you no longer age and need not fear any natural end. You no longer require air, food, drink, or sleep. You are now considered undead for the purposes of all spells and abilities that react to the undead, although you have advantage on any saving throws inspired by those spells or effects that specifically target the undead.

DARK RESISTANCE

Beginning at 2nd level, you gain resistance to the following damage types: cold, lightning, and necrotic.

SOULLESS

At 4th level, the time spent without your soul has rendered you immune to conditions that effect it. You gain immunity to charmed, frightened, and paralyzed, conditions.

PHYLACTERY

The lich's phylactery contains its soul, and if it is destroyed, the lich can no longer regain hit points through any means and the lich will crumble to dust upon reaching 0 hit points.

Soul Sacrifices. Beginning at 10th level, a lich must periodically feed souls to its phylactery to sustain the magic preserving its body and consciousness. It does this using the imprisonment spell. Instead of choosing one of the normal options of the spell, the lich uses the spell to magically trap the target's body and soul inside its phylactery. The phylactery must be on the same plane as the lich for the spell to work. A lich's phylactery can hold only one creature at a time, and a dispel magic cast as a 9th-level spell upon the phylactery releases any creature imprisoned within it. A creature imprisoned in the phylactery for 24 hours is consumed and destroyed utterly, whereupon nothing short of divine intervention can restore it to life.

A lich that fails or forgets to maintain its body with sacrificed souls for a week or more, begins to physically fall apart, and gains one level of exhaustion as a consequence. This level of exhaustion cannot be recovered by any means and once the lich reaches 6 levels of exhaustion, it becomes a demilich.

Destroying a lich's phylactery is no easy task and often requires a special ritual, item, or weapon. Every phylactery is unique, and discovering the key to its destruction can be a quest in and of itself.

UNDEAD IMMUNITIES

Beginning at 5th level, your ageless body has shed the final remaining weaknesses of the human condition. You gain immunity to poison, bludgeoning, piercing, and slashing damage from nonmagical weapons. In addition, you are no longer effected by the poisoned condition, and can only be effected by the exhaustion condition by not feeding your phylactery when that becomes a requirement at 10th level (see the "Phylactery" sidebar).

TRUE SIGHT

By the time you reach 6th level, you have lived long enough without a soul to develop the ability to see the horrific creatures that the human soul refuses to comprehend.

Within 120', you can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, you can see into the Ethereal Plane within the same range.

PARALYZING TOUCH

Beginning at 8th level, your undead presence has become so potent that your mere touch can inspire paralysis in your victim by infecting their very soul with your undead energy.

You can use your action to make a melee spell attack against a creature. Upon a successful hit, the target receives 3d6 cold damage and must succeed on a Constitution saving throw against your spellcaster DC, or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MAGIC RESISTANCE

At 9th level, you have advantage on saving throws against spells and other magical effects.

REJUVENATION

At 10th level, your ascension to true lichdom is complete. You are now required to feed souls into your phylactery to maintain your existence (see the "Phylactery" sidebar). However, you also gain what very nearly amounts to true immortality. If you are destroyed, you gain a new body in 1d10 days, regaining all of your hit points and becoming active again. The new body appears within 5 feet of your phylactery.

