

# EPIC DESTINIES

OPTIONS FOR PLAYERS BEYOND 20TH LEVEL



# WHAT ARE EPIC DESTINIES?

A character's epic destiny describes the mythic archetype they aspire to achieve. Some characters have a clear epic destiny in mind from the moment they began adventuring, while others discover their epic destiny somewhere along the way.

Most people don't ever come close to achieving an epic destiny. Whether they simply failed in their journey, or whether the universe never intended them to gain such lofty heights, is unknown and unknowable.

Your epic destiny sets you apart from such individuals—you know you're destined for greatness and you have every opportunity to achieve it.

## EXTRAORDINARY POWER

Compared to a standard character class, an epic destiny grants few benefits, but those it bestows are exceptional. Certain laws of the universe work differently for you—and some don't apply at all.

Your race, class, background, and other character elements might define what you can do, but your epic destiny defines your place in the universe.

## IMMORTALITY

Each epic destiny defines your lasting impact on the world or even the universe: how people forever afterward remember and talk about you.

Some people achieve lasting fame or notoriety without achieving an epic destiny, but that's a fleeting thing. Inevitably, those people are forgotten, lost in the murky depths of history. Your epic destiny ensures that your name and exploits live on forever.

## THE END

Perhaps most important, your epic destiny describes your character's exit from the world at large (and more specifically, from the game) once you've completed your final adventure. It lays out why, after so many adventures, you finally take your leave of the mortal realm — and where you go next.

## GAME MECHANICS

Epic destinies can be chosen by their players, or assigned by the DM and tied into the campaign at large. Each character might find their own fates, or share a common destiny.

Mechanically, an epic destiny is a character class that requires the same training and focus as any other class. You enter an epic destiny by way of the normal multiclassing rules. However, you cannot reach your epic destiny until you are 20th level; an epic destiny requires a character to reach the pinnacle of their abilities before they can start on the path to immortality.

An epic destiny typically offers access to unique game mechanics available only to epic characters. The capstone feature of most destinies ensures the characters cannot permanently die, and the DM should work with the players to arrange a final quest after which the character is retired and attains immortality. These immortals may appear in your later campaign as deities, otherworldly patrons, or ultimate villains, creating a shared universe that can last for years of storytelling and adventures.

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# RULES FOR PLAYERS

## GAINING AN EPIC DESTINY

Epic destiny abilities accrue over the course of five levels, from character level 21st to 25th as shown on the Epic Character Advancement table. An epic destiny uses the normal D&D multiclassing rules (see chapter 6, “Customization Options,” in the *Player’s Handbook*). When your character is ready to advance a level, you can choose to gain a level in an epic destiny. Your levels in all your classes, including your epic destiny, are added together to determine your character level. If you don’t choose an epic destiny at 21st level, you can choose one at any level thereafter. You retroactively gain all benefits of the epic destiny appropriate to your current level.

Normally a character can only ever have one epic destiny, and the campaign ends at 25th level. If your group is already using the multiclassing rules, your DM may choose to end the campaign at 30th level so that multiclassed characters can gain additional features from their classes. A multiclassed character can gain no more than 25 character levels in their combined standard base classes. If you don’t want to multiclass, you can instead gain an epic boon of your choice at each level you would otherwise take in another class.

### PREREQUISITES

Epic destinies are broader in scope than a base class or prestige class. Gaining an epic destiny through multiclassing involves meeting certain prerequisites, just as with multiclassing into a standard class, but even these typically apply to a wide range of characters with various backgrounds, talents, and abilities.

An epic destiny requires a minimum character level of 20 and possibly other requirements, such as skill training, languages, or class features. Prerequisites must be met through permanent features, abilities gained through items or temporary blessings do not meet the requirement. The DM may require that your character establishes a relationship with a powerful being or complete a specific deed before being able to take up that destiny.

### EXPERIENCE POINTS

Just as with the standard rules for multiclassing, the experience point cost to gain a level is always based on your total character level, not your level in a particular class.

Your DM may choose to change to milestone advancement for epic levels instead of using experience points.

### HIT POINTS AND HIT DICE

Advancing beyond 20th level does not increase your hit points or number of hit dice as normal advancement does, even if you multiclass into a different standard class.

### PROFICIENCY BONUS AND PROFICIENCIES

Your proficiency bonus is always based on your total character level, not your level in a particular class. An epic destiny might grant you additional proficiencies as described in its features.

## EPIC DESTINY FEATURES

You gain class features just like normal class features. If an epic destiny grants Channel Divinity, Extra Attack, or Unarmored Defense, that feature is treated the same way as if you had gained it from multiple standard classes.

## EPIC BOONS

Some Epic Destinities let you choose an Epic Boon. These are listed on page 232 of the *Dungeon Master’s Guide*. In place of an epic boon, you can gain an ability score improvement (ASI) or a feat. At epic levels, an ASI or feat can increase an ability score up to a maximum of 30.

## EPIC CHARACTER ADVANCEMENT

Experience Points	Epic Level	Proficiency Bonus
385,000	21	+7
415,000	22	+7
445,000	23	+7
475,000	24	+7
505,000	25	+8
535,000	26	+8
565,000	27	+8
595,000	28	+8
625,000	29	+9
655,000	30	+9

## FULFILLING YOUR EPIC DESTINY

The “Immortality” feature of your destiny is not gained by advancing in level. Instead, it is gained when you and your allies complete their Destiny Quest, the final grand adventure of the campaign, during which you face the greatest challenges of your characters’ careers. This quest might actually begin before 20th level, but the climax of the quest can only occur after all participants have achieved their capstone feature.

Upon completing your Destiny Quest, your adventuring career — and your life as a normal mortal being — effectively ends. Your DM might give your character a little time to put affairs in order before moving on, or it can occur spontaneously upon completion of the quest. Work with your DM to determine the appropriate timing based on your character, your destiny, and the quest.

Once you’ve completed your Destiny Quest and initiated your ascension to immortality, your character’s story has ended. He or she lives on in legend, but no longer takes part in mortal events. Instead, it’s time to create a new group of adventurers and begin a new story.

# GUIDELINES FOR THE DUNGEON MASTER

## PLAY AT EPIC LEVELS

By 20th level, characters have truly superheroic capabilities, and their deeds and adventures are the stuff of legend. Ordinary people can hardly dream of such heights of power.

Epic adventurers have even more ways to socialize, explore, and fight in ways that can trivialize most encounters, and more powers overall from magic items and epic destinies. Characters can spy on distant beings with divination magic, and use portals to transport themselves instantly anywhere in the world. In combat, flight and teleportation are routine, as well as extraordinary feats of climbing and jumping. Terrain in general is less important, unless it blocks extraordinary forms of travel. Invisibility is common. Such characters can last through many combat encounters before resting and can even return from death in the event of a total party wipe. Furthermore, epic destinies break the rules in dramatic ways, creating entire worlds from nothingness or magically enchanting thousands of NPCs at once. At the end of your campaign, the universe should be significantly altered from the one your players started in.

Epic adventures have far-reaching consequences, possibly determining the fate of millions—in the natural world and even places beyond. Epic characters traverse otherworldly realms and explore never-before-seen caverns of wonder, where they fight abominations such as the kraken and tarasque, primordial lords, demon princes and archdevils, bloodthirsty lich archmages, and even the gods themselves. The dragons they encounter are ancient wyrms of truly earth-shaking power, whose sleep troubles kingdoms and whose waking threatens existence.

## DESTINY QUESTS AND IMMORTALITY

Groups that want a definite endpoint to their PCs' adventures can use Destiny Quests as a springboard for showing how their epic level character eventually leaves the mortal world and ascends into the world of gods and legends. This type of endpoint obviously won't appeal to all groups. Many DMs will have their own ideas of how their campaign should end.

Other groups will prefer to keep their epic-level characters around as options for high-level play. Therefore, the notes that appear in each of the epic destinies below are entirely optional. We present them mainly to help you get in the mood for what an epic character's final destiny might look like, with the understanding that you or your player might have other plans for a character's final destiny.

If you don't have a clear endpoint in mind for your campaign, the characters' epic destinies can give you some direction for those last few levels. Each individual quest takes on greater importance, so that the party achieves group immortality by completing each member's ultimate destiny.

Instead of XP rewards, it's recommended to use milestone advancement, where the group gains a character level after each completed Destiny Quest. After five or six such quests (one for each player in a standard group) the entire party will have achieved their epic destinies and be ready for immortality.

## DESTINY QUESTS

The Destiny Quest is a dangerous epic adventure tied to a particular epic destiny (or perhaps to multiple epic destinies in the group) that a high-level adventuring party can undertake to complete the storyline (or storylines) of epic characters. It's entirely possible that a DM's campaign plans don't lead through any Destiny Quests. But if you don't have solid plans for their campaign during the epic tier, orienting several sessions around quests tied to each PC's epic destiny is an excellent route to explore.

The final quest of your campaign should be its dramatic climax. After the final encounter of that last adventure, the characters attain their destined immortality—the “happily ever after” to their careers. You might lift them to that state as soon as their enemy is defeated, or spend a little time wrapping up loose ends, letting the characters put their affairs in order and say their goodbyes.

## IMMORTALITY

A character's epic destiny guides how he or she ultimately exits the world. That hero's story has to come to an end, though their actions leave existence indelibly changed. Each epic destiny presented here suggests a way for a character with that destiny to achieve immortality. It's up to you, in cooperation with your players, to determine how their characters get there.

## ENDING A CAMPAIGN

Wind your campaign up with a bang. As with the ending of an adventure, a campaign's ending should tie up all the threads of its beginning and middle. Create an exciting and satisfying conclusion for the theme and story you've crafted.

If your campaign has an ultimate villain, the campaign's climax ought to feature a final confrontation. If some other threat has menaced the world, the characters should put an end to that threat—or if they cannot, take dramatic action to help the world weather the storm. A party on a mission should finally complete it, and an unfolding prophecy should be fulfilled one way or another. Even if your campaign is based on simple discovery, with the characters spending their entire careers exploring the world, it's not enough for them to simply draw in the last few lines on the map. They need a final adventure that gives some meaning to that long quest and makes that last pen stroke truly significant.

Make sure you allow space and time near the end of your campaign for the characters to finish up any personal goals. Their own stories need to end in a satisfying way, just as the campaign story does. Ideally, try to link all the characters' individual goals to the ultimate goal of the final adventure. If you can't, though, give them a chance to finish those quests before the very end.

## A WORLD OF YOUR OWN

Once the campaign has ended, a new one can begin. If you'll be running a new campaign for the same group of players, you can really help them get invested in the new setting by using their previous characters' actions as the basis of legends. Let the new characters experience how the world has changed because of the old ones.

In the end, though, the new campaign is a new story with new protagonists. They shouldn't have to share the spotlight with the heroes of days gone by.

## EPIC BOONS

The following Epic Boons are available to characters who surpass 20th level. These are in addition to those listed in the *Dungeon Master's Guide* on page 232.

### BOON OF EMPATHY

*Prerequisite: Proficiency in Insight and Persuasion*

You can cast the spell *detect thoughts*, requiring no components and without using your concentration. Once you do so, you can't use this boon again until you finish a short rest.

Additionally, you can use the First Aid and Help actions as a bonus action, instead of an action.

### BOON OF EXTRA ATTACKS

*Prerequisite: Extra Attack class feature from more than one class*

You can make one additional attack when you take the Attack action. If you engage in two-weapon fighting, you can also make an additional attack with your off-hand weapon.

### BOON OF MAGICAL SECRETS

*Prerequisites: Spellcasting class feature*

Choose two spells from any classes, including your own. A spell you choose must be of a level you have slots for, or a cantrip. You know the spells and are always considered to have them prepared, and they don't count against your limit of spells known or prepared.

The chosen spells count as class spells for the class that granted you the prerequisite Spellcasting feature. If you have more than one spellcasting class, you choose which class you are casting the spell from when you cast the spell.

### BOON OF MAGICAL TALENT

*Prerequisites: Spellcasting class feature, able to cast 4th-level spells*

You gain two 4th-level spell slots and one 5th-level spell slot. If you don't know any spells of a level you have spell slots for, you can use these slots to cast your lower-level spells.

### BOON OF PRACTICED SPELLCASTING

*Prerequisites: Spellcasting class feature, able to cast 5th-level spells*

You gain one 6th-level spell slot and one 7th-level spell slot. If you don't know any spells of a level you have spell slots for, you can use these slots to cast your lower-level spells.

### BOON OF PHYSICAL PROWESS

*Prerequisite: Proficiency in Acrobatics and Athletics*

You gain the following benefits.

- You only require 5 feet of movement to stand up from prone.
- You can balance on surfaces that cannot support your weight with a DC 30 Acrobatics check.
- You can shove and grapple creatures up to two size categories larger than yourself.

### BOON OF PRESENCE

*Prerequisite: Proficiency in Deception and Intimidation*

When you succeed on a Deception check by 5 or more, you can use your reaction to cast *charm person* (DC 15) requiring no components.

When you succeed on an Intimidation check by 5 or more, you can use your reaction to cast *cause fear* (DC 15) requiring no components.

These spells can target one creature that witnessed the successful check.

### BOON OF RELIABLE ABILITY

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 30.
- When you would make an ability check with the chosen ability, you can treat a d20 roll of 9 or lower as a 10.

### BOON OF USEFUL ITEMS

You gain the benefits of wearing a *Robe of Useful Items*, and can choose which additional patches the robe has. Additionally, your weapons never run out of ammunition.

When you take a long rest, you can choose to renew this ability and choose another set of additional patches. If you do so, everything created by prior uses of this ability vanishes and all removed patches are restored.

### BOON OF VAMPIRISM

You gain immunity to necrotic damage.

Whenever you hit a living creature with a natural weapon or unarmed strike, you can deal an extra 1d6 necrotic damage to the target. If the target is not undead or a construct, you also gain temporary hit points equal to the necrotic damage dealt.

# IMMORTAL HERO

Over many eons, in many bodies, with many names, you have adventured and conquered. In an endless cycle of death and rebirth, you have attained the name "hero" in many lands and many incarnations. When you die, you always return again, as a new hero. You might be very different in each form, but a common thread binds one soul to all these manifestations. You learn to draw on the strength and resolve of your past selves to fight off death itself.

## PREREQUISITE

Immortality is within the grasp of all. In order to attain your epic destiny as an immortal hero, you must meet the following prerequisite:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.

## IMMORTALITY

The Immortal Hero is remembered not only in the world of your adventures, but in your own mind as a player.

**Immortality in Rebirth:** Despite your ability to avoid it, you will eventually face death. It might be from a foe too powerful to overcome, but whom you might face again in another life. Or, you might have finished your destiny quest and realized your work is done in this body and it is time to move on.

In either case, your soul returns to its true essence, and you experience, briefly, knowledge beyond all mortal ken. Then, you find yourself once again in a new body. Does this manifestation know anything about its past lives now or will it learn more later on? Does this form resemble the last or are they far different? All these might be questions to explore with your next character.

**The Long Wait of Immortality:** Your destiny quest has been fulfilled. Most likely, you fought off an evil that could have destroyed your world, your plane, or all of creation. Your work done, you pass into hibernation in an unknown place, sleeping until you are needed once more. You've become a legendary, godlike figure. The one who is prophesied to return when needed once again. When another threat arises that is as powerful as the last, you might rise to stop it... but you might need to be awakened. A group of adventurers could seek you out to tap into the deep well of your immortal power. And perhaps your new character can be one of these brave souls.

## THE IMMORTAL HERO

Level	Proficiency Bonus	Features
1st	+7	Epic Boon
2nd	+7	Epic Boon
3rd	+7	Epic Boon
4th	+7	Epic Boon
5th	+8	Epic Boon, Continual Resurrection

## IMMORTAL HERO FEATURES

All Immortal Heroes have the following class features.

### EPIC BOON

You gain an Epic Boon of your choice.

### CONTINUAL RESURRECTION

You gain the ability to return from the dead. At dawn each day, if you are dead, you are restored to life (as the spell *true resurrection*). You can choose to be resurrected in the place you died, the current location of your body, or near one of your companions.

# HARBINGER

*You are the chosen mortal servant of a greater power than yourself, a prophet to spread its message and increase its influence in the world.*

From the day you embark on this destiny you can claim the title of Saint, Doomsayer, Herald, or another title befitting your position. Through dreams, omens, or otherworldly visitations, your existence is revealed to followers around the world. Those who share your faith hold you in the highest regard, while enemies naturally view you as the most terrible of foes. You might be a great crusader, a mighty prophet, or a revered sage. You set a sterling example of the values and goals of your higher power—whatever those goals might be.

## PREREQUISITES

Clerics, monks, paladins, and warlocks are most often chosen to follow this path. In order to attain your epic destiny as a Harbinger, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Solemn Vow.** You must willingly give yourself to the service of a deity, cause, or philosophy, denying yourself an ordinary life to better serve your highest ideals. This vow could be a commitment to your character's ideal, a sacred oath, an otherworldly pact, or commitment to some other virtue (or vice) like poverty or vengeance.

### THE HARBINGER

Level	Proficiency Bonus	Features
1st	+7	Halo
2nd	+7	Evangelist, Miracles
3rd	+7	Disciples
4th	+7	Sanctified Touch
5th	+8	Dreadful Martyrdom, Continual Resurrection

# IMMORTALITY

Many who have been beatified into sainthood, or had their prophecies come to pass, have done so using the methods here.

**Patron Saint:** In the mortal world, you have only the years allotted by nature and fate. After great age, when at last death draws near, you meet your end with joy—for now you go to the presence of the deity you have served so long and well. Your mortal body remains uncorrupted, and seems to be merely asleep, even the most gruesome wounds slowly vanish, leaving your body an imperishable symbol of divine grace.

Your immortality lies beyond this world, where you will stand among the highest of the elevated souls granted life after life in the divine dominions. In the dominion of your deity, you have a new, immortal body. You join their celestial court as a wise and valued counselor. Throughout the world you are regarded as an example of devotion and honor. When people face challenges and hardships similar to those you faced in your mortal life, they are heartened by your example.

**Reliquary:** At the end of your destiny quest, or at some point beyond, you die young as a hero or a martyr for your cause, and choose not to be resurrected. Your final task complete, your spirit ascends to your deity's domain, leaving behind only a broken shell of a body.

Your remains are embalmed or otherwise preserved, and maintained by your acolytes as sacred relics of the faith. Those who possess your remains are said to perform great miracles, and pilgrims flock to your tomb in hope of receiving some blessing. Your relics may, in time, pass down to future adventurers in the form of a magic item that holds a small measure of your mortal powers.

**Doom Fulfilled:** You are drawn irresistibly to fulfill some ultimate doom — usually the catastrophic destruction of a great creature, a mighty realm, or a legendary artifact. When you triumph, fate repairs itself around you, and a new skein of destiny takes shape. In such a weaving, you no longer have a place, and you are hurled out of existence. Nothing remains of you, but you are remembered in the world's myths and legends as an agent of change and destruction.

## HARBINGER FEATURES

All harbingers have the following class features.

### HALO

You are cloaked in a radiant light or ominous shadow that marks you as a chosen servant of the gods. All who look upon you know without a doubt that you are favored by a power of the Outer Planes. The nimbus may take the form of a cloud surrounding your entire body, beams of radiance around your head, or any other appearance you wish.

You can extinguish this halo at will and reactivate it again as a free action. You have resistance to necrotic damage and radiant damage while your halo is active. In addition, when you activate your halo, choose either Peace or Wrath.

**Peace.** While your Halo of Peace is active, you gain the following benefits:

- Your radiance sheds bright light to a radius of 10 feet and dim light to 20 feet.
- You have advantage on Charisma (Persuasion) checks.
- Undead and fiends that move within 10 feet of you for the first time on a turn or start their turns there take 10 points of radiant damage.

**Wrath.** While your Halo of Wrath is active, you gain the following benefits:

- Bright light within 20 feet of you is reduced to dim light.
- You can cast the *thaumaturgy* cantrip as a free action, with no limit to the duration or number of effects.
- You have advantage on Charisma (Intimidation) checks.
- You are protected as if by the *sanctuary* spell (save DC 15). This saving throw is a fear effect.

### EVANGELIST

You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

In addition, while your halo is active, your voice can be heard clearly by anyone within 120 feet of you, regardless of background noise, and your speech can be understood by any creature that can understand a language.

Finally, you learn the *ceremony* spell and can cast it as a ritual.

### MIRACLES

When you cast the *ceremony* spell, you have the following additional options. If you use one of these options, you cannot use another for ten days.

**Exhortation.** You cast *mass suggestion* as if using a 7th-level spell slot, without using a spell slot or any components (save DC 15).

**Penitence.** Target any number of creatures that you can see within 60 feet that have offended you in some way. Whenever a target makes an ability check, the target must roll a d4 and subtract the number rolled from the ability check. This is a curse that remains until removed, or until a creature atones.

**Quest.** You cast *geas* as if using a 7th-level spell slot, without using a spell slot or any components (save DC 15).

**Resurrection.** You cast *resurrection*, without using a spell slot or any components.

**Tongues.** You can cast *tongues* on up to twelve willing humanoid that are devoted to you or your deity, without spending a spell slot or using any components. The duration is permanent, but comes with a curse. If a target ever abandons their faith, they are struck deaf and dumb (cannot speak or cast spells with verbal components) until they atone.

**Transmute Water.** You cause all water in a 5-foot cube within 30 feet to be turned into either holy water, fine wine, or blood. The water and wine are pure and rendered free of poison and disease, but anyone who drinks of the blood is affected as if they had consumed a *potion of poison*. Enough liquid is transmuted to fill up to twelve vials.

### DISCIPLES

Your leadership inflames fanatical devotion in your followers, and inspires them to accompany you on your adventures. With the DM's permission, choose whether to be escorted by either one [Priest](#) or [Cult Fanatic](#), six [Acolytes](#), or up to twelve [Cultists](#). They obey any verbal commands that you issue to them (no action required by you), but if given suicidal or obviously harmful orders, you must win a Charisma contest to convince your disciple to do anything it wouldn't ordinarily do. If your disciples are killed, they can be returned from the dead as normal or you can recruit new ones through the Dedication option of the *ceremony* spell.

In combat, roll initiative for your disciples as a group, which have their own turns. If you don't issue any commands to them, they try to defend and aid you without putting themselves at risk. The DM has the NPCs' statistics.

### SANCTIFIED TOUCH

When you cast a spell with a range of touch or hit with an unarmed strike, the effects are more potent. When you roll a 1 or 2 on a die for damage, healing, or other effect of your touch, you can reroll the die. You must use the new roll, even if the new roll is a 1 or a 2.

Additionally, you can use an action to touch a living creature at 1 or 0 hit points and either heal them or speed their death. You can spend one or more of your hit dice (rerolling 1s and 2s) to restore that many hit points to the creature, or kill the creature and restore those hit points to yourself. In either case, you can't spend more hit dice than the target creature's maximum.

### DREADFUL MARTYRDOM

Once per day, when you die, you can choose to cast *storm of vengeance* centered on the place where you died. The storm persists for one minute or until you are returned to life, whichever comes first.

### CONTINUAL RESURRECTION

You gain the ability to return from the dead. At dawn each day, if you are dead, you are restored to life (as the spell *true resurrection*). You can choose to be resurrected in the place you died, the current location of your body, or any place sanctified to your deity or cause.

# LEGENDARY SOVEREIGN

*You are the long-awaited monarch destined to lead your people into a glorious golden age.*

Legendary sovereigns come to power in a variety of ways. Some are born to royalty—the scions of existing dynasties. These sovereigns reverse the flagging fortunes of their homelands, defeat ancestral enemies, or usher in ages of expansion and prosperity. Other sovereigns establish new dynasties, building monarchies to heal a land or carve a new kingdom out of the wilderness. A few legendary sovereigns seize power by deposing tyrants and leading nations to freedom. Finally, a handful of legendary sovereigns win their thrones by acclaim. They are chosen by the people to take up the mantle of leadership after performing deeds of renown and demonstrating wisdom and courage.

In the days before acceding to your throne, you won ever-growing renown throughout the land you were destined to rule. An anonymous adventurer in other lands, you were a hero to the people of your home. People crowded the streets to catch a glimpse of you. You accrued accolades, honors, and titles, and the people began to wonder whether you might someday claim the throne. As threats arose, the people of the land sought your opinions and counsel. They treated you as a great leader, and soon, your destiny to become a lord was apparent.

## PREREQUISITES

Fighters and paladins are most often chosen to follow this path. In order to attain your epic destiny as a legendary sovereign, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the History skill.** Great leadership requires an understanding of your land and its past.
- **Renown.** Your name and deeds must be well known in the region you intend to rule.

## IMMORTALITY

A legendary sovereign rules as you see fit, and your dynasty is recorded in the histories of your domain and the world.

**Patron to Adventurers:** At the end of your adventuring career, it is finally time to rest and let others brave danger for you. As monarch, chieftain, or warlord, you set to work managing your domain and attending to matters of significance.

When your realm is once again in peril, you send out a call for adventurers, and soon another group of fresh faces stands before you, ready to begin a new quest and eager for your rewards.

**The Golden Age:** Upon completing your final quest, you ascend to the throne and begin your reign. For decades, your land flowers and your people prosper. Your victories shield your land from invasion and bring your ancestral enemies to their knees. Your descendants will mount the steps to your throne for centuries to come. When death comes for you at last, your tomb is a monument revered by your people, and your chosen heirs strive to continue your legacy.

## THE LEGENDARY SOVEREIGN

Level	Proficiency Bonus	Features
1st	+7	Homeland
2nd	+7	Mass Revivify
3rd	+7	Legendary Artifact
4th	+7	Battletide
5th	+8	Not My Fate

## LEGENDARY SOVEREIGN FEATURES

All legendary sovereigns have the following class features.

### HOMELAND

With the DM's approval, choose a nation or region in the world you are destined to rule. You have the legal right to rule over that land in the manner of your choosing, and you are regarded as a great hero by your subjects. Within your borders, you have advantage on all Charisma ability checks, and gain the benefits of every background feature (*Player's Handbook* Chapter 4).

Within your realm you also maintain a stronghold such as a castle or palace. Your estates are sufficient to maintain an aristocratic lifestyle (*Player's Handbook* Chapter 5), including the resources to maintain a household and a small force of loyal retainers.

### MASS REVIVIFY

As an action, you call out words of restoration that rally your companions to your side. Each nonhostile creature within 30 feet of you that has died within the last minute or that has 0 hit points returns to life and consciousness with 1 hit point. This ability can't return to life a creature that has died of old age, nor can it restore any missing body parts.

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

### LEGENDARY ARTIFACT

Your name and deeds are already legendary, and so too are the tools you wield.

With the DM's permission, choose one non-artifact magic item you are attuned to, such as a weapon or suit of armor. That item becomes an artifact associated with your legend, that will appear where it is needed most to defend your homeland.

The item's bonus becomes +3 if it isn't higher. The item gains one major beneficial property, two minor beneficial properties, and one minor detrimental property of your choice from the tables on pages 219-220 of the *Dungeon Master's Guide*. While attuned to the artifact, you can use a bonus action to immediately summon it to your hand.

You must designate a means by which the artifact could be destroyed. Otherwise, the artifact is indestructible.

## **BATTLETIDE**

Your mere presence on the battlefield can turn the tide of any conflict.

As an action, you radiate an aura of courage that steals luck from your enemies and grants it to your allies. When you use Mass Revivify, you can also activate this ability as part of the same action.

The aura has a radius of 30 feet and moves with you, centered on you. The aura requires concentration as if concentrating on a spell, and lasts for a maximum of 10 minutes. While the aura persists, whenever a friendly creature within the aura that can see or hear you (including you) makes an attack roll, damage roll, or a saving throw, the target can roll a d4 and add the number rolled to the attack roll, damage roll, or saving throw. Additionally, whenever a hostile creature within the aura that can see or hear you makes an attack roll, damage roll, or a saving throw, the target must roll a d4 and subtract the number rolled from the attack roll, damage roll, or saving throw. Hostile creatures that are immune to fear are unaffected.

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

## **NOT MY FATE**

When you would make a death saving throw, you can instead spend one or more Hit Dice to regain consciousness. You regain hit points from the hit dice as if you had taken a short rest, but do not gain any other benefits of a short rest.

If you have no hit dice remaining, you can't use this feature.

# PUNISHER OF THE GODS

*You are a vessel of endings, a bringer of dooms, and eraser of fates.*

Destruction swirls around you, and death dogs your steps. You are a herald of endings, a bringer of doom, the breaker of bonds, the destroyer, the killer, the divine hand of death, and the ultimate slayer. Blood fills your footsteps, and a thousand screaming souls rage in your wake. It is almost an unbearable burden, this task set before you; your duty is to seek out and destroy those who would oppose your will.

The choice to become a Punisher of the Gods was never yours to make; the powers themselves chose you for this task, naming you enemy of their enemies and their dealer of death. As a weapon of the gods, you are not sworn to any one god, but rather you serve them all, good and evil, as well as those who choose not to take a stand one way or the other; or as a godslayer, you may have been chosen by a demon prince or other destructive force. You were chosen because you have an unshakeable resolve and a drive that helps you see more victories than defeats, and through your achievements, you now have the chance for immortality.

## PREREQUISITES

Barbarians, rangers, and paladins are most often chosen to follow this path. In order to attain your epic destiny as a Punisher of the Gods, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Extra Attack feature.** Only characters focused on martial prowess can become punishers.
- **Triumph in single combat.** You must defeat a creature with a CR of 15 or higher by yourself. Your allies can lend you equipment or magical enhancements, but you must face the enemy alone and emerge victorious.

### THE PUNISHER OF THE GODS

Level	Proficiency Bonus	Features
1st	+7	Immortal Curse, Punishment
2nd	+7	Punishment
3rd	+7	Punishment
4th	+7	Punishment
5th	+8	Bringer of Dooms, Eternal Pursuit

## IMMORTALITY

Long success in the killing business earned a few nods of approval from the movers and shakers in the universe, and probably a few nasty encounters with a lich, archdevil, or another power with an axe to grind against you. By the time you grab the gods' attention, you've accumulated so many enemies that you have a hard time going anywhere without facing another fight.

**Hand of Vengeance:** You drew the attention of not just one god, but all of them. Perhaps they fear you or seek to control you. Maybe they hope to channel your destructive energy for another purpose, but whatever their motives, should you accept the burden they lay on you, your immortality is assured.

Through all your adventures, you've had the feeling you've been doing work for a greater purpose and fulfilling a grand design as laid out by a higher power or powers. What at first seemed as dishing out payback became something more—something almost holy. The revelation crystallizes when you dispatch the last villain, a horrible wretch whose death was long overdue, because the gods send their aspects to congratulate you on your accomplishment.

Such is your success, they bequeath onto you the punisher's mantle, naming you their hand of vengeance and dispenser of divine justice. To you it falls to seek out and destroy those who would threaten the gods and their creation, whether it be primordial, demon prince, or even another god. In exchange for your service, you win a place among the gods, free to move through the cosmos and attend the divine courts of your masters as a favored servant, and, perhaps eventually, as a valued peer.

**Decide:** You met your utmost challenge, and look who's dead and who isn't. The proof is in the grave. Among those that have a similar mortal origin, you are the greatest slayer in the universe. Maybe a deity or two has skills that compare. Maybe.

Sticking around to stir up the cosmos isn't a bad idea. Powerful mortals, deities, demon lords, and primordials can get complacent or uppity. The worst rest in their own realms in smug satisfaction, and either cease doing what they should do or start doing something they shouldn't. No one rests easy with you nearby.

Mortal terror has a way of inspiring decisive change, and you have a pointed way of rousing just such a fear. It's not that you need to threaten anyone in particular. It could just be made known that you have a particular agenda. Working as a free agent, you leave no entity safe from the prospect of your lethal prompting.

Even a little prodding is bound to be a boon to progress. You could be just the wild card the world needs to keep power in the right balance and affairs moving along smoothly.

## PUNISHER OF THE GODS FEATURES

All Punishers of the Gods have the following class features.

### IMMORTAL CURSE

When you deal damage to a creature, you can choose to place a curse of death upon your enemy—a sign that immortality is at an end. This curse lasts until removed, until the target drops to 0 hit points, or until you are no longer on the same plane, at which point you regain the use of this power. You can only ever have one target of your immortal curse at a time.

While the target is cursed, the target can't use teleportation or planar travel. The curse doesn't prevent the target from passing through portals or openings into extradimensional space, such as that created by the *rope trick* spell. Doing so breaks the curse.

You can cast *scrying* targeting the target of your immortal curse (save DC 15) without spending a spell slot. Once you do so, you can't scry on the target again until you finish a long rest.

### PUNISHMENT

The target of your immortal curse suffers a punishment of your choice for the duration of the curse. When you gain additional punishments, the effects stack; however you can't choose the same punishment more than once.

**Artificer's Infusion.** Your weapons are magical, and have a +2 bonus to attack and damage rolls if they aren't higher.

**Assassin's Venom.** The target is poisoned. When you hit the target with a weapon attack, the attack deals an extra 1d6 poison damage to the target.

**Avenger's Enmity.** You have advantage on attack rolls against the target.

**Barbarian's Brutality.** You can roll 3 additional weapon damage dice when determining the damage for a critical hit against the target.

**Berserker's Frenzy.** You can make one melee weapon attack against the target as a bonus action.

When you engage in two-weapon fighting, you can make two attacks, instead of one, when you use your bonus action to make an off-hand attack against the target.

**Champion's Accuracy.** Your weapon attacks against the target score a critical hit on a roll of 18-20.

**Cleric's Inquisition.** You have advantage on Intelligence (Investigation) checks, Wisdom (Insight) checks, and all Charisma checks made to interact with the target. You can also cast *detect thoughts* (save DC 15) at will, detecting or focusing only on the target of your immortal curse.

**Faerie's Dream.** You know whether your target is awake or asleep. You can cast *dream* targeting the target of your immortal curse (save DC 15). If you force a creature to make a saving throw within the *dream*, you can't do so again for ten days.

**Fighting Style.** You gain one fighting style of your choice from those available to the Fighter class.

**Knight's Challenge.** The target has disadvantage on attack rolls against targets other than you.

**Mage's Grasp.** You can cast *resilient sphere* targeting the target of your immortal curse (save DC 15).

If the target succeeds on its saving throw, you don't expend this ability. Otherwise, you regain the use of this punishment after a short rest.

**Paladin's Smite.** When you hit the target of your immortal curse with a weapon attack, the attack deals an extra 1d8 radiant damage to the target.

**Ranger's Quarry.** You know the direction to the location of the target, as long as the target is within 1,000 feet of you. If the target is moving, you know the direction of its movement.

Additionally, when you hit the target with a weapon attack, the attack deals 1d6 extra damage of the same type dealt by the weapon to the target.

**Rogue's Stealth.** You are invisible to the target.

**Warlock's Hex.** Choose one ability when you invoke your immortal curse. The target has disadvantage on ability checks made with the chosen ability.

Additionally, when the target takes damage from your weapon attack or a spell you cast, the target takes an extra 1d6 necrotic damage.

### BRINGER OF DOOMS

When you hit the target of your immortal curse with a weapon attack, you can choose to maximize the result of all damage dice for that attack. You can make this decision after you roll for damage. Once you use this ability, you can't use it again until you take a short rest.

### ETERNAL PURSUIT

If you die while you have a target under your immortal curse, you continue to scry on them from the afterlife. While you are dead, this scrying cannot be disrupted by any means, even if the immortal curse is removed or the target travels to a different plane.

After 24 hours, if you haven't been restored to life by then, your body and gear on it vanishes. You reappear with all your equipment in a secure location on the same plane as the target, as if you had taken a long rest. You can choose a place on that plane you are familiar with, otherwise the DM selects a safe location where you can resume your hunt.

# THIEF OF LEGEND

*There is nothing you can't steal—nothing.*

Long ago, there lived a thief who was so skilled at the art of taking that nothing was outside his grasp. Some said that he could steal the throne out from underneath a king, make off with the princess's smile, and snatch the stars from the night sky—all over the course of a single evening! How much of the thief's myth was true and how much has become the tall tales of legend is a matter of debate, but few take such stories seriously. Such tales border on the ridiculous for most people, but you know the truth: The legends are real, and you are that Thief of Legend reborn.

The Thief of Legend could do all of the fantastic things that people today describe. This thief had fingers so light and nimble that some said he could steal the crown off the queen without her even noticing. His movements were so quiet that death could not track him. His plans were so cunning that he outwitted the gods at every turn. Artifacts guarded by thousands of angels vanished from Astral domains, and the only evidence that remained of the thief's passing were the faint echoes of laughter where treasures once were held.

Yet these feats have, on occasion, been reproduced by other mortals. The true point of transition between master thief and Thief of Legend came when this thief learned how to steal things that are intangible. So great was this legendary thief's skill that reality bent to his trickery. He discovered ways to steal laughter, or memories, or the color from a painting.

Now, generations later, that thief has been reborn, and you are coming to realize that you are the reincarnation of this famous thief. Over time, you have begun to recall the tricks and techniques that you mastered in that former life, and you are growing once more into the master thief that the stories still describe.

## PREREQUISITES

Bards and rogues are most often chosen to follow this path. In order to attain your epic destiny as a Thief of Legend, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Sleight of Hand and Stealth skills.** Successful thieves must steal without being detected.

## IMMORTALITY

As you grow ever more enlightened about the thievery and trickery that you had mastered in your past life, reality once again begins to bend around you, allowing you to steal things that others say can never be taken.

**The Greatest Prize:** Despite the fact that your skills can be used for greed and self-service, you have been spun back into the world for some purpose.

You have one great thing that you must steal—one bit of thievery for which you were given a new life and incarnation. This prize is the subject of your Destiny Quest; you might be destined to steal the phylactery of an ancient dracolich or to place your hands on the only artifact that can slay the dark goddess Lolth.

Once you steal the object of your Destiny Quest, you have fulfilled your role in the world. Only then can you once again have the power to take what lies beyond the grasp of all mortals, as you finally recall the full extent of the techniques that allow you to filch the intangible.

**Stolen Divinity:** Against all odds, you steal immortality from one of the greatest powers in the universe. As the unlimited power flows into you, you suddenly find yourself overwhelmed with the power and responsibility godhood entails. You resign yourself to taking the place of that deity, perhaps usurping the position in a perfect disguise, or boasting of your conquest and newfound powers. Either way, you take your place in the world's pantheon, removing yourself from your mortal affairs and beginning anew.

## THE THIEF OF LEGEND

### Level Proficiency Bonus Features

1st	+7	Theft of the Intangible
2nd	+7	Impossible Theft, Spell Thief
3rd	+7	Minimus Containment
4th	+7	Undetectable Thief
5th	+8	Steal Back the Soul

## THIEF OF LEGEND FEATURES

All thieves of legend have the following class features.

### THEFT OF THE INTANGIBLE

Already your ability to be the Thief of Legend allows you to twist reality, giving you the ability to steal things others claim to be impossible.

The first time you reduce a target to 0 hit points, you can steal something intangible from that object or creature, such as its identity, memories, or soul. The mechanical effects of this theft, if any, are left to the Dungeon Master.

This theft results in the creation of some small, physical object that serves as the repository for the stolen intangible item. The form of this object can vary depending on the thing being stolen, but usually uncomplicated objects such as small vials, locket, gems, or any object that can be used as a container and then opened to release the intangible object, work best.

### THEFT OF THE INTANGIBLE

This feature grants adventurers the ability to steal intangible concepts. Typically, the target of the theft is going to be something abstract, so the DM should be prepared to deal with the consequences. A player should discuss their plans with the DM prior to a significant heist.

## IMPOSSIBLE THEFT

You deftly lay your hand upon the object of your desire and it vanishes, whisked away to the place you determine. As an action, you touch one unattended object or vehicle no larger than a 15-foot cube. You teleport the target to a safe location that you determine, which must be a place where you have been and on the same plane. The teleportation fails if there isn't room to hold the target. This effect cannot harm any creature or the target.

## SPELL THIEF

You have learned how to steal spells that are being used against you.

Once per short rest, you can cast *counterspell* and may use it when you use your reaction to identify a spell being cast. Your spellcasting ability is your choice of Intelligence, Wisdom, or Charisma.

When you successfully counterspell in this way, the target loses the ability to cast the spell you countered until it takes a long rest. In addition, a spell scroll containing the spell immediately appears in your possession.

## MINIMUS CONTAINMENT

When defeating your enemy is not enough, you can bottle them for future convenience.

You can cast the spell *imprisonment* (save DC 20), choosing only the Minimus Containment option, without spending a spell slot. Once you do so, you can't use this ability again until you take a long rest.

## UNDETECTABLE THIEF

At last, you have reached the point where you can trick the greatest of the gods. Even slipping into the Nine Hells and snatching away the scepter from a Lord of the Nine's hand is not beyond you. If they discover something is missing, you can stay hidden from sight, even when your prey is looking right at you.

You gain a passive Stealth score equal to 10 + your Dexterity (Stealth) modifier. Any creature that has a passive Perception lower than your passive Stealth score, or that has an active Perception check result that does not equal or surpass your passive Stealth score, cannot perceive you unless you choose to let that creature see you.

## STEAL BACK THE SOUL

You have stolen your soul from the forces that claim it when you die.

You can't be possessed, dominated, or otherwise forced to use your movement or action to do something you don't want to. Your soul can't be trapped or prevented from returning to your body.

When you die, after 1 hour your body and possessions vanish. After 24 hours, you reappear alive as if you had taken a long rest. You reappear at a safe place of your choosing, that is familiar to you, and that is on the same plane where you died. If there is no location that meets these conditions, the DM chooses a location on the same plane.

## ALIENIST

*The world and its echoes are but motes in the eye of a far grander, if more terrifyingly incomprehensible, vista. You are unafraid, nay eager, to risk even madness unending, if only you can learn the underlying truth of existence.*

Lesser souls than you were overwhelmed by their study of the Great Old Ones. Instead of commanding their own fate, they were transformed into mere pawns and cultists. With features shadowed under voluminous hoods, they toppled glare-eyed and droolspeckled into the clutch of mad entities. That is not to be your fate. You've divined a different truth in the cold pinpricks in night's endless void. Instead of pawn, you intend to be the master. You plan to have your force of will shine, burning forever. Unlike other stars that serve as windows, perhaps, to monstrous entities of an impossibly distant realm, your radiance is merely your own cognizance spreading ever outward.

The unschooled believe an alienist is nothing more than a servitor to the vast enigmatic creatures you court. True, others who have traveled your path have burned out, unleashing cataclysms that killed allies, corrupted monarchs, and even laid waste to kingdoms (and some whisper, previous ages of the world). You know these cautionary tales, and so forewarned you are forearmed should any of the powers from whom you draw your strength seek to suborn your will. Your allies have nothing to fear from you—if you are careful.

### PREREQUISITES

Sorcerers, wizards, and warlocks are most often chosen to follow this path. In order to attain your epic destiny as an alienist, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Arcana skill.** Alienists study aberrations, which requires an understanding of arcane lore.
- **Able to cast 9th-level spells.** The secrets of the Far Realm can be unlocked only with the most powerful magic.
- **You must have made peaceful contact with an aberration.** Alienists must have the strength of sanity to communicate with the unknowable, and survive the experience without being killed or driven mad.

### THE ALIENIST

Level	Proficiency Bonus	Features
1st	+7	Psionics
2nd	+7	Alien Mind
3rd	+7	Aberrant Transformation
4th	+7	Reality Warp
5th	+8	Ceremorphosis

### IMMORTALITY

Ultimate knowledge, bereft of all filters, easy illusions, and misleading metaphors is what you seek. Soon enough, it will all be yours. An alienist might seek one of the following paths to immortality.

**Radiant One:** When you complete your final quest, the last pieces of the puzzle of reality begin to fall into place. The fell stars themselves began to sing to you, their sibling. You begin to gleam, as if your skin is but a shell covering a mighty lamp.

Upon putting your affairs in order, you travel to a far place. Finally, you ignite in an explosion of stellar glory. Like a demigod, you ascend into the night sky, becoming finally a star yourself—one associated with eldritch wisdom. Or, perhaps madness. Either way, your name takes its rightful place among the constellations and becomes one by which future warlocks invoke your abilities.

**Eldritch Abomination:** You have infected minds across the planes, and hold countless thralls under your control. You have communed with the elder brains of the illithids, and consulted the deep lore of the aboleths. At the conclusion of your final quest, you are ready to enact the next stage of your ineffable plan, one that will have unspeakable consequences for the world to come.

You descend into the heart of the Underdark or the Abyss, deeper than any mortal has ever gone, and use all your power to tear a rift in reality to the Far Realm. The experience annihilates your feeble body, and what remains of your consciousness merges with that insane place. What transpires next is beyond comprehension. Sages will chronicle your transformation in the Book of Vile Darkness and other forbidden tomes, recorded for all time as a temptation and a warning to those that would follow in your path.

## ALIENIST FEATURES

All alienists have the following features.

### PSIONICS

You become aware the magic you wield is drawn directly from the power of your mind. Study and preparation, words and gestures; these are merely tools for lesser spellcasters to tap into the potential you have unlocked.

Your spells are considered psionic abilities, and no longer require components (except expensive material components). You have advantage on saving throws against spells and other magical effects that are specifically noted as psionic.

### ALIEN MIND

Your contact with the Other has left your mind irreversibly changed. You gain resistance to psychic damage and immunity to being charmed.

Additionally, any time you succeed on an Intelligence, Wisdom, or Charisma saving throw, you can use your reaction to reverse the effect against the creature that forced you to make that saving throw. The creature must make a saving throw against the effects you just saved against, using the same DC. On a failure, the effect takes place as if you had used the spell or ability on the target.

Finally, when a creature attempts to read your mind, it must make an Intelligence saving throw. On a failure, that creature is driven insane until it finishes a long rest. While insane, it can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *Greater Restoration* spell ends this effect.

### ABERRANT TRANSFORMATION

When you gain this trait, your appearance becomes more bizarre, such as turning your hair into tentacles, growing a frog-like mouth and webbed fingers, or sprouting extra eyes all over your head. You are also subject to the following effects.

- Your type changes to Aberration.
- You gain darkvision out to 60 feet.
- You gain a swim speed and a climb speed equal to your movement, and the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

### REALITY WARP

Your dawning understanding of reality and the façadelike nature of time and space allow you to take “shortcuts” through time itself. At the end of another creature's turn, you can spend your reaction to take an action, as if you had chosen to take the Ready action on your turn (even if you took your last turn normally without readying). You can use this feature once, and regain the use of this feature when you take a long rest.

## CEREMORPHOSIS

You can perform a ritual taking one hour and at least 1,000 gp of special materials to implant a parasite into a humanoid host as a safeguard against death. The host must be either willing or incapacitated for the duration. The parasite grows to full size and maturity after 120 days, and remains passive and endures indefinitely, as long as its host remains alive. An effect that removes disease can disintegrate the parasite if the host succeeds on a Constitution saving throw against your spell save DC.

The parasite is harmless while you are living. At any time after the parasite matures, one minute after you die, your soul transfers to the nearest mature parasite on the same plane. You can use the host's senses, and telepathically communicate with the host if you choose. You retain your personality, memories, proficiencies, and mental abilities. Your physical remains, if they still exist, become inert and can't thereafter be restored to life, since your soul is now elsewhere.

At any time thereafter, you can choose to either consume or destroy your host, to be reborn into the world and regain all your original abilities (but none of your original equipment).

**Consumption.** In the course of 24 hours, the parasite eats away the host's brain matter and essentially replaces the brain, erasing all of the host's personality and memory, but leaving the physical body alive and under your control. During your next long rest, morphological transformations occur and the host becomes physically identical to your original body.

**Destruction.** In the course of 24 hours, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. In the course of one round, the parasite chews its way through the host's head or chest cavity, killing the host in the process, and you emerge within 5 feet of the host in a larval state. Your statistics are the same as they were when you died, except that you are at full hit points, your size is Tiny, and you have vulnerability to all damage. Once you take a long rest, your new body becomes physically identical to your original body.

## DRACONIC INCARNATION

*You bear within you the spirit of a powerful, ancient dragon, reborn in mortal form.*

Long ago, far back in the mists of time, ancient dragons mastered the power of arcane magic and used it to shape the world around them. In those dark first days, the world was a primeval place, and these dragons held dominion over everything they beheld. The races thought of as ancient today, such as dwarves and elves, were but children when these spellcasting dragons were at the height of their power. The fabric of reality was reshaped by these dragons, who used their arcane prowess to warp the world around them.

Those days of limitless power could not last, and soon the mighty dragon sorcerers fell. Being jealous guardians of their arcane lore, few passed on what they had learned to the other dragons. Over time, as these dragons fell into obscurity and legend, the knowledge of their spells and magic likewise vanished from the world. Now, millennia later, archmages and sages occasionally unearth fragments of lore pertaining to these great wyrms and perhaps master a spell or two from the dragons' repertoire. Even the most powerful wizard, however, would be but a stage magician compared to the ancient spellcasting dragons.

Now the winds of fate circle around once more, and the spirits of those long-dead dragons find themselves spun back into the world, this time in the bodies of smaller, mortal creatures. Although others might feel the call of arcane magic from the depths of their soul, you hear the whispers of the ancient dragon spirit within you. It coaxes you, guides you, and teaches you. Yours is not a quiet soul but a raging inferno of arcane knowledge waiting to be released. Your dragon soul awakens and remembers what it was like to be a master of all it saw.

### PREREQUISITES

In order to attain your epic destiny as a draconic incarnation, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Draconic Ancestry.** Dragonborn and sorcerers with the draconic bloodline have the most potent dragon blood, but its magic persists even if diluted over many generations. Kobolds, Ascendant Dragon monks, Drakewarden rangers, and many others have the potential to become true dragons.

### THE DRACONIC INCARNATION

Level	Proficiency Bonus	Features
1st	+7	Draconic Ancestor, Dragon Form
2nd	+7	Dragon Form
3rd	+7	Dragon Form
4th	+7	Dragon Form
5th	+8	Draconic Apotheosis

### IMMORTALITY

Your own soul is that of an ancient dragon—one seeking to reclaim its former power and willing to use you as a vessel.

**Draconic Manifestation:** You have listened to the words whispered into your mind by the soul of an ancient dragon within you. The secrets of the universe begin to unfold before you, and now you are ready, in mind and body, for the transformation that lies ahead of you. All that remains is the completion of your Destiny Quest, the final achievement in your life as a mortal that signals the time when the dragon within you can awaken.

Once your quest is complete, the dragon soul flares inside you, and you and the spirit of the ancient dragon become one being, far more than the sum of your two parts. You might yet look like one of the mortal races, but clinging to you as tightly as your shadow is the powerful spirit of the ancient dragon.

## DRACONIC INCARNATION FEATURES

All draconic incarnations have the following class features.

### DRACONIC ANCESTOR

You have the soul of an ancient dragon, of a type dictated by your draconic ancestry. Your dragon form benefits are determined by the dragon type, as shown in the table.

### CHROMATIC DRAGONS

Dragon	Breath Weapon	Movement
Black	Acid	Swim
Blue	Lightning	Burrow
Green	Poison	Swim
Red	Fire (Cone)	Climb
White	Cold	Climb

### METALLIC DRAGONS

Dragon	Breath Weapon	Movement
Brass	Fire (Line) or Sleep	Burrow
Bronze	Lightning or Repulsion	Swim
Copper	Acid or Slowing	Climb
Gold	Fire (Cone) or Weakening	Swim
Silver	Cold or Paralysis	Climb

### GEM DRAGONS

Dragon	Breath Weapon	Movement
Amethyst	Force or Singularity	Swim
Crystal	Radiant or Scintillating	Climb
Emerald	Psychic or Disorienting	Burrow
Sapphire	Thunder or Debilitating	Burrow
Topaz	Necrotic or Weakening	Swim

### DRAGON FORM

Choose from one of the following benefits: Draconic Body, Draconic Breath, Draconic Flight, Draconic Senses, Draconic Spellcasting, Draconic Presence, or a feat with Dragonborn as a prerequisite. You can't choose a benefit more than once.

### DRACONIC APOTHEOSIS

At long last, your transformation is complete. You assume the form of an Adult dragon, of the variety of your draconic ancestry.

Your game statistics are replaced by the statistics of the chosen dragon, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your proficiencies, in addition to gaining those of the dragon. If the dragon has the same proficiency as you, use the higher bonus.

You assume the Hit Points and Hit Dice of the dragon. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new draconic form is physically capable of doing so. You can use your reaction to use one legendary action the dragon has.

You can use your action to transform from your true dragon shape to your previous humanoid form, or back again. When you transform, you choose whether your equipment falls to the ground, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must fall to the ground.

**Lair.** You can create a lair in an environment typical of those of your dragon's race. So long as you have a hoard of at least 100,000 gp, you can use the lair actions of an adult dragon of your type while fighting in your lair. The hoard need not be made entirely of coins, but can be a collection of treasure, gallery of art objects, library of lore, or vault of magic items.

### DRAGON FORM BENEFITS

Choose from one of the following benefits, or a feat with Dragonborn as a prerequisite. You can't choose a benefit more than once.

#### DRACONIC BODY

Your skin, hands, feet, and head change to become more like a dragon, and you gain the following benefits.

- When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.
- You have resistance to the damage type of your draconic ancestor's breath weapon.
- You gain an additional movement speed equal to your walking speed, based on your draconic ancestry. You can breathe normally when using this movement, even if you are underwater or burrowing through sand.
- Your unarmed strikes become natural weapons that deal 1d6 slashing (claw) or piercing (bite) damage. When you use the Attack action and attack with a claw, you can make two claw attacks as part of that action, and can use your bonus action to make a bite attack.

#### DRACONIC BREATH

You can use your action to exhale energy. Your draconic ancestry determines which exhalations you can choose from. If you already have a breath weapon from a different source, you can choose which effect to use when you breathe.

After you use one of your breath weapons, you can roll a d6 at the start of your turn. If you roll a 5 or 6, your breath weapon recharges and is ready for use on that turn. Your breath weapon also recharges when you take a short or long rest.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, based on the type of breath. The DC for this saving throw equals your choice of your spell save DC, or 8 + your Constitution modifier + your proficiency bonus.

**Acid Breath.** Each creature in a line 30 feet long and 5 feet wide takes 4d10 acid damage on a failed Dexterity save, and half as much damage on a successful one.

**Cold Breath.** Each creature in a 15-foot cone takes 4d10 cold damage on a failed Constitution save, and half as much damage on a successful one.

**Debilitating Breath.** Each creature in a 15-foot cone must succeed on a Constitution saving throw or be incapacitated until the end of its next turn.

**Disorienting Breath.** Each creature in a 15-foot cone must succeed on an Intelligence saving throw or subtract 1d4 from all attack rolls and ability checks it makes until the end of its next turn.

**Fire Breath.** Each creature in a 15-foot cone or a line 30 feet long and 5 feet wide takes 4d10 fire damage on a failed Dexterity save, and half as much damage on a successful one.

**Force Breath.** Each creature in a 15-foot cone takes 4d10 force damage on a failed Strength save, and half as much damage on a successful one.

**Lightning Breath.** Each creature in a line 30 feet long and 5 feet wide takes 4d10 lightning damage on a failed Dexterity save, and half as much damage on a successful one.

**Necrotic Breath.** Each creature in a 15-foot cone takes 4d10 necrotic damage on a failed Constitution save, and half as much damage on a successful one.

**Paralyzing Breath.** Each creature in a 15-foot cone must succeed on a Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Poison Breath.** Each creature in a 15-foot cone takes 4d10 poison damage on a failed Constitution save, and half as much damage on a successful one.

**Psychic Breath.** Each creature in a 15-foot cone takes 4d10 psychic damage on a failed Intelligence save, and half as much damage on a successful one.

**Radiant Breath.** Each creature in a 15-foot cone takes 4d10 radiant damage on a failed Constitution save, and half as much damage on a successful one.

**Repulsion Breath.** Each creature in a 15-foot cone must succeed on a Strength saving throw or be pushed 20 feet away from you and knocked prone.

**Scintillating Breath.** Each creature in a 15-foot cone succeed on a Constitution saving throw or be blinded for 1 minute. You also gain 5 temporary hit points. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Singularity Breath.** Each creature in a 15-foot cone must make a Strength saving throw. On a failed save, its speed becomes 0 until the start of your next turn. On a successful save, the creature's speed is reduced by half until the start of your next turn.

**Sleep Breath.** Each creature in the area must succeed on a saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

**Slowing Breath.** Each creature in a 15-foot cone must succeed on a Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. Affected creatures can take either an action or a bonus action on its turn, but not both. These effects last for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

**Thunder Breath.** Each creature in a 15-foot cone takes 4d10 thunder damage on a failed Constitution save, and half as much damage on a successful one.

**Weakening Breath.** Each creature in a 15-foot cone must succeed on a Constitution saving throw or have disadvantage on Strength checks and Strength saving throws, and deal half damage with weapon attacks that use Strength for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## DRAGONIC FLIGHT

As a bonus action, you can manifest or conceal a pair of dragon wings from your back, gaining a flying speed equal to your current speed.

You can't manifest your wings while wearing nonmagical armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

## DRAGONIC SPELLCASTING

Choose one spell of 7th level or below from the Sorcerer spell list. You can cast that spell once without expending a spell slot or any material components. Once you do so, you can't use this ability again until you finish a long rest.

Your spellcasting ability for this spell is Charisma. Your bonus to hit with spell attacks is equal to your proficiency bonus + your Charisma bonus, and your spell save DC equals 8 + your proficiency bonus + your Charisma modifier.

If you are a spellcaster, you are considered to always have that spell known or prepared, and it doesn't count against your limit of spells known or prepared.

## DRAGONIC SENSES

You have the keen senses of a dragon, and gain the following benefits.

- You add double your proficiency bonus to Wisdom (Perception) checks.
- You have darkvision out to a range of 60 feet.
- You have blindsight out to a range of 10 feet.

In addition, you can use the Search action as a bonus action on your turn.

## DRAGONIC PRESENCE

As an action, you can exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your Concentration (as if you were casting a Concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be Charmed (if you chose awe) or Frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. After you use this ability, you can't use it again until you take a short rest.

# LICH

*You fail to remain living, but also fail to die. Undead, you ensure your powers can continue forever.*

You pursue eternal life as an undead creature. Most who search for and achieve easy immortality by way of esoteric necromantic texts are evil, avaricious spellcasters who stop at nothing to achieve their ultimate goals. For some, that goal is lichdom itself. But you have a greater, nobler purpose.

Unlike many who have become liches before you, you have trained your mind to avoid succumbing to the madness that necromantic preservation often brings. For instance, you did not perform the foul ritual that traded your life for animation the moment you found it; you waited until your power was equal to the change. Nor did you accept the aid of a demon prince or dark god to empower the ritual, but you waited to find methods outside the control of others. In doing so, you escaped the touch of darkness, though you bear personal enmity of such powers to this day.

## PREREQUISITES

In order to attain your epic destiny as a lich, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Religion skill.** Becoming undead requires deep understanding of necromancy.
- **Able to cast 9th-level spells.** Cheating death can be achieved only with the most powerful magic.
- **Sacrifice.** The transformation ritual requires you to murder an innocent creature. This act of evil splits your soul for preservation in your phylactery.

## IMMORTALITY

When you complete your final quest, an age of the world concludes. It is time to make way for new heroes. However, you do not recede too far.

**Archlich:** You understand the nature of magic and reality in a way no mortal could conceive. Unsatisfied among the living, you seek to build yourself a great crypt that serves as your tomb and lair. Surrounding yourself with your acquired knowledge, treasure, and undead servants, you commit yourself to the study of magic and to some greater purpose known only to you. In time, your dungeon becomes a legendary attraction to cultists and adventurers.

**Baelnorn:** Having secured your legacy, you retreat to a secluded citadel deep in the Shadowfell or in a far corner of the Feywild, watching the world and all that goes on upon it by means of a cadre of spies and magical sensors. You are content to let the events of the world roll on, watching; however, you are not completely indifferent. Now and then, you can provide a clue to help those in need, an undead defender unswervingly protecting your chosen interests for centuries.

## THE LICH

Level	Proficiency Bonus	Features
1st	+7	Phylactery
2nd	+7	Undead Transformation, False Life
3rd	+7	Lich Resistances
4th	+7	Paralyzing Touch, Siphon Energy
5th	+8	Phylactery Bond, Rejuvenation

## LICH FEATURES

All Liches have the following class features.

### PHYLACTERY

You must spend 10 days and 50,000 gp to create a magical receptacle called a phylactery that contains your life force. During this time you must kill an unwilling non-evil fey, humanoid, or celestial, for no other reason than to become a lich.

The typical phylactery is a sealed metal box filled with parchment inscribed with magical phrases written in your blood. Phylacteries can come in other forms, such as rings, gems, or amulets, but they always have the same properties. If you have a treasured item, such as the warlock's pact talisman, ask your DM if this item can serve as your phylactery. Once your phylactery is created, you can't change it without crafting a new one.

While your phylactery is intact, you stop aging, you are immune to any effect that would age you, and you can't die from old age. Additionally, magic that resurrects or raises you from the dead has no component cost.

You can choose to enchant your phylactery. Choose one minor beneficial property and two minor detrimental properties from the tables on pages 219-220 of the *Dungeon Master's Guide*. Any creature in possession of your phylactery gains these properties.

Your phylactery can be destroyed. It has 40 hit points, immunity to psychic and poison damage, and resistance to all other damage. If your phylactery is destroyed, you can make a new one by spending another 10 days and 50,000 gp.

## UNDEAD TRANSFORMATION

During a long rest, you complete the ritual of lichdom and willingly die in order to transfer your soul to your phylactery. Your type changes to Undead. You gain darkvision out to 60 feet, immunity to poison damage, immunity to the poisoned condition, immunity to exhaustion, and immunity to all diseases. You don't need to breathe, eat, or drink, but can if you wish.

You no longer need to sleep, and can gain the benefits of a long rest by spending 4 hours engaged in only light activity such as reading.

## FALSE LIFE

When you are targeted by a spell that would normally restore hit points but that has no effect on undead, you instead gain 5 temporary hit points per level of the spell. These temporary hit points fade after one hour.

You can regain hit points as normal by spending hit dice during a short rest.

## LICH RESISTANCES

Your undead body is further bolstered by negative energy.

You have resistance to necrotic damage and to bludgeoning, slashing, and piercing damage from nonmagical attacks. You gain immunity to the Charmed, Frightened, and Paralyzed conditions, and have advantage on saving throws against any effect that turns undead.

## PARALYZING TOUCH

When you make an attack, you can make a special melee spell attack against the target. On a hit, the target takes 3d6 cold damage, and must succeed on a Constitution saving throw 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.

## SIPHON ENERGY

You can use your action to touch a willing or incapacitated undead creature within 5 feet of you. The target undead takes 6d6 radiant damage, and you regain hit points equal to the total damage dealt.

## PHYLACTERY BOND

While you are within 1 mile of your phylactery, you can take lair actions. The DM has the lich's lair actions (*Monster Manual* page 203).

## REJUVINATION

So long as your phylactery is intact, one minute after you die, your body and possessions crumble to dust. The following dusk, you reappear alive within 5 feet of your phylactery with all your possessions, at full hit points and restored as if you had taken a long rest.

# LOREKEEPER

*All knowledge must be preserved. It must be saved and protected, for knowledge holds the key to who we are, what we were, and what we shall become.*

You are a font of knowledge, a peerless scholar, and a custodian of legends, myths, and, above all, truth. Though you content yourself with study and reflection, people come to you from all over the world, and beyond it, for an audience. They seek to apply your keen intellect and wisdom to any number of problems: locating a long-lost artifact, solving an impossible riddle, or devising a strategy to overcome a horde of raging berserkers. Others seek you out just to talk, learn, and expand their own understanding.

With such knowledge comes grave responsibility, for some truths are best kept secret. If you glibly reveal the location of a powerful weapon lost since the fall of an ancient civilization, you might very well doom the world to witnessing firsthand that weapon's power. If you withhold the cure to a plague, the deaths of its victims rest upon your shoulders. Ultimately, you must decide whether you hoard your knowledge or dispense it freely, and whether you have the wisdom to know what to reveal and what to hide.

## PREREQUISITES

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Arcana, History, Nature, and Religion skills.** Loremasters command knowledge of all things.
- **Ritual Caster feature.** You must understand how to use magic through labor and persistence.

## IMMORTALITY

Lorekeepers are among the most learned people in the world, and they rely on their vast knowledge to battle those who embrace ignorance and reject civilization.

**Grand Library:** The ultimate expression of your temporal power is the construction of a grand library to hold your collection. By the time you complete your Destiny Quest, you have acquired more books, manuscripts, and other texts than you can catalog. The only way to prevent certain suspect writings from falling into the wrong hands is to construct a place to protect them. Whether you build your edifice in the mortal world, adrift in the Astral Sea, or hidden within the City of Brass, Sigil, or Gloomwrought, this grand library ensures your immortality. The library reminds all who behold its wonders of your single-minded commitment to preserving lore and your great deeds in pursuit of knowledge.

**Living Construct:** Your destiny complete and knowing your time in this world is at an end, you seek to live forever, not in undead flesh or incorporeal spirit, but in a constructed body of metal and stone. You toil away on a new body for yourself made of adamantite or another exotic material. When at last your work is finished, you perform a ritual that transfers your consciousness into your creation, allowing you to continue your work unbound by your mortal frame. Whether you become a golem that prowls the most ancient ruins, or an artifact of your own design, you wait to be encountered by the next generation of epic heroes.

## THE LOREKEEPER

Level	Proficiency Bonus	Features
1st	+7	Skill Proficiency, Lore Mastery
2nd	+7	Examination
3rd	+7	Perfect Ritualist, Impossible Activation
4th	+7	Shared Awareness
5th	+8	Lorekeeper's Persistence

## LOREKEEPER FEATURES

All lorekeepers have the following class features.

### SKILL PROFICIENCY

You gain proficiency in all skills.

### LORE MASTERY

Whenever you make an Arcana, History, Nature, or Religion skill check, you can treat the roll as if it was a natural 20.

### EXAMINATION

You gain the ability to examine a creature and gain insight about its behavior and defenses. You learn the *hunter's mark* and *hex* spells, and can cast them without using a spell slot or any components. In addition, if you have used one of these spells on a creature previously, you can take one minute to remember that creature and target it as if it was in range and you could see it.

You also learn the *true strike* spell, and it doesn't count against your cantrips known. When you cast the spell, you can ask the DM for one clue about the target creature's statistics. You can request its challenge rating or one ability score; maximum or current hit points; damage immunities, condition immunities, or resistances and vulnerabilities; or the names of any traits it has, or actions it can use. The DM has final approval over what information you learn.

## PERFECT RITUALIST

When you cast a spell as a ritual, you gain the following benefits.

- The spell takes only an additional 1 minute to cast, instead of 10 minutes.
- The component cost, if any, is reduced by half.
- The spell is cast as if using a 9th-level spell slot.
- You have advantage on any skill checks made as a part of the ritual.

## IMPOSSIBLE ACTIVATION

You disregard effects that prevent you from activating magic items. For example, you can speak a command word even when silenced, or activate a mental command item while dominated or unconscious.

Magic items you wear, carry, or use function normally in an antimagic field. Finally, whenever you use the last charge of a magic item that has charges, you never risk destroying the item.

## SHARED AWARENESS

You learn to effortlessly share your knowledge with your companions. Choose a number of allies that can see or hear you, up to your proficiency bonus. You and those allies use the highest passive Insight, Investigation, and Perception scores of each member of your group. Your group cannot be surprised, and whenever any of you is aware of a creature, you are all aware of it. Finally, when you have a creature targeted by a spell granted by your Examination feature, all your allies gain that benefit.

## LOREKEEPER'S PERSISTANCE

When you die, you can cause your spirit to possess a nonliving object. Choose one item you were carrying when you died other than an artifact or sentient item. If the item was a magic item that requires attunement, you must have been attuned to the item.

You can see, hear, and speak as if you were standing in the item's space, though you can't move or take actions or bonus actions. In addition, you can communicate telepathically with any creature that carries or wields the item. You are incapacitated while in the area of an *Antimagic Field*, and if targeted by *Dispel Magic*, you must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

If your body is not returned to life within 24 hours, you gain greater control over your new form. You can act as if you were standing in the item's space, and wearing or wielding only that item. You retain your game statistics except as noted here:

- Your type changes to Construct. You no longer need to eat, drink, or breathe and you stop aging. You are immune to any effect that would age you, and you can't die from old age.
- You gain immunity to poison damage, the poisoned condition, and disease.
- You gain a flying speed of 30 feet, and can hover. When you remain motionless and aren't flying, you are indistinguishable from a normal object of that type.
- If you are not possessing a suit of armor, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.
- You can manipulate up to two objects within 5 feet of you, but can exert no more than 10 pounds of force on any one object. You also cannot benefit from any worn or carried equipment other than the item you are possessing.
- You no longer need somatic or material components to cast spells, except for expensive material components.
- If you are targeted by the Mending spell, you can spend hit dice as if you had taken a short rest.

If your body is returned to life, you can choose whether to be raised or continue adventuring as a sentient item.

## PLANESHAPER

*From nothing comes something, a dominion shaped by your mind and will.*

The dominions are stars in the firmament of the Astral Sea and each houses a fantastic world that evolved first from a seed of a concept and eventually blossomed into a unique world reflecting the vision and imagination from which it was spawned. Though many dominions are in the Astral Sea, others wait to take shape and join those already drifting through the silvery void. You have discovered one of these unformed realms and it's up to you to decide what form it will take.

The astral seed's evolution is slow, gradually expanding and transforming in response to your guidance. You cannot rush its formation or it will rip apart and dissolve into the silvery mists. You must also learn to hone your craft so you can develop the precision needed to sculpt the realm properly. Having the ability to create and alter the nature of this dominion in the making breeds other talents that transcend your mastery over the Astral Sea, and you bring these abilities to bear no matter where you go. You, however, apprehend these forces of creation, at first through subtle manipulation, but eventually through an unnerving mastery and ease foreshadowing your coming greatness.

### PREREQUISITE

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Arcana skill.** Manipulating the stuff of reality requires knowledge of the planes.

### IMMORTALITY

Though malleable in your hands, the world proves too limiting to one of your stature and talent, and so you transcend your origins to embrace your destiny.

**Master of Reality:** From the moment you discovered the astral seed, you have spent a measure of your time and energy to crafting this realm. Although you and a few allies eventually became able to explore the product of your work, it isn't until you complete your final quest that the growing realm awakens into a full-blown dominion—an Astral realm and haven for you and any you permit to walk its lands. With your refuge ready, you gather your things and slip through the planes to bring about its final form, raising mountains, forming seas, and welcoming those creatures you like to share in its splendor for as long as they wish to remain.

Being the master of your own realm and having complete control over its nature finds you distancing yourself from your roots. The squabbles between kingdoms, the rise and fall of empires, and the drama of ordinary people are insignificant next to the power you wield and the concerns facing you with maintaining your ever-growing dominion. Moreover, maintaining your dominion takes work and consumes much of your attention until your forays outside your realm become fewer and fewer and until you find yourself unwilling to leave the paradise you create.

In your final days, you bind your soul to the realm to preserve it forever after and thus your immortality is ensured as a testament of your imagination.

### THE PLANESHAPER

Level	Proficiency Bonus	Features
1st	+7	Boon of Planar Travel, Astral Seed
2nd	+7	Control Portal
3rd	+7	Baleful Banishment
4th	+7	Shape Reality
5th	+8	Seed of Restoration, Biogenesis

### PLANESHAPER FEATURES

All planeshapers have the following class features.

#### BOON OF PLANAR TRAVEL

As an action, you can cast the *plane shift* spell (no spell slot or components required), targeting yourself only, and travel to the Astral Plane, or from the Astral Plane back to the Material Plane. Once you use this boon, you can't use it again until you finish a short rest.

#### ASTRAL SEED

You have discovered, created, or otherwise claimed a small dominion in the astral plane. You choose the shape of your astral seed, including whether it is bounded or recursive, and it has an initial area of approximately 100,000 square feet.

Through force of will alone, you can grow and shape the terrain as you see fit, but the process takes at least 8 hours of work to add or sculpt another 100,000 square feet. You can choose any planar traits, such as the general shape, gravity, climate, and environment. Your willpower can only cause changes to the terrain through force of nature, such as terrain, rivers, and atmosphere; any construction, vegetation, or creatures must be brought to your seed from elsewhere, created by magic, or through good old-fashioned labor. Precious metals or gems you create must likewise be mined and refined to reach their true potential.

While you are on your astral seed, you or allies you designate can make magical effects persistent, similar to the *guards and wards* spell. The spell to be made persistent must not target a creature or object, and must have a duration of at least 1 minute. The caster casts the spell as normal and expends an additional 6th-level spell slot; that spell now has a duration of 24 hours. You can create a permanent spell effect by casting a persistent spell there every day for one year.

## PLANAR INFLUENCE

Planeshaping is normally a downtime activity that doesn't require ability checks. Generally, if something is possible and there are negligible consequences for failure, it doesn't require a dice roll; the character can simply try again.

If the planeshaper is defending their astral seed from attack, the DM can require an Intelligence check to make sudden changes, such as transmuting a boulder into lava or summoning acid rain. If multiple creatures are attempting to influence the plane at the same time, an Intelligence contest is appropriate.

For the serious planeshaper, the *Manual of the Planes* from any edition has a wealth of information on planar structure, laws, traits, and psychic signatures that are beyond the scope of this document.

## CONTROL PORTAL

You learn the spell *arcane lock* and can cast it once per short rest. You can choose to cast the spell on a portal, or on a bounded opening no larger than a 10 foot square, causing an invisible sheet of force to seal the opening. The sheet of force can be destroyed with the *disintegrate* spell, and is also destroyed if its frame is no longer whole. Otherwise, it lasts until dispelled or suppressed.

Additionally, when you encounter a permanent portal, you can spend 10 minutes analyzing it, concentrating as you would on a ritual. You learn the portal's destination, any necessary keys to use the portal, and how much time has passed since it was last used.

## BALEFUL BANISHMENT

Whenever you hit a creature with an attack, you can choose to also remove the enemy from play by sending it to a specific location on your astral seed. The creature disappears and hurtles through an environment of your creation.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. The target takes 10d10 damage of a type of your choice from acid, cold, fire, lightning, or thunder from the hostile environment.

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

## SHAPE REALITY

Your transcendent understanding of the universe empowers you with the ability to bend and warp your environment. You gain an aura with a radius of 30 feet that allows you to reshape reality as you see fit. Once during each of your turns as a bonus action, you can alter the environment in any of the following ways:

- Change the temperature or return the temperature to normal. You can cause creatures that start their turns within your aura to automatically take 10 cold damage or 10 fire damage (your choice).
- Permanently transform any area of difficult terrain within your aura into normal terrain, or vice versa.
- Create breathable air in any or all of the area.
- Fill the equivalent of nine 5-foot-cubes with a solid mineral, such as stone or iron. If you fill a square with a solid surface that is not attached to another surface (for instance, you create a stone slab in the air), the surface hovers in place.
- Alter the terrain or atmosphere within a portion of your aura to create effects similar to the *entangle*, *fog cloud*, or *grease* spells. The save DC for these effects is 20 on your astral seed and 15 elsewhere.

You can sustain any of these effects within your aura indefinitely, but the DM chooses what remains after you leave the area; for example, temperatures may return to normal but difficult terrain would remain.

The DM may allow other changes in line with these effects, but they should generally be no more powerful than a 1st-level spell.

## SEED OF RESTORATION

If you or any friendly creatures regain hit points on your astral seed, each of those creatures regains the maximum amount of hit points for each die rolled.

## BIOGENESIS

Your astral seed gains the spark of life, and you can now create plant and vegetable matter. This includes grassy plains, forests, or jungles, but not creatures.

One minute after you die, your soul flees to your astral seed and forms a new body for you over the course of the following day. Twenty-four hours after you died, you may reappear on your astral seed or on any plane in any permanent teleportation circle whose sigil sequence you have memorized, having teleported there from your astral seed.

# SPELLCRAFTER

*As a spellcrafter, you lay claim to being the world's most innovative magus.*

Your lifelong perusal of grimoires, librams, tomes, and spellbooks has finally revealed the foundation of reality to you: Spells are each tiny portions of a larger arcane truth. Every spell is part of some far superior working, evoking just a minuscule fraction of that ultimate formula. As you continue your studies, you advance your mastery of spells so much that they begin to infuse your flesh, granting you a facility in their use undreamed of by lesser practitioners.

You are often called to use your knowledge to defend the world from supernormal threats. Seeking ever greater enlightenment and the magical power that accompanies it, you are at times tempted by questionable relics, morally suspect spells, and ancient artifacts. Your destiny remains yours to choose—will you be archmage or archfiend?

## PREREQUISITES

In order to attain your epic destiny as a spellcrafter, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Arcana skill.** Spellcrafting abilities require extensive study of magic.
- **Able to cast *wish*.** The power and versatility of this mighty spell is the first step to unlocking greater magic.

## IMMORTALITY

Spellcrafters are an idiosyncratic lot. There's no telling what choices the preeminent magus of the age will make when they have completed their destiny. The following section details paths several Spellcrafters have walked, but your path might vary.

**Arcane Academy:** When you complete your final quest, you throw your sanctum sanctorum open to the world. You might found a new order of mages for which you serve as the High Magister, or you might found a university of magic, for which you serve as the headmaster.

In either case, spellcasters from across the realms flock to your doorstep, seeking permission to study under your mentorship and consult your library of lore. When you finally pass away, the academy persists in your name.

**Arcane Seclusion:** When you complete your final quest, you retreat from the world to your sanctum sanctorum to give your full time and attention to the study of the ultimate arcane formula, the Demispell, whose hyperplanar existence encompasses all the lesser spells there ever were or will be.

As the years flow onward, your study of the fundamental, deep structure of the cosmos removes you from the normal flow of time. Eventually your material shell fades as you merge into the weave of magic itself. Thereafter, your name becomes tied to the signature spells you used in life, now used by lesser spellcasters.

## THE SPELLCRAFTER

Level	Proficiency Bonus	Features
1st	+7	Archspell
2nd	+7	Expanded Arcane Tradition
3rd	+7	Anyspell
4th	+7	Mastered Archspell
5th	+8	Arcane Sanctum

## SPELLCRAFTER FEATURES

All spellcrafters have the following class features.

### ARCHSPELL

You have unlocked enough arcane secrets that you can develop your own custom spell that bears your name. Choose a spell of 5th level or below on the Sorcerer, Warlock, or Wizard spell list to use as a template for your archspell. If you learn spells, you automatically know this new spell, and it doesn't count against your limit of spells known. If you prepare spells, you always have your archspell prepared, and it doesn't count against your limit of spells prepared.

You can modify your archspell in the following ways:

- The spell's appearance and cosmetic effects can be changed however you like.
- If the spell requires a spell attack roll or saving throw, you can have the spell instead require a saving throw of your choice. Alternatively, if the spell targets a single creature, you can have it require a spell attack roll instead of a saving throw.
- If the spell deals damage, you can substitute that damage type with a different type.

Additionally, you can choose to add one or more metamagic effects from the list of those available to the Sorcerer. Doing so increases the spell's level by a number equal to the sorcery points used to apply the metamagic. If the metamagic refers to your Charisma modifier, you can use your spellcasting ability modifier instead. The spell's lowest level cannot be higher than 5th level, and each modification can be applied only once.

The DM determines the new spell's school. The DM may allow additional modifications in line with these effects.

## THE ARCHMAGE

An excellent archmage epic class is available at the following link:  
<https://homebrewery.naturalcrit.com/share/rk1EDVa4->  
The DM may allow you to use those class features in tandem with this epic destiny's immortality feature.

## EXPANDED ARCANES TRADITION

Choose one school of magic. You gain the 2nd-level features of the Wizard's arcane tradition for that school. You can't choose an arcane tradition more than once.

### ANYSPELL

You gain a special 10th-level spell slot, which you can only use to cast *wish*. You can use this *wish* only to duplicate any other spell of 9th level or below. If the duplicated spell has additional effects when cast at a higher level, treat it as if it was cast using a 10th-level spell slot. This spell slot cannot be restored in any way other than through finishing a long rest.

### MASTERED ARCHSPELL

Choose one of the following benefits. You (and only you) gain that benefit when you cast your archspell.

**Penetrating Casting.** Your archspell bypasses the damage resistances, damage immunities, and condition immunities of any creature.

**Renewed Casting.** If the archspell is a 2nd-level spell, you can cast the archspell at its lowest level without expending a spell slot. Once you do so, you can't do so again until you finish a short or long rest.

**Spontaneous Casting.** If the archspell is a 1st-level spell, you can now cast the archspell at its lowest level without expending a spell slot.

### ARCANES SANCTUM

To aid your study, you build, discover, or otherwise acquire a sanctum sanctorum. The sanctum provides the benefits of a permanent *magificent mansion* with a teleportation circle whose sigil sequence you know.

At your option, your retreat provides you complete seclusion, and thus could take the form of a tower in the Feywild, an earthmote adrift on the elemental planes, or a demiplane accessible only through a hidden portal. However, you might desire to retain a tie to the mortal realm, and thus find a sanctum with a connection to the world.

One minute after you die, your body and possessions vanish and reappear in your sanctum sanctorum. Your servants restore you to life within one day, if you aren't raised sooner. If you die within your sanctum, you don't reappear.

## SAMPLE ARCHSPELLS

These example archspells are provided for your inspiration.

### RAIN OF FIRE

*5th-level conjuration*

Template spell: *Insect Plague*

- **Casting Time:** 1 action
- **Range:** 300 ft (20 ft. cylinder)
- **Components:** V, S
- **Duration:** Concentration, up to 10 minutes

This spell summons a swirling thunderstorm in the shape of a cylinder that is 20 feet tall with a 20-foot radius, centered on a point you can see within range directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). The area is lightly obscured and difficult terrain.

The storm rains fire and blood rather than raindrops. When the area appears, each creature in it must make a Dexterity saving throw. A creature takes 2d10 fire damage and 2d10 necrotic damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. Unattended objects may ignite.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the fire damage increases by 1d10 for each slot level above 5th.

### VERDEGRIS

*3rd-level conjuration*

Template spell: *Tidal Wave, Plant Growth*

- **Casting Time:** 1 action
- **Range:** 120 ft
- **Components:** V, S
- **Duration:** Instantaneous

You conjure a tsunami of grass, shrubs, and trees that overgrows everything in an area up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. The area becomes difficult terrain and each creature in that area must make a Strength saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Unattended objects, vehicles, and buildings automatically take 4d8 damage.

# BEASTLORD

*You and your companion are like twin aspects of one being, acting in perfect accord. Any separateness is an illusion of space and time—a seeming that might one day be erased.*

Your valiant allies fought alongside you and, in time, triumphed. In their midst, you have known friendship and an interdependence that few people can even imagine. With these treasures, you might have even saved the world you love. But even this seemingly perfect camaraderie, this example of flawless alliance, pales in comparison to your relationship with your creature companion.

You, like no other among your epic peers, know true companionship and trust. The being at your side is more than a friend and ally. It forms an extension of your own soul.

## PREREQUISITES

In order to attain your epic destiny as a beastlord, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Animal Handling skill.** Beastlords must be able to understand and empathise with non-humanoid creatures.
- **Companion creature.** A special connection to a non-humanoid companion, such as a Ranger's animal companion, Warlock's familiar, Paladin's mount, or Artificer's steel defender. The DM may allow other companions, provided your character has a deep intrinsic bond to the creature. *Note:* If you have more than one qualifying companion, you must choose one to apply these features to.

## IMMORTALITY

Some Beastlords pass into the mists of death, as is natural, believing that they'll one day be reborn when the world has need. A few go on to attain a form of unity, in body and consciousness, as described here.

**Manifest Dualism.** When your final task is complete, you have proven that humanoid and creature are inextricably linked. Savagery and civilization, order and chaos, knowledge and wisdom—all are dependent upon the other and draw meaning through contrast. Even as you and your companion grow old together, your exploits become the stuff of legend. Those who tell your story give an account of how the two of you illustrated this truth by becoming one. In fact, they whisper that what became apparent in the end was always so.

Those who follow your model hold you in mind when they travel and fight alongside their own bestial companions. They, and others who revere nature and its creatures, look to you as an archetype and a guide. Perhaps somewhere in the future, your two reincarnated souls will once again find each other.

**Synthesis.** After so much time acting as a single being split into two bodies, you and your companion unite into one, greater whole. In a dreamlike trance, your spirit leaves your body as your companion, too, manifests a spirit that encompasses the values your companion symbolizes. You merge with the creature exemplified by your nature, and in so doing, you take the shape of a great spirit of nature, pristine and immortal.

Your form is thereafter as you wish it to be—person, monster, two at one time, or an amalgam thereof. Forever, you endure in the wild places of the world as a guardian and an inspiration. Perhaps you'll be an exarch of a god or patron, or you'll remain distinct from any deity, an example of a creature unique to the world.

## THE BEASTLORD

### Level Proficiency Bonus Features

1st	+7	Epic Companion, Mind Merge
2nd	+7	Epic Bonding
3rd	+7	Epic Bonding
4th	+7	Epic Bonding
5th	+8	Shared Life

## BEASTLORD FEATURES

All beastlords have the following class features.

### EPIC COMPANION

During a long rest, you may perform a special ritual that can turn your companion into another kind of creature. With your DM's permission, choose a creature no larger than Large with a challenge rating of 9 or lower, such as a young dragon, shield guardian, or unicorn. Your companion's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality. If your companion's new form has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Class features and traits that would apply to your normal companion also apply to the companion's new form.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions. If your companion has legendary actions, it can use a bonus action to use one legendary action, an action to use two, or both to use three. Your companion can't use lair actions.

The transformation is permanent. If your companion dies, you can choose a new form for it when it returns to life.

*Note:* If you choose to retain your companion's original features, you may choose an Epic Boon instead.

## MIND MERGE

While your companion is on the same plane as you, you can communicate with it telepathically. You and your companion are both aware of everything the other perceives.

You can also use your action to take total and precise control of your companion. Until the end of your next turn, the companion takes only the actions and movement you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

## EPIC BONDING

Choose one of the following traits for your companion.

**Bonded Mount.** While you are mounted on your companion and aren't incapacitated, you gain the benefits of the Mounted Combatant feat. Additionally, you can't be dismounted against your will, and it takes only 5 feet of your movement to mount or dismount.

**Boon of Shared Luck.** You can add a d10 roll to any ability check, attack roll, or saving throw either you or your companion makes. You can do this after you see the result of the roll, but before the DM tells you whether it succeeded. Once you use this boon, you can't use it again until you finish a short rest.

**Coordinated Action.** When you take the Attack action, you can forgo one of your attacks to allow your companion to make one weapon attack instead. Additionally, if your companion attacks a creature you have already attacked this turn, your companion has advantage on the attack roll. Finally, you can use your bonus action to direct your companion to use its reaction to take the Dash, Disengage, Help, or Hide action.

**Enchanted Attacks.** Your companion's weapons count as magical for the purposes of overcoming damage resistance. Additionally, your companion can use your attack bonus and spell save DC, instead of its own, if yours are higher.

**Spell Fusion.** Whenever a spell targets only you or your companion, you can choose for it to target both of you or either one of you instead of its original target, as long as you and your companion are within 100 feet of each other.

**Warded Familiar.** Your companion is constantly under the effects of the *sanctuary* spell (saving throw DC 15). If the spell ends, you can reactivate it with a bonus action.

## SHARED LIFE

As long as either you or your companion has at least 1 hit point and are on the same plane, the other can't be killed, regardless of actual hit points or failed death saving throws. Keep track of hit points and failed death saving throws as normal; if you both are reduced to 0 hit points or fewer, the failed death saving throws immediately take effect.

## CHOOSING A COMPANION

The new form for your companion should not be chosen lightly. Talk to your DM about your relationship with your companion before browsing the *Monster Manual*.

The DM might decide your ranger's loyal animal companion has been a gold dragon in disguise the entire time, testing your worthiness to receive Bahamut's blessings and prepare for your destiny quest. Or your DM might prepare a short list of forms for you to choose from, such as your choice of fiend for an infernal warlock's familiar.

The DM could instead require you to choose a humanoid form (or monstrous humanoid, such as a medusa) for your companion. Such a creature behaves like a member of the adventuring party, and could maintain the ability to change shape from its prior form to its new one.

## EMERGENT PRIMORDIAL

*You carry the essence of an imprisoned primordial, a being so vast, so terrible, that the gods imprisoned it forever.*

There is no full accounting of the primordials sealed away in the far reaches of the planes. Their roster is endless, their exploits too terrible to dwell upon. They are too powerful to die, too dangerous to live. The gods sealed them in the deepest depths to ensure that they would trouble the planes no more. During their imprisonment, the primordials have never ceased their efforts to escape and to resume the struggle against the gods they hate.

In exploring elemental magic, you have been touched by a primordial's essence. Perhaps only a dream has settled in your mind, or maybe a shard of a fallen primordial became lodged inside you. When you attain the epic tier, the shard awakens and begins merging its identity with yours until one day you become like a primordial.

### PREREQUISITES

In order to attain your epic destiny as an emergent primordial, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Able to speak Primordial.** You must have a natural kinship with elementals.

### IMMORTALITY

Although the primordial within you seeks to annihilate your identity, it has no choice but to bend to your will. At the same time, your growing power awakens the primordial in your thoughts, gradually drawing it out from its long slumber until its presence pervades your consciousness. By the time you complete your final quest, you might be ready to surrender your body and soul to the primordial- or descend into the Elemental Chaos to confront and destroy it for good.

**Unbound Power.** You and the primordial share a common goal, and at the height of your power you fuse with the essence inside you, merging into something greater. Now that your elemental nature is unfettered, it might seek to resume its war against the gods, claim a layer of the Abyss, or turn its malign attention against other enemies.

**Willing Incarceration.** Your struggles to contain the primordial within you prove too much for your mortal frame to take. Your destiny quest is a pilgrimage to the gods of law and justice, throwing yourself upon their mercy. Just before the primordial rage within you takes over your body, you surrender yourself to be imprisoned forever, protecting the world from your uncontrollable power.

### ELEMENTAL EVIL

The Emergent Primordial epic destiny uses spells from the *Elemental Evil Player's Companion*, a free supplement available here:

[https://media.wizards.com/2015/downloads/dnd/EE\\_PlayersCompanion.pdf](https://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf)

### THE EMERGENT PRIMORDIAL

Level	Proficiency Bonus	Features
1st	+7	Elemental Awakening, Elemental Kinship
2nd	+7	Elemental Rage
3rd	+7	Elemental Affinity
4th	+7	Primordial Rage
5th	+8	Primordial Rebirth

### EMERGENT PRIMORDIAL FEATURES

All emergent primordials have the following class features.

#### ELEMENTAL AWAKENING

An elemental essence awakens inside you and lends you its power. The essence transforms you, turning you into a suitable vessel for its emerging presence.

Your type becomes Elemental. You gain darkvision out to 60 feet and immunity to poison damage, the poisoned condition, and all disease. Additionally, you gain resistance to one damage type from the following list: acid, cold, fire, lightning, or thunder.

#### ELEMENTAL KINSHIP

You have advantage on all Charisma checks to interact with elementals. You may consider any Elemental with an Intelligence score of 5 or less to be a Beast, with regards to your abilities or spells. For example, you can use a Wisdom (Animal Handling) check to calm an angry fire elemental, or a Circle of the Moon druid could transform into an air elemental.

#### ELEMENTAL RAGE

Your elemental essence breaks free when you are under great stress, granting you additional powers.

You can cast one of the following spells as a bonus action without requiring a spell slot or components: *investiture of flame*, *investiture of ice*, *investiture of stone*, or *investiture of wind*. The rage has the normal duration of the spell and ends if your concentration is broken. The saving throw DC for these abilities equals 8 + your Constitution modifier + your proficiency bonus.

## ELEMENTAL AFFINITY

Choose one of the following damage types you have resistance to: acid, cold, fire, lightning, or thunder. Your weapon attacks deal an additional 1d4 damage of that type. Once per round, when you make a spell attack or force a saving throw that deals damage of that type, you can add your Constitution modifier to one damage roll. You can change your choice each time you complete a long rest.

Additionally, you can cast all of the following cantrips at will: *control flames*, *gust*, *mold earth*, and *shape water*. Constitution is your spellcasting ability modifier for these cantrips.

## PRIMORDIAL RAGE

The primordial essence strains against your body's limitations, demanding release and battering your psyche. When you give in to the primordial's demands, you become a monstrous creature, an elemental nightmare towering over the battlefield.

When you activate your Elemental Rage, you can also choose to enlarge. This growth increases your size category by one (to a minimum of Large), and your weight by eight. If there isn't enough room for you to fully enlarge, you attain the maximum possible size in the space available.

Until your Primordial Rage ends, you have advantage on Strength checks and Strength saving throws. Your reach increases by 5 feet, and your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal another 1d4 extra damage of your Elemental Affinity damage type.

Your Primordial Rage ends early if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

## PRIMORDIAL REBIRTH

Death cannot claim you as long as the primordial shares your body. If you fall in battle, the ancient and terrible force within you is freed, to your enemies' detriment.

When you die, your body and equipment disappear and your true primordial form appears in your space. Your primordial form has the statistics of a Huge balor demon with the following changes:

- The primordial has an appearance matching your chosen element.
- The primordial is an Elemental instead of a Fiend.
- In place of its normal fire immunity and cold and lightning resistance, the primordial is immune to the damage type of your Elemental Affinity and resistant to the other four types.
- The primordial's traits and attacks that would deal fire or lightning damage instead use your Elemental Affinity's damage type.

Your primordial form is an engine of rage and destruction. It is under the DM's control and acts on your turn. It is hostile to all creatures, even your allies, but prioritizes attacking your enemies and especially whatever killed you. (The DM may choose to give you control over your primordial form until your enemies are defeated.) It rampages until destroyed, knocked unconscious, or somehow restrained. If the primordial form is destroyed, your normal corpse appears in its space.

Twelve hours later, the primordial form returns to your full control, and has your personality and alignment. Twelve hours after that (twenty-hour hours after you died), if your primordial form has not been destroyed, it vanishes and you reappear in its space with all your equipment. You are in the same condition as when you died, except you have as many hit points as the primordial form had when it vanished (up to your hit point maximum).

# REINCARNATE CHAMPION

You remember the exploits of your earlier incarnations, each a champion of the spirit way. It's now time to teach the world a new heroic story.

You know that some primal souls leave the world behind to join the mystery after death. Other transcendent heroes join the spirits, flowing through the world to give it life and preserve its natural order. Still other primal champions reincarnate into new bodies, returning as new exemplars of nature.

You long suspected that you were one of the spirits who regularly return to the world in new bodies, though you could not be certain until the day you attained epic power. As your epic destiny opened before you, so did the memories of your past lives, a long chain of heroes, leaders, humble souls, and conquerors who lived in harmony with the spirits.

You are a champion of the spirit way, a defender of the world's primal cycles. In this life, you finally have the chance to put the knowledge and power of all your incarnations together.

## PREREQUISITES

In order to attain your epic destiny as a Reincarnate Champion, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Reincarnation.** You must have died and been reincarnated at least once, either by the *reincarnation* spell or other means. You also qualify if you have rolled up a new character after a previous one was killed in the same campaign.

## IMMORTALITY

One of the great elder spirits, Blood Cousin, had dozens of lives as a champion of the spirit way, teaching people across the world initiation rites so that tribes could adopt members of any race who proved worthy. You revere Blood Cousin for this work in strengthening primal tribes. You will do the same, but in a different a manner.

**A New Story.** Generations from now, people will tell stories about you. You harnessed dozens of past lives as a primal champion as you accomplished mighty heroic deeds. Tales of your exploits will inspire people on the spirit way as they battle evil deities and demon princes. The best part of these stories is that somewhere, someone hearing them will be touched by your spirit and will create a new piece of the primal story.

**Eternal Battle.** Having completed your final quest and put your mortal affairs in order, you ascend to your final reward: eternal battle and glory in the outer planes. Perhaps you will spend eternity hunting game in Arborea or feasting in the halls of Valhalla. Or, you could join the Blood War in the lower planes, that eternal conflict between demons and devils. In any case, you live, die, and live again in a cycle of rebirth, bringing glory to yourself and the cause you champion.

## THE REINCARNATE CHAMPION

Level	Proficiency Bonus	Features
1st	+7	Past Spirit
2nd	+7	Past Spirit
3rd	+7	Past Spirit
4th	+7	Past Spirit
5th	+8	Many Perspectives, Swift Reincarnation

## REINCARNATE CHAMPION FEATURES

All reincarnate champions have the following class features.

### PAST SPIRIT

Choose a race other than your own from the *reincarnate* spell table. If the race has a subrace, choose one of those also. You are considered a member of that race (and subrace) for the purpose of meeting prerequisites, and you learn one language spoken by that race.

You can increase one ability score by 2, or increase two ability scores by 1 each, that must correspond to the ability score increases available to the chosen race and subrace. For example, a Half-Elf Past Spirit could increase their Charisma by 2, or any two ability scores by 1 each. Ability scores can now be increased above 20, up to a maximum of 30.

Each time you gain this feature, you choose an additional race other than your own or your other past spirit races, and gain these benefits with it.

### MANY PERSPECTIVES

You have memories of previous lifetimes. Choose two skills and two tools; you are proficient in those skills and tools, or if you are already proficient, you can double your proficiency bonus for those checks.

Additionally, you remember a spell one of your past spirits was able to cast. Choose a spell from any class, up to 5th level. You can cast that spell once per day, without using a spell slot, and regain the ability to do so once you take a long rest. The saving throw DC for that spell is 15 and its spell attacks are made with a bonus equal to your proficiency bonus.

### SWIFT REINCARNATION

When you die and are not restored to life by other means, at the next dawn you return to life in the body of one of your Past Spirit races, restored as if you had taken a long rest. This body was the corpse of a member of that race that had died within the last 24 hours, which could be any distance from where you died but is always on the same plane.

You exchange your original race and racial traits (except ability scores) from that Past Spirit race, and your previous race becomes one of your Past Spirit races.

# STORM SOVEREIGN

*You are the storm of vengeance—the manifestation of raw destructive potential.*

You are the scion of storms, the master of thunder and lightning, and a lord of the elements. Others are like you—others who feel an uncommon bond with the elemental forces who spawned the world and who harbor a measure of elemental power within them. Some don't yet realize the fate in store for them, while others might never attain their potential, but you are different, because your eyes crackle with lightning, your hair stirs as if in a breeze, and your voice thunders. The primordial heirs, as some might call you and those like you, might find comfort in the mountain heights or in the ocean's depths, but your connection is within the savage storm and those blistering explosions of wind and rain, of blinding lightning and deafening thunder—storms in which you feel truly free and your purpose never more clear.

As you come to know your place in the wider world, your connections to mortal creatures strains. Your home is not among the civilized cities or in the darkened wilds, but it is in the sea of possibility that is chaos. The elemental forces straining within you seek to destroy any who do not kneel before you. Only your purpose can hold back these wild impulses, and only your sense of duty and the burden of responsibility can ground you. One day, though, you'll escape and embrace the nature you have long suppressed.

## PREREQUISITES

In order to attain your epic destiny as a Storm Sovereign, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Natural flight.** You must be able to take to the air without the aid of an item or having to prepare a spell ahead of time. A flying speed or abilities like the barbarian's Eagle Totem qualify, as do spells you can cast without prior preparation, such as the sorcerer's spellcasting.

### THE STORM SOVEREIGN

Level	Proficiency Bonus	Features
1st	+7	Cyclone's Master
2nd	+7	Stormborn
3rd	+7	Storm Strike
4th	+7	Static Charge
5th	+8	Storm Discorporation

# IMMORTALITY

The primordial spirit rages against your self-imposed bonds. It will be free and when it does escape, you had better put distance between yourself and the world.

**Divine Wrath:** You discover that you are the reincarnation, offspring, or chosen scion of the god of storms in your world. The tremendous power afforded to you is a test of your responsibilities and self control. With great effort, you have restrained, harnessed, and channeled your inherent destructive power, and completed your destiny quest without losing yourself to the storm.

Having proven your worth, you gather a hurricane the likes of which the world has never seen. At the eye of the storm, the heavens themselves open to you, and you ascend in a blast of radiance to take your place among the gods. The people of the world watch the skies warily, making offerings in your name and giving thanks each time a thunderstorm passes, sparing them from your wrath.

**Primordial Power:** Long have you endured the suffering caused by the angry presence inside you. You have fought back the unnatural urgings to destroy and rage, testing the limits of your self-control. In the final battle against your last foe, you nearly slipped and unleashed the primordial entity onto the world and only through a supreme act of discipline did you retain control of yourself.

When the dust settled, you knew you could confine the monster no longer and that it would soon break through your flesh and awaken, bringing utter ruin to everything around you. Knowing the only place you could loose the primordial without fear of the consequences, you quit the mortal world to seek out the Elemental Chaos. Far from any living creature, you relaxed yourself, surrendering your body and soul to the primordial, allowing it to unleash the storm's fury.

You thought this would mean your annihilation, and in a way, the freeing did end your life, but your consciousness lives on by merging with the elemental entity, to give a mind to the mindless storm, and life to the personification of violence. Thus do you become a new primordial—a master of the elements and agent of creation and destruction—and thus do you fade from the world to emerge as a great power in the Elemental Chaos.

## STORM SOVEREIGN FEATURES

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All storm lords have the following class features.

### CYCLONE'S MASTER

You gain a fly speed equal to your speed, and no longer take falling damage. You do not need to land except to take a rest. While you are flying, you can carry creatures up to one size category smaller without reducing your speed.

Additionally, you can cast the spell *gaseous form*, targeting only yourself. After you use this ability, you can't do so again until you complete a long rest.

### STORMBORN

You have immunity to lightning and thunder damage. You can also cast *thunderwave* (save DC 15) at will, without using a spell slot or any components.

### STORM STRIKE

As a bonus action, you charge an attack with elemental power, as if concentrating on a spell. The first time you hit with a weapon attack or spell attack while you are holding the charge, the attack deals an extra 2d6 lightning damage to the target and emits a crack of thunder audible out to 300 feet. The target you hit must also succeed on a DC 15 Constitution saving throw or become stunned until the end of your next turn.

### STATIC CHARGE

As an action, you can cast *levitate* on up to six friendly targets within range, including yourself (save DC 15). A levitating creature in contact with you, or in contact with another ally in contact with you, can be moved by you without reducing your speed, as if you were grappling them.

The first time a levitating target hits a creature with a melee attack or is hit by a melee attack, the creature making contact with the levitating target takes 2d6 lightning damage and can't take reactions until the start of its next turn. This ends the levitation for that target.

Once you use this ability, you can't use it again until you take a short rest.

### STORM DISCORPORATION

One minute after you die, your body and gear disincorporates into a storm of elemental fury. You are able to *control weather* within a 5-mile radius as if you had cast the spell, even if you weren't outside when you died. The duration of the spell is 24 hours. At the end of the duration, you reconstitute your body from base elements and descend from the storm clouds at full hit points with all your equipment, as if you had taken a long rest.

# WINTER MONARCH

*Snow and ice are your servants, for you are winter's ruler.*

The greatest forces in the Feywild are the archfey, who are powerful and wise custodians of the bright echo, and sovereigns over the wild and free spirits dwelling in these lands. Each archfey governs an aspect of the Feywild, laying claim to the mountains, the forests, the Feydark, or even the seasons themselves.

Your life's work places you on the path to join this august society by transcending mortality and becoming an immortal guardian of the Feywild. Your future role could be anything, but your fate is to become the Winter Monarch.

The moment you realized the life you would one day lead, you have bent your efforts to understanding the Feywild and its denizens, while also working to master the elements you will have to wield. You might study under the Queen of Winter or Prince of Frost, or you might secretly work to usurp the role, leaching power from your rival for the fateful moment when you supplant the monarch and stake your claim to the dark season. However you go about learning your role, your mastery over winter's power only grows.

## PREREQUISITES

In order to attain your epic destiny as a Winter Monarch, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Worthiness.** You must slay, imprison, overthrow, or otherwise defeat a member of the Feywild's Unseelie Court and take their place.

## IMMORTALITY

Although winter dies and gives way to spring, one knows spring surrenders to summer, which itself must bow before autumn. In the end, winter always returns.

**Passage of the Seasons:** The final test comes when you confront your nemesis. In defeating the foe, you earn your right to become the next Winter Sovereign and your court awaits you in the Feywild.

You abandon the mortal world soon after your victory, plunging into the Feywild just as autumn dies and winter's chill comes on the northern winds. Instinctively, you know where your ice palace waits. You cross through the Feywild, as autumn's servants bow to your newfound authority, and when you find the Fortress of Frozen Tears, you accept winter's coronet and begin your reign as winter's ruler.

As an archfey, you command those loyal to winter, governing and sheltering them from your enemies. Your strength waxes and wanes with the seasons' passage, growing stronger as summer turns to autumn, and coming into your full potential when winter takes hold, only to wane as the days lengthen, ice recedes, and the snows melt. This cycle grants you immortality, erasing the effects of time each year when winter's touch falls across the lands. And thus you rule for as long as you want until you are ready to pass the crown to your heir and leave all worlds for all time.

**Fate of Levistus:** For whatever reason, your plans went awry. An old foe returned, or new ones arose while your attention was elsewhere. These enemies best your servants and confronted you in your own throne room in an epic battle.

At the brink of your defeat, when you entered your Icy Tomb, there was nobody there to save you. Your frozen body was hurled deep into the sea or a forsaken crevasse, where an iceberg or glacier formed a prison around you. From the outside, you appear only as a dark shadow within the deep blue ice. Trapped and unable to move, you plot your revenge until you can influence some fool or hero to release you.

## THE WINTER MONARCH

Level	Proficiency Bonus	Features
1st	+7	Frozen Heart
2nd	+7	Ice Shape
3rd	+7	Winter's Bite
4th	+7	Snow Shape
5th	+8	Icy Tomb

## WINTER MONARCH FEATURES

All Rulers of Winter have the following class features.

### FROZEN HEART

You gain the following benefits.

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- You learn the *frostbite* and *shape water* cantrips (from the *Elemental Evil Player's Companion*). If you are a spellcaster, these count as spells of your spellcasting class; otherwise, you use Dexterity as your spellcasting ability for these cantrips.

### ICE SHAPE

You perform a ritual that takes ten minutes to create a magical item from the choices below. You regain the use of this ability after you take a long rest. If you use this ability again, the previous item melts away. The item need not remain in your possession to remain magical.

**Frost Brand** You shape ice into a supernaturally strong weapon of a shape you choose. The weapon is magical, and attacks with the weapon deal an extra 1d6 cold damage. If the weapon is a ranged weapon, all damage dealt by this weapon is cold damage, and it creates its own magical ammunition. In addition, while you hold the weapon, you have resistance to fire damage. In freezing temperatures, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

**Frozen Regalia.** Jewels of dazzling beauty crown a creature you touch. The jewelry can take any form you wish, but always appears wrought of silver and platinum, set with diamonds. The jewels grab the attention of all creatures within 60 feet that can see them, causing them to have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks to perceive anything other than the creature wearing the regalia. Creatures that can't be charmed are immune to this effect.

A creature wearing the regalia can cast *suggestion* (save DC 15) without using a spell slot or material components. Once this ability has been used, it can't be used again by the same creature until it takes a short rest.

**Rime Armor.** You touch a willing creature who isn't wearing armor, and it is clothed in enchanted ice or snow. The armor can take any appearance you like, such as a snow-white gown or a crystalline breastplate.

The target's base AC becomes 14 + its Dexterity modifier, and it is resistant to cold damage. If a creature wearing this armor is hit with a melee attack, the attacker takes 10 cold damage.

**Wand of the White Witch.** You create a magic wand, which can act as a spellcasting focus. As an action, you can make one melee attack or melee spell attack with the wand against a creature within your reach. On a hit, the creature begins to turn to ice and its speed is reduced to 0.

At the end of each of its turns, the target must make a DC 15 Constitution saving throw. On a success, the effect ends. On a failure, the creature is also restrained until the effect ends. If a restrained creature fails its saving throw, it becomes petrified and stops making saving throws. The petrified target is frozen in ice instead of turned to stone, but all other effects of the petrified condition remain. The petrification ends if you die, or with *greater restoration* or similar magic.

## WINTER'S BITE

Creatures of your choice within 10 feet of you gain resistance to cold and fire damage. Additionally, you can choose to have any of your spells, abilities, or weapons you wield that deal necrotic damage to instead deal cold damage, or vice versa.

### ELEMENTAL EVIL

The Winter Monarch epic destiny uses spells from the *Elemental Evil Player's Companion*, a free supplement available here:

[https://media.wizards.com/2015/downloads/dnd/EE\\_PlayersCompanion.pdf](https://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf)

## SNOW SHAPE

You can perform a special ritual that takes 10 minutes to create a snow golem that acts as a loyal servant and defender. For the duration of the ritual, you must touch an area of snow at least 10 feet square and 5 feet deep, and imbue it with magical life. If you create a new golem and already have one, the previous one melts away.

The golem is a construct that obeys your commands without hesitation and functions in combat to protect you. The magic that gives it life protects it from warm temperatures, but not from fire damage and it is otherwise not magical.

The golem uses the statistics of your choice of either a Winter Wolf or a Yeti, but it can look however you like, as long as its form is appropriate for its statistics. The DM has these creatures' statistics, with the following modifications:

- It is a construct instead of a monstrosity.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.
- If you are the target of a melee attack and the golem is within 5 feet of the attacker, you can use your reaction to command the golem to respond, using its reaction to make a melee attack against the attacker.

The golem obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own.

Over the course of a short rest, you can repair any damage to the golem so long as you have access to water. If the golem is reduced to 0 hit points, it melts away.

## ICY TOMB

When you fail a death saving throw, you can choose to entomb yourself in ice. You are alive, stable, and petrified, except for the following changes:

- You appear to be encased in ice instead of stone.
- You are immune to all damage except fire damage.
- Nonmagical flames within 30 feet of you are automatically extinguished.
- You are conscious and aware of your surroundings, and can telepathically communicate with creatures that touch your icy tomb.
- You cannot teleport or use planar travel.

At any point after 24 hours have passed, you can cause the ice to melt away and you return as if you had taken a long rest.

# WORLD TREE GUARDIAN

*The wise and powerful World Tree finds a kindred spirit in you. In your pledge to defend that ancient spirit from harm, the wider world falls under your protection.*

You have seen the World Tree, the most ancient primal spirit of the forest. Legends say that the roots of the World Tree are the roots of the world itself and that any harm done to this ancient entity shakes the earth and cracks the sky. You chose to defend the World Tree, and in doing so, you were able to speak to it and gain its favor. You can now call on its power, granting you the strength and resilience of nature itself. The World Tree is intertwined with the world so that any harm to one hurts the other - an outcome you are sworn to prevent.

## PREREQUISITES

In order to attain your epic destiny as a World Tree Guardian, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Nature skill.** Only those with knowledge and attunement of the natural world can find the World Tree.
- **Speak with Plants.** You must have made peaceful contact with a plant or plant creature.

## IMMORTALITY

The World Tree has existed since the beginning of time. If you have your way, it will live longer still.

**The Tree's Counterpart:** You become the World Tree's counterpart among the races of the world—a primal symbol of life and a worldly representative among the great spirits of nature. Accepted into the company of the most powerful and ancient primal spirits, you abandon your mortal form to become a being of pure primal essence.

You are no longer as active as you once were in shaping the fate of the world; the actions that led to your immortality have kept the world safe for some time. Instead, you sleep soundly in verdant groves or walk the wider world invisible to the eyes of mortals. However, when the greatest dangers threaten the world, you heed the summons to convene with other great spirits to rally against those perils.

**Become the World Tree:** Catastrophic events have shattered the World Tree, but you overcame those threats and defeated the enemies of life. Now, you stand on the tree's stump or its burnt-out husk, and take the ultimate sacrifice as its guardian. As you root yourself into the remains of the World Tree, your legs knit with the roots of the world, and you feel yourself stretching to the heavens. Your consciousness soon fades as you become the new World Tree, guardian and protector of all.

## THE WORLD TREE GUARDIAN

### Level Proficiency Bonus Features

1st	+7	Bark of the World Tree
2nd	+7	World Tree's Growth
3rd	+7	Boughs of the World Tree
4th	+7	World Tree's Awakening
5th	+8	Boon of the World Tree

## WORLD TREE GUARDIAN FEATURES

All Guardians of the World Tree have the following class features.

### BARK OF THE WORLD TREE

You gain resistance to bludgeoning and piercing damage from nonmagical weapon attacks. Additionally, your AC can't be less than 16, regardless of what kind of armor you are wearing.

As an action, you can choose to take on a more plant-like appearance, such as rough, bark-like skin, grassy green hair, or the smell of pine. If you do so, you gain advantage on Charisma checks to interact with beasts, plants, and fey. Returning to your normal appearance requires you to physically remove these growths through washing, trimming, or magic.

### WORLD TREE'S GROWTH

As an action, you cause your feet to take root until you use your action to uproot yourself.

While you are rooted, your speed is reduced to 0 and can't increase, you can't be knocked prone unless you are incapacitated, and you can't be forced to move from your space. You regain 1 hit point at the start of each of your turns (10 hit points each minute), or 1d4 hit points (10d4 hit points each minute) if you start your turn in bright sunlight.

While rooted in this way, your reach increases by 10 feet as your arms extend to resemble branches.

## BOUGHS OF THE WORLD TREE

Gnarled branches burst from the battlefield, granting benefits your allies and hindering your foes with twisting vines.

As an action, you conjure up to four Huge boughs of the World Tree in unoccupied spaces within 100 feet of you, and at least 20 feet away from one another. Once you use this ability, you can't use it again until you finish a long rest.

The boughs resemble trees and are solid obstacles, and the ground within 10 feet of them is difficult terrain for your enemies. When you use this ability, also choose one of the following benefits. Any ally within 5 feet of a bough gains that benefit.

**Endurance.** You have advantage on Constitution saving throws. You gain 10 temporary hit points when you start your turn within 5 feet of a bough, or when you move within 5 feet of the bough the first time on your turn.

**Shelter.** You gain a +2 bonus to your AC, and have advantage on Dexterity saving throws. This is in addition to any bonuses granted by cover from the bough.

**Wisdom.** You are immune to being charmed, frightened, or possessed, and have advantage on Wisdom saving throws. You can see the true form of any shapechanger or creature concealed by Illusion or Transmutation magic.

The boughs can be attacked. Each has AC 13, 60 hit points, resistance to bludgeoning and piercing damage, and vulnerable to fire damage.

A bough remains magical in this way for 1 hour, after which it turns into an ordinary tree. A bough also loses its magic when it dies; when you die or are more than 120 feet from the bough; or when you use a free action to end the effect.

## WORLD TREE'S AWAKENING

You can use your action to touch a Huge or smaller tree and turn it into an Awakened Tree, as the *awaken* spell. If you awaken one of your Boughs of the World Tree, the Awakened Tree has the same number of hit points as the bough it was formed from, and retains all other benefits of the boughs until the hour duration expires. You regain this ability when you finish a long rest.

## BOON OF THE WORLD TREE

Once per day, you can die in place of an ally. The moment an ally dies, you can choose to die instead, and that ally's hit points equal your hit points at the moment you died (up to its hit point maximum).

When you die, a sapling sprouts from your corpse, preventing it or any of your gear from being moved from that spot. Your allies within 5 feet of the sapling gain one of the benefits from your Boughs of the World Tree ability, chosen by you when you die. The sapling has AC 9, 10 hit points, resistance to piercing damage, and vulnerable to fire damage. If the sapling is destroyed, you're dead and can't use this ability again until returned to life by some other means.

Over the next day, the sapling grows to resemble your plant-like normal form, its branches and roots growing through your equipment. 24 hours after you died, you awaken in your new form as though you had taken a long rest, and your type changes to Plant if it wasn't already. If the sapling is magically Awakened before the transformation is complete, you are conscious and aware of your surroundings, but can't move or take actions.

# DARK WANDERER

*You stride the eerie paths of fate. Until destiny meets you on this road, you'll roam forever.*

You left home ages ago, saying goodbye to the comforts that a simpler life might have held. Following an unspoken yearning, you took to the road with other vagabonds. Your way led along sinister paths and to fateful deeds. In time, perhaps you and your companions came to be called heroes. Still, dark strands of fortune draw you onward to an unknown end. Until that end comes, you wander the world as a shadowy presence, turning up where you're least expected or most needed.

## PREREQUISITES

In order to attain your epic destiny as a dark wanderer, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Proficiency in the Survival skill.** Dark Wanderers must be self-sufficient when wandering far from home.

## IMMORTALITY

Providence saved you for the final struggle. When you reach that doom, who knows where it might carry you?

**Roaming Wyrd.** Your wandering days are not at an end just because you've caught up to your predestined future.

From a young age, you have been a cat's-paw of fate, an unwitting agent of luck and ruin. You followed your calling where it led you and did what was required, and now you've finished what dark kismet has set before you. Those who know your story see you as fate personified.

The tapestry of your exploits in life follows you, colored by your final act. If, ultimately, you brought good to the world, your legend is one of how fortune favors the bold. However, your story might have a darker hue from the inescapable pull of grim destiny.

You wander the cosmos, held as a patron or intercessor by those seeking or avoiding fate. You could be the agent of a power related to luck or predestination, such as a deity of travel or fate. More likely, though, you have cut the threads of the inevitable and transcended the snares of chance.

Now, you drift free, straying wherever you wish for once in your life. In so doing, you serve as an example to those who wish to make their own way free of the ensnaring strands of fate and destiny.

## THE DARK WANDERER

Level	Proficiency Bonus	Features
1st	+7	Dark Road
2nd	+7	Supernatural Explorer
3rd	+7	Environmental Adaptation
4th	+7	Not My Destiny
5th	+8	Long Walk Back

## DARK WANDERER FEATURES

All dark wanderers have the following class features.

### DARK ROAD

You can walk to any destination you desire in a single, uninterrupted 24-hour period of walking. No matter how distant the location, or how many planes separate you from it, you reach the destination 24 hours after you begin, finding shortcuts, portals, or other modes of transport previously unknown to you. You do not require any rest, food, or water during this travel, unless you choose to take a short or long rest. During your journey, you are safe from hazards, attacks, and other dangers.

When choosing a destination, you must be specific. If your destination is within a structure, such as a particular room within a castle, the long walk leads you to the structure's main entrance, not inside the structure. You can choose to be accompanied by up to five companions, all of whom share the benefit of this feature.

### SUPERNATURAL EXPLORER

Your travels have made you adept at exploration of planar terrain, and you gain all of the following benefits.

- You are unaffected by exceptionally hot or cold environments and can exist comfortably in such conditions.
- You ignore difficult terrain.
- You have tremorsense out to 30 feet.

Additionally, if you are in the natural world or a parallel plane (including the Shadowfell, the Feywild, and the ethereal plane) you can cast the spell *commune with nature* as a ritual. If you are on a different plane, you can instead cast the spell *commune* as a ritual, contacting the ruling deity or dominant Power of that plane.

## **ENVIRONMENTAL ADAPTATION**

Your body has extraordinarily adapted to even the most hostile environments.

- You no longer need to breathe and are immune to drowning, suffocation, and the poisoned condition.
- You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- When you fall, your rate of descent slows to 60 feet per round. You take no falling damage and can land on your feet.

You also gain resistance to one of the following damage types: acid, cold, fire, lightning, necrotic, poison, radiant, or thunder. Each time you complete a rest or cross into a different plane of existence, you can change your choice.

## **NOT MY DESTINY**

You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. You also have advantage on saving throws against abilities and spells from creatures with a challenge rating of 20 or less. There's a final purpose in your existence, and it's not random death.

## **LONG WALK BACK**

If you die and are not returned to life within one minute, your body and possessions disappear. 24 hours after your death, you arrive, equipped as you were when you died, having just walked back from wherever it is you and your DM decided you awoke after you were slain. Your condition is the same as if you had just finished a long rest. You can choose to arrive at the place of your death, at the location of any of your allies, or at any location you consider home.

# DARKLORD

*The Shadowfell wraps you in its chilling embrace, welcoming you as a lord and master of any realm you choose.*

Some say that the Shadowfell reflects darkly the mortal world and is an imperfect echo of that realm suspended in reality's heart. Where others fear the unexpected twists, the deep shadows, and the scuttling creatures that emerge from hiding only in the darkest of nights, you embrace it all, feeling at home in the plane's pervasive chill and gloomy ambience. Regardless of the reasons for your unhealthy obsession with shadow, the kinship you experience blossoms into something more as the Shadowfell reciprocates your affection and blesses you with its power.

The Shadowfell isn't free with its gifts and only gradually infuses you based on your achievements and successes. As you prove your worth, you find yourself changing, embracing the cool darkness and rejecting the bright radiance of the sun. You become withdrawn and cold, even to your closest comrades, while your connections to the Shadowfell strengthen. Dark impulses might breed darker acts, but there is nothing to fear: The Shadowfell chose you to become its steward, and should you accept, your immortality is ensured.

## PREREQUISITES

In order to attain your epic destiny as a darklord, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Unforgiveable Sin.** You must have committed some act of great evil, either during your adventures or at some point in your past. Murder of a loved one, betraying a benefactor, breaking a sacred oath, or vile acts of depravity might all be sufficient to condemn your soul.

## IMMORTALITY

The Shadowfell manifests a shadow realm suited to your accomplishments and failures, producing a darkly twisted alternate reality that for you is both frightening and comforting, and that reflects all that you have done as a mortal and laying the foundation for what you will do as an immortal.

In time, your people forget about the outside world, becoming superstitious and paranoid of strangers and retreating into the familiarity of their homes and neighbors. Entering or leaving your realm becomes more difficult and perilous, with wild monsters and hostile terrain rendering travel almost impossible. Eventually not even magic can cross the bounds of your domain, and you become both master and prisoner of the Shadowfell.

**Shadow's Price:** Your interests in the Shadowfell have only grown over your long career and in return, you learn to tap into its grim power to augment your other capabilities. Dabbling in dark forces exacts a dread price from you, for you have paled and grown thin—the cost of embracing the darkness.

During the last conflict with your enemy, you pulled out all the stops, using every tool at your disposal to win the day, but in doing so, you cemented the Shadowfell's hold over your soul. When the battle ends, as the dawning horror of what you've done begins to sink in, mist wells up from the ground around you in silvery tendrils, each wrapping chill fingers around your legs, crawling up your torso until it shrouds you completely. As quickly as the mists appeared, though, so do they vanish and when they do, they take you with them.

The Shadowfell's price is to stake a claim on your soul and to demand you spend eternity as a Darklord, a ruler of the gloomy plane. You claim your place as master of your Domain of Dread, a dark and mysterious figure of uncertain loyalties commanding your domain as absolute ruler, monarch of night, and prince of darkness. Thus you spend the remainder of your days in your home, attempting to rekindle the light, or as an architect of evil, as you decide.

**Damnation:** You find yourself addicted to the power that comes with rulership over your domain. Your people would kill for you, would die for you, they serve your every whim and tolerate any abuse. At the end of one particularly great and terrible day, your realm is treated to one final sunset, after which the mists well up around the edges and the eternal night begins. Your Domain of Dread is shunted into the Shadowfell where all your fears and regrets are made manifest.

Your power over the domain grants you anything you want, except that which you most desire, as the ghosts of your past torment you and force you to relive your personal tragedy again and again until the end of time, a hell of your own making.

## THE DARKLORD

Level	Proficiency Bonus	Features
1st	+7	Domain of Dread, Dreadful Presence
2nd	+7	Shadow Stride
3rd	+7	Ghostwalk
4th	+7	Thrall in Death
5th	+8	Return from the Shadowfell

## DARKLORD FEATURES

All darklords have the following class features.

### DOMAIN OF DREAD

With the DM's approval, choose a part of the world deeply associated with your personal tragedy. You might choose the valley in which you were born, a coastal island where you buried the secrets of your past, or an entire city you once called home. When you next seek to return to that part of the world, you find that a shadowy duplicate has taken its place, one that both entices and repels you.

Within your domain, the people regard you with awe or fear. Each humanoid who has spent at least one year in your domain is either Charmed or Frightened of you (your choice when you meet them), and will faithfully obey your orders to the best of their ability. If given suicidal or obviously harmful orders, you must win a Charisma contest to convince your subject to do anything it wouldn't ordinarily do. This enchantment cannot be broken by any means other than forcibly removing the person from your domain.

### DREADFUL PRESENCE

Outside of your domain, you can attempt to frighten or beguile creatures with your dark presence. You learn the spells *charm person* and *cause fear* and can cast them at will. The saving throw DC for these spells equals 8 + your proficiency bonus + your Charisma modifier.

### DARK DEEDS

You don't necessarily need an evil alignment to become a Darklord; perhaps you have a dark tragedy in your past, and have spent your entire adventuring career attempting to run from it. Or your character may be misguided, having been manipulated by dark forces into committing seemingly heroic acts without knowledge of their terrible consequences.

### SHADOW STRIDE

As an action, you can cast the *misty step* spell, without using a spell slot or any components. Once you do so, you can't use this feature again until you finish a short rest.

Additionally, when you teleport (using this feature or another) into an area of dim light or darkness, you can immediately make a Dexterity (Stealth) check to hide.

### GHOSTWALK

When you teleport, you can choose to become ethereal, as the *ethereality* spell. The spell ends early if you take damage, attack, or cast a spell.

### THRALL IN DEATH

Such is your mastery over the Shadowfell that when you kill a foe you can cause that enemy to rise from death. Once, when you reduce a target that is not undead or a construct to 0 hit points, at the start of its next turn the enemy automatically stands in the space in which it died. Its statistics are the same as they were when it died, except that it is now undead and has a hit point maximum of 1 which cannot increase.

The target is dominated by you as if by the *dominate monster* spell, without requiring concentration. After 8 hours or when the thrall takes any damage, it moulders into dust and you regain the use of this ability.

### RETURN FROM THE SHADOWFELL

When you die, you wake up in bed at home, as if it was all a bad dream.

One minute after you die, your body and all your equipment vanish and you appear in your Domain of Dread, restored as if you had taken a long rest. However, neither you nor anyone else are able to leave your domain by any means. Choking mists surround your domain preventing mundane travel, and magical teleportation and planar travel fail to function.

Twenty-four hours after you died, the mists dissipate and you are free to leave... for now.

# DEMIGOD

*A divine spark ignites your soul, setting you on the path to apotheosis.*

Your flesh becomes more than mortal and partakes of the divine vigor enjoyed by the gods themselves. Your epic-level companions are fast, strong, and smart, but you have the spark of godhood that sets you ever so slightly above all mortals.

Deities from every plane eventually learn your name, your nature, and your goals. Some might monitor your progress to observe whether you possess the mettle of a true demigod, and a few could throw roadblocks in your path. It is in your hands to impress the lords of creation, or disappoint them.

If you survive, overcome all challenges put before you, and reach the heights of ability achieved by few mortals, you are worthy to ascend to the ranks of the divine.

## PREREQUISITES

In order to attain your epic destiny as a demigod, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.

## IMMORTALITY

When you reach the end of your destiny quest, you become a true deity (if a minor one). Perhaps you create your own divine domain and portfolio, holy symbol, and other trappings of your own faith before the campaign ends, and share those with the group when you finish your destiny quest. Or perhaps a deity you had a close connection with gives you a piece of their power in respect for your incredible service.

**Divine Transformation:** When you complete your final quest, your divine nature yearns to complete your apotheosis. Upon ordering your mortal affairs, the astral flame smoldering within you detonates, consuming all that remains of your mortal flesh and leaving behind a fledgling god, flush with the power only the truly divine can comprehend and wield. Soon, your transcendent senses soon discern mortal prayers directed at you.

When you reach godhood, the adventuring life seems quaint compared to the power you wield. Your character's need to travel and battle mortal threats is finished, but her influence on other adventurers might not be. Perhaps the deity you've become will even be a major player in your next campaign.

**Exarch:** Prior to your ascension, one or more gods might ask that you serve them as a probationary exarch while you work toward your own divine goals. You gain access to a divine connection that might grant you information helpful for completing your quests, but also the responsibility to answer to a higher power.

At the conclusion of your final quest, you are taken up into the realm of an established god who welcomes your strength. You join that god's pantheon and take on an aspect of the god's portfolio, worshipped as a new addition to that deity's exalted family.

## THE DEMIGOD

### Level Proficiency Bonus Features

1st	+7	Divine Body, Demigod's Bane
2nd	+7	Divine Abilities
3rd	+7	Divine Immunities
4th	+7	Miracle
5th	+8	Indestructable

## DEMIGOD FEATURES

All Demigods have the following class features.

### DIVINE BODY

You cannot die from natural causes. You are immune to disease, cease to age, and do not need to eat, drink, or breathe (though you can if you want to). You do not need to sleep, and can gain the benefits of an extended rest by spending 4 hours doing light activity, such as reading and keeping watch. Finally, any critical hit against you is treated as a normal hit.

### DEMIGOD'S BANE

Your status as a demigod comes with a weakness. Whatever powers you may gain, you can never negate or reverse the effects of the *imprisonment* spell without the intervention of another demigod or deity greater in power than yourself.

## **DIVINE ABILITIES**

You increase all your ability scores by 1 each. This can improve your ability scores above 20, up to a maximum of 30. After you apply this increase, any of your ability scores of 9 or lower become 10.

## **DIVINE IMMUNITIES**

You are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks, and immune to being charmed or frightened. You are also immune to polymorphing, petrification, or any other effect that alters your form against your will. Any shape-altering powers you might have work normally on yourself.

## **MIRACLE**

You can call upon your own divine power to reshape reality. As an action, you can cast *wish*, without spending a spell slot or any components. The DC for any saving throw required by the spell is 15, and spell attacks are made with a bonus equal to your proficiency bonus.

You are never at risk of losing this ability. However, if you produce any effect other than duplicating another spell, you can't use this feature again for ten days. Otherwise, you can use it again after you finish a long rest.

## **INDESTRUCTABLE**

You can still be wounded, but your body cannot be decayed, disintegrated, or otherwise destroyed. You automatically succeed on death saving throws, and any effect that would kill you instead renders you unconscious and stable.

You are immune to effects that would reduce your maximum hit points, and any severed or removed body parts (arms, legs, organs, and so on) are regenerated after 1d4 hours. If you are beheaded or completely dismembered, you are incapacitated until someone holds the stumps of your severed parts together, whereupon they knit together after 1d4 minutes. You need your head attached to at least half of your body for regeneration to continue functioning.

# EXALTED ANGEL

*Your wisdom, courage, and devotion have earned you an honor granted to only a handful of mortals across all the ages of the world—you are transformed into an angel.*

By the favor of the gods, you transcend mortality and join the angelic hosts. Your mortal flesh and blood are transformed into immortal substance; even though you still have your mortal appearance, your spirit shines inside your perfected body like a blazing fire in a crystal vessel. As an angel, you no longer age, and all the infirmities of mortality fall away. In time you learn to assume more and more of the appearance and powers of angels.

You are closely bound to the god who raised you up. You can continue to pursue the quests and goals of your mortal life, but from time to time your deity summons you to specific missions or dispatches you on important errands, and you are expected to answer any such call. Because you were once mortal, you can resume your mortal appearance whenever you wish, hiding your immortal nature. This attribute makes you a valuable servant, since you can go where other angels cannot; exalted angels often serve as spies or advise mortals on important matters without ever revealing their true nature.

## PREREQUISITES

In order to attain your epic destiny as an exalted angel, you must meet the following prerequisites:

- **Character level** 20th. Epic powers require total mastery of mortal abilities.
- **Channel Divinity class feature.** You must have a natural ability to channel the energy of the divine to fully embrace your destiny.

## IMMORTALITY

Even saints and other elevated souls know the bitterness of death, but you are spared that fate.

**Divine Ascension:** For a time you walk the world, an agent of whatever cause your deity holds dear. But eventually you are called away to serve your patron in the astral dominions, leaving the affairs of your mortal life behind.

You ascend, blazing like the sunrise (or darkening the skies like an eclipse, if your inclinations run dark). Striking into the Astral Plane, you join the host of angels and archangels that serve your deity, to receive your eternal reward.

## THE EXALTED ANGEL

Level	Proficiency Bonus	Features
1st	+7	Aspect of the Deity, True Speech
2nd	+7	Angel Wings
3rd	+7	Celestial Nature
4th	+7	Unlimited Channeling
5th	+8	Divine Word, Reborn in Light

## EXALTED ANGEL FEATURES

All exalted angels have the following class features.

### ASPECT OF THE DEITY

Your appearance changes to become more like your deity. For example, if you serve a god of life and peace, your appearance becomes more perfect, removing scars, blemishes, and the effects of age. On the other hand, if you serve a god of war, your appearance may become more fearsome, with flashing red eyes and fangs. You can also choose to disguise these features and appear as a normal member of your race. Whatever your appearance, you always have advantage on all Charisma checks.

In addition, you stop aging and can no longer die of old age. You suffer none of the frailty of old age, and you can't be aged magically. You also no longer need food or water.

### TRUE SPEECH

You understand all spoken languages, and any creature that can understand a language can understand what you say. Additionally, you always know when you hear a deliberate lie.

### ANGEL WINGS

You gain the ability to sprout a pair of wings from your back, gaining a flying speed equal to your current walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. The wings might be physical feathered or bat-like wings, or appear ethereal, as you wish.

### CELESTIAL NATURE

Your type changes to Celestial. You are immune to being charmed, diseased, exhausted, or frightened. You have resistance to radiant damage, and gain darkvision to a distance of 60 feet and truesight to a distance of 10 feet.

## UNLIMITED CHANNELING

You can use your Channel Divinity feature at will, with no limit on the number of uses.

In addition, with the DM's approval, you can choose one additional option for your Channel Divinity feature from a Cleric domain or Paladin oath aligned with your deity's portfolio.

## DIVINE WORD

You can cast *divine word* once without using a spell slot. If a creature lies to you, you can use your reaction to cast this spell targeting only that creature.

Once you have used this ability, you must complete a long rest before you can do so again.

## REBORN IN LIGHT

When you die, your body and all equipment disappear in a flash of light. A *sunburst* explodes centered on yourself as if you had cast it, without using a spell slot or any components. At the next dawn, you descend from the heavens on a ray of sunlight in a location of your choosing near any of your friends or allies, restored as if you had taken a long rest.

# FEYLIEGE

*You command legions of powerful eladrin, tapping into the magical potential of the Feywild.*

Your mastery over the mystical arts that twine through the Feywild has earned you the respect of eladrin and other noble fey creatures. You are seen as a great leader in the sometimes fanciful, wondrous echo of the world. Where castles of eladrin nobles raise their gleaming spires, your name has been bandied about as a potential lord of great power. Where shadowed hillocks cover twilight tunnels into the brooding Feydark, your name is also whispered, but as a curse.

As a lord or lady of the Feywild, you are sometimes called upon to use your power to defend the interests of the faerie realm. However, your interests are wider still, and you often use your knowledge and ties to aid you in your own quests and errands. Sometimes, a future version of yourself steps back through the world lines to offer aid, and in so doing provide a glimpse of what one day might be in a fey echo of reality.

## PREREQUISITES

In order to attain your epic destiny as a feyliege, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Fey Ancestry or Archfey Patron.** Only those that are fey themselves, or have been specially blessed by the Feywild powers, are eligible to rule in that realm. It is unusual, but not unheard of, for gnomes and firbolgs or priests of the elven gods to be accepted into the fey courts. Under truly exceptional circumstances, an "elf friend" may be accepted through acts of great service, or marriage into an elven noble family.

## IMMORTALITY

Upon completion of your final quest, you retreat to the Feywild for good, but your coming is foretold. Indeed, the Court of Stars, that storied city that crowns the Feywild's heart, has sent envoys, invitations, and inquiries regarding your bloodline. There are intimations that you might be, in truth, of the lineage of Lord Oran or Queen Tiandra.

You have a choice before you. You could find a secluded spot and build a towering edifice among the trees, then live out a peaceful life in the mists and shadows behind the world. You could take the guise of a simple traveler, passing from settlement to settlement in the Feywild and in the natural world, appearing as an itinerant elderly nomad, but one capable of dispensing great wisdom. Or, you could accept your destiny and the summons from the Feywild's heart, and take a seat of wisdom and power in the Court of Stars, a seat that will someday be the one that overlooks all others.

**Messianic Return.** At some point in your future near the end of your natural lifespan, you may be mortally wounded, or else choose to enter a deep slumber resembling death. Bards prophesy that you will someday return in an hour of great need. Someday far in the future, some other heroes may find your forgotten tomb, and your body perfectly preserved, ready to rise again to fight one last time.

## THE FEYLIEGE

Level	Proficiency Bonus	Features
1st	+7	Fey Nature, Eternal Youth
2nd	+7	Fey Step
3rd	+7	Dominion Over the Mind
4th	+7	Chronomancy
5th	+8	Eternal Monarch

## FEYLIEGE FEATURES

All feylieges have the following class features.

### FEY NATURE

Your type changes to Fey. You are immune to being charmed or magically put to sleep, and gain darkvision to a distance of 60 feet.

You can speak and understand the Sylvan language, and can cast *animal friendship* and *charm person* (save DC 15) at their lowest level at will, without using a spell slot or any components.

### ETERNAL YOUTH

You don't appear to age, and gain the following benefits.

- You suffer none of the frailty of old age.
- You can change your appearance at will to be youthful, venerable, or anywhere in between.
- You are immune to the time warping effects of the Feywild, and can't be aged magically.
- If you die, your corpse is protected from decay and can't become undead. Time spent dead doesn't count against your maximum lifespan or the time limit of spells such as *raise dead*.

These benefits come at a cost; you can never truly stop aging, change your actual age, or extend your natural lifespan, and you still die of old age when your time is up.

## FEY STEP

As a bonus action, you can cast the *misty step* spell, without using a spell slot or any components. Once you use this feature, you can't do so again until you finish a short rest.

## DOMINION OVER THE MIND

When you successfully charm a creature, you can choose to dominate the creature as if it was affected by the *dominate monster* spell. Once you use this ability, you can't use it again until you finish a long rest.

## CHRONOMANCY

As an action, you can choose to manipulate time in one of the following ways. Once you do so, you can't use this ability again until you finish a long rest.

- You can remove the time warping effects of the Feywild or reverse magical aging on up to ten humanoids of your choosing.
- Your touch can magically change a humanoid's age by 1d4x10 years, either increasing age or restoring youth. If the target is unwilling, you must succeed on a melee attack.
- You grant a humanoid the ability to cast *haste* or *slow* (save DC 15) once, without spending a spell slot or any components. This ability is lost if not used by the end of the target creature's next long rest.
- You can cast the *time stop* spell without expending a spell slot or using components.

## ETERNAL MONARCH

When you die, you can choose to have an older, more regal version of yourself steps from the mists of time to take your place. Your future self cannot attack or cast spells, but otherwise has all your statistics and is under your control. If you die of old age or while in the form of your future self, you're dead.

After 24 hours have passed, if your body is still present and you haven't been returned to life, your future self restores you to life as if you had taken a long rest.

Once you have been returned to life, your future self disappears back into the mists of time. If your body is missing, you will need other magic to return to life, but you can continue adventuring as your future self (using your statistics) if you would like to do so.

# PRINCE OF HELL

*Better to rule in hell, than to serve in heaven.*

One way or another, you're going to Hell. The reasons are many. You might have drawn the fell attention of an archdevil who seeks to name you as its heir. You might have made an unwise bargain, selling your soul in exchange for temporal power. Or you could be a devil's lost scion, only now realizing your heritage's full potential. It might not be fair and could be a gross injustice, but you can't change fate. Your place lies within the fiery dominion and only by accepting your destiny can you use it to your advantage.

Undoubtedly, your curse (or blessing) has manifested itself in omens and the behavior of those you meet. Babies cry, animals grow uneasy, and your eyes have a tendency to flash red when you're angry, all pointing toward darkness in your blood. Consultations with seers and soothsayers offer glimpses of what's in store for you, including grim warnings of plots and treacheries fomented by hidden rivals and enemy archdevils who fear your ascent. Indeed, the emergence of a new archdevil comes at a price to those who hold their own kingdoms in the Nine Hells, and none are willing to surrender their might to an upstart mortal. As a result, enemies lay in wait to all sides, plotting and conniving to bring about your downfall.

Contrary to what you might expect, you don't have to be evil to rule in the Nine Hells, though being all dark and nasty goes far to making sure you hold onto what you take. Anyone with a firm hand can claim a place in the infernal realms, and maybe, just maybe, change the dominion in a small way, at least until the Lord of Nessus smacks you down.

## PREREQUISITES

In order to attain your epic destiny as a Prince of Hell, you must meet the following prerequisites:

- **Character level 20th.** Epic powers require total mastery of mortal abilities.
- **Able to speak Infernal.** The language of the fiends is necessary to speak the oaths of fealty to Asmodeus.

## IMMORTALITY

There are many paths to joining the archdevils' ranks, and they include murder, betrayal, treachery, and everything in between. The following describes one possible route to a palace overlooking a sea of fire.

**Infernal Apotheosis:** Knowing what's in store for you, you spent your career working to secure a place of power within the Nine Hells' hierarchy. You might take a hand in infernal politics, moving through mortal spheres to pit the archdevils and their dukes against one another, or you might wage war against a particular archdevil, vowing to end the dark lord's evil regime. Regardless of the method, your final enemy's defeat brings about the appointed hour and your time in the mortal world is at an end.

When you reach the height of your powers, Asmodeus summons you to his grim palace in a puff of brimstone smoke. The Lord of Nessus demands your fealty, compelling you to intone the blasphemous oaths of service whether you want to or not. In recognition for your mortal deeds, you are awarded a domain within the Nine Hells, perhaps as a vassal to another archdevil or replacing an archdevil as a lord of Hell, gaining its lands, vassals, and armies to use as you wish.

Your ascent is not without its peril. Hidden enemies plot against you, while you might find it hard to stomp out old loyalties to the one you supplanted. As well, the devils are ever working against one another, each casting hungry eyes at their peer's lands. In theory, you will live forever as an immortal steward of a brooding land, but some are ready to slip a knife in your back or send armies to shatter your legions. At any time, another ambitious fool with designs on your demesne might be prepared to use the luck and favor granted by the same dread forces that raised you up.

## THE PRINCE OF HELL

Level	Proficiency Bonus	Features
1st	+7	Infernal Form
2nd	+7	Hellfire Master
3rd	+7	Summon Devil
4th	+7	Hellgate
5th	+8	Infernal Aspect, Hellpyre

## PRINCE OF HELL FEATURES

All Princes of Hell have the following class features.

### INFERNAL FORM

Destiny's weight presses upon you and you begin the subtle transformation into a devil. Apply the following changes:

- Your type becomes Fiend, and you gain the Devil subtype.
- You gain Darkvision out to 60 feet. Magical darkness doesn't impede your darkvision.
- You are immune to poison damage, the poisoned condition, and all disease.
- You are immune to fire damage. If you are already resistant to fire damage through a racial trait or class feature, you may exchange that resistance with your choice of acid, cold, or lightning damage.
- You stop aging, and can no longer die of old age. You no longer need to eat or drink, but can if you wish.

## HELLFIRE MASTER

Your spells, abilities, and any weapons you wield that deal fire damage ignore fire resistance (but not immunity).

You can choose any spell you cast that deals radiant damage to instead deal fire damage. Additionally, you can cast *guiding bolt* at its lowest level at will, without using a spell slot or any components. The attack bonus equals your proficiency bonus plus your Dexterity or Charisma modifier (your choice).

## SUMMON DEVIL

As an action, you summon fiends that appear in unoccupied spaces that you can see within 60 feet. You choose one the following options for what appears: one barbed devil, two bearded devils, three spined devils, or six imps. A fiend summoned by this ability persists as long as you maintain concentration (maximum duration of one hour), or when it drops to 0 hit points, at which point it vanishes in a puff of smoke. Once you have used this ability you must take a long rest before you can use it again.

The summoned devils are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Devils you summon can't summon other devils.

The DM has the creatures' statistics.

### LAYERS OF BAATOR

While the infernal realm is strongly associated with hellfire, some layers have affinity for other elements. At the DM's discretion, a prince of one of the following layers can replace the fire damage benefits of Hellfire Master with another damage type.

- **Minauros or Maladomini:** Brimstone (acid)
- **Stygia or Cania:** Hellrime (cold)

## HELLGATE

You can cast the *gate* spell once without expending a spell slot or material components. If you are not already in the Nine Hells, the gate must open to the topmost layer of Avernus. You regain this ability after you take a long rest.

## INFERNAL ASPECT

You answer Asmodeus' summons and become a ruler and prisoner of the Nine Hells for all time, with absolute power over your domain yet unable to leave. However, you are blessed with the ability to project a part of your consciousness, called an aspect, across the planes to do your bidding.

The aspect has all your statistics, including simulacra of your equipment, and is under your total control. For all intents and purposes, the aspect is your character; your original character becomes your aspect's distant patron.

You can have only one aspect at a time. If your aspect is destroyed, you can create a new one with a ritual that takes 24 hours. The new aspect appears restored as if it had taken a long rest. You can then use your own Hellgate ability to send the aspect back into the world at the place where you died, near any creature you consider an ally, or at any place considered sacred to Asmodeus.

## HELLPYRE

When you or your aspect die, the body and possessions are consumed by hellfire that fills a 5-foot cube centered on your space for one minute. Once the hellfire is extinguished, nothing is left but ash.

Any creature that enters the hellfire's space for the first time on a turn or ends its turn there must make a DC 15 Dexterity saving throw or take 5d8 fire damage, or half damage on a successful save.

# INDEX

The epic destinies are listed here in alphabetical order.

All epic destinies have a prerequisite of Character Level 20th. Some have other mechanical or story-related requirements.

## EPIC DESTINIES

Name	Page	Prerequisites	Special Requirements
Alienist	<a href="#">15</a>	Arcana proficiency, 9th-level spells	Contact an alien
Beastlord	<a href="#">29</a>	Animal Handling proficiency	Companion creature
Dark Wanderer	<a href="#">40</a>	Survival proficiency	-
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Draconic Incarnation	<a href="#">17</a>	-	Draconic Ancestry
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Lorekeeper	<a href="#">22</a>	Arcana, History, Nature, Religion prof.; Ritual Caster feature	-
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Punisher of the Gods	<a href="#">11</a>	Extra Attack feature	Solo a powerful monster
Reincarnate Champion	<a href="#">33</a>	Primary ability score 15	Reincarnation
Spellcrafter	<a href="#">26</a>	Arcana proficiency, can cast <i>wish</i>	-
Storm Sovereign	<a href="#">34</a>	Flight	-
Thief of Legend	<a href="#">13</a>	Sleight of Hand, Stealth proficiencies	-
Winter Monarch	<a href="#">36</a>	-	Defeat an Unseelie archfey
World Tree Guardian	<a href="#">38</a>	Nature proficiency	Speak to a plant

## CREDITS

While most of the features here have been adapted to align with the Epic Boons of 5th Edition, most of the text has come directly from the following 4th Edition sources. My gratitude to the writers, editors, and publishers of those books, without whom this document would not be possible.

- Dungeon Masters Guide: Guidelines for the DM
- Players Handbook: Demigod, Immortal Hero (published as Eternal Seeker), Spellcrafter (published as Archmage)
- Players Handbook 2: Harbinger (published as Harbinger of Doom), Lorekeeper
- Arcane Power: Feyliege, Lich (published as Archlich)
- Divine Power: Exalted Angel
- Martial Power: Beastlord, Dark Wanderer
- Martial Power 2: Legendary Sovereign
- Primal Power: Reincarnate Champion, World Tree Guardian
- Heroes of the Elemental Chaos: Emergent Primordial
- Dragon Magazine Issue 366: Alienist (published as Radiant One)
- Dragon Magazine Issue 372: Darklord, Planeshaper, Prince of Hell, Punisher of the Gods, Storm Sovereign, Winter Monarch (published as Winter Sovereign)
- Dragon Magazine Issue 388: Draconic Incarnation, Thief of Legend