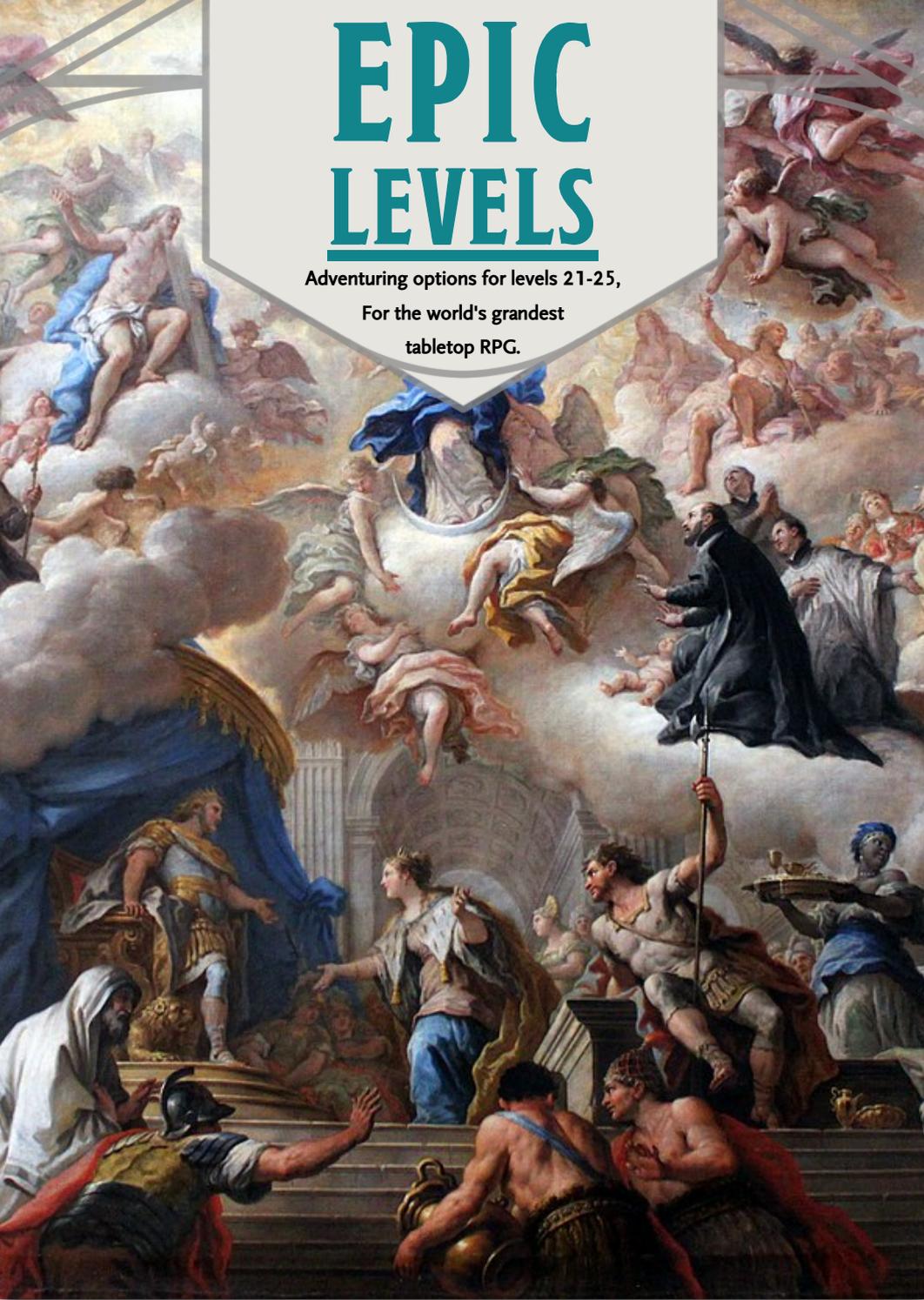


# EPIC LEVELS

Adventuring options for levels 21-25,  
For the world's grandest  
tabletop RPG.



# Contents

If you're using this doc, get in touch at [henrysmith1uma@gmail.com](mailto:henrysmith1uma@gmail.com), or at [juuma-makes-games.tumblr.com](https://tumblr.com/games-tumba) - I'd love to hear from you!

<b>Introduction</b>	Monk.....	11
Epic Leveling.....	Paladin.....	11
Epic Capabilities.....	Ranger.....	12
<b>Epic Class Levels</b>	Rogue.....	13
Artificer.....	Sorcerer.....	14
Barbarian.....	Warlock.....	15
Bard.....	Wizard.....	16
Cleric.....	<b>New Spells</b>	
Druid.....	New Artificer, Ranger, and...	
Fighter.....	Paladin spells.....	17
	10th-Level Spells.....	19

## Epic Leveling

### Rising the ranks from 21st level onwards

This document contains rules for raising your party from 20th to 25th level. I've assumed that homebrew subclasses and spells will have ticked off every possible idea already, and I've built the benefits around that assumption as much as I can. The level benefits are designed to have very little overlap with past, present, and future content. This means they usually provide cumulative bonuses, rather than alternative options.

Over this first two-page spread, you'll find all the rules you need to balance encounters and level your party up in these epic levels, followed by rules for learning epic spells, and then level progressions for every 5th edition class (including artificer) from page 5 to 16. Pages 17 to 18 include exclusive new spells for artificer, paladin, and ranger, and pages 19 to 24 include all the new 10th level spells, designed to create high-stakes stories and dominate your foes.

Past 23rd level, you'll enter an entirely new tier of power. At epic levels, *trust* is an illusion, and the gods are prey.

## Epic Experience

Creatures advance to these epic levels levels after meeting the following experience thresholds. You can choose to use slow or fast advancement.

The normal progression will level the party up about once every 6 encounters.

### EPIC CHARACTER ADVANCEMENT

Experience Points	Level Reached
355,000	20th
410,000	21st
480,000	22nd
560,000	23rd
650,000	24th
750,000	25th

Alternatively, the following progression is designed to draw out each level to last around 2 adventuring days.

This progression is designed to be used in conjunction with Blessings, Marks of Prestige, and Epic Boons. You choose what sort of boon to offer when a boon is given. You can also choose not to give a boon.

### EPIC CHARACTER ADVANCEMENT (BOONS)

Experience Points (Slow Progression)	Level Reached
355,000	20th
400,000	Boon
450,000	21st
510,000	Boon
570,000	22nd
615,000	Boon
700,000	23rd
765,000	Boon
830,000	24th
915,000	Boon
1,000,000	25th

## Encounter XP Thresholds

When balancing encounters, you can determine the maximum XP thresholds for each character in the XP Thresholds by Epic Level table. There is one XP threshold for each encounter difficulty.

The final column gives thresholds for the adventuring day. Assuming typical adventuring conditions and average luck, most parties can manage the following total XP thresholds for a full adventuring day. This is equivalent to about six to eight medium or hard encounters (two between each period of rest), or three deadly encounters (one between each period of rest).

Each useful boon cumulatively increases the XP threshold of encounters by about 500 (for easy or medium) or about 1000 (for hard or deadly).

### XP THRESHOLDS BY EPIC LEVEL

Character Level	Easy	Medium	Hard	Deadly	Adjusted XP per Day per Character
20th	2,800	5,700	8,500	12,700	40,000
21st	3,100	6,100	9,200	13,600	42,000
22nd	3,400	6,700	10,000	14,900	45,000
23rd	3,800	7,600	11,400	17,100	50,000
24th	4,100	8,200	12,300	18,500	56,000
25th	4,400	8,800	13,300	20,000	60,000

## Encounter and Milestone system

Alternately, you can forego bothering with experience and use the following easy tables to determine character matchups based on CR. When using this system, you'll grant them experience that will level the party up roughly once every six encounters. You might choose to alternate between boons and levels every six encounters.

The Epic Solo Monster Challenge Rating gives the optimal challenge rating for an encounter with a single monster (roughly hard to deadly in difficulty), based on the number of characters in the party. The party is assumed to share the same level.

Each useful boon cumulatively increases the encounter CR. Increase the CR by half the average number of useful boons per character (rounded down).

### EPIC SOLO MONSTER CHALLENGE RATING

Character Level	4 Characters	5 Characters	6 Characters
20th	22	23	24
21st	23	24	25
22nd	23	24	25
23rd	24	25	26
24th	24	25	26
25th	25	26	27

The Epic Horde Matchups table gives the optimal challenge rating for an encounter with multiple monsters, where a certain number of monsters (one, two, or four) are assigned to each party member.

Such an encounter is roughly hard to deadly in difficulty.

Each useful boon cumulatively increases the encounter CR. Increase the CR by half the average number of useful boons per character (rounded down).

### EPIC HORDE MATCHUPS

Character Level	1 monster	2 Monsters	4 Monsters
20th	10	6	4
21st	10	6	4
22nd	10	6	4
23rd	11	7	4
24th	12	7	5
25th	13	8	5

## Epic Capabilities

Several additional changes are listed below to help make this adventuring tier feel as special as it should.

### Learning Epic Spells

Historically, all spells above 9th level have been exceptionally difficult to obtain - they're almost impossible to cast or research, as casting them is often the last time the caster is ever seen. Your DM may choose to use a combination of the following optional rules.

**Spell Creation.** Certain epic spells may have to be developed from scratch. The process of development can be a time-consuming and expensive process. Creating an epic spell requires it to be on your spell list, and requires two other creatures with a feature that grants them access to 8th level spells to work together with you for 1 week, expending all of their spell slots each day. At the end of the week, you must expend materials of the DM's choice worth 25,000 gp, and each creature must then make a successful DC 15 (Arcana) check with their spellcasting modifier.

Once you have developed the spell, you are free to learn or prepare it. The other creatures that helped you develop the spell don't gain access to it.

**Unknown Knowledge.** The secrets to casting certain epic spells might be hidden or lost. They might be hidden behind a long paper trail of convoluted and indecipherable clues, maps and hidden charters, or sequestered in concealed castles guarded by planar beings, or guarded by a booby-trapped temple from a long-forgotten civilization whose collapse was ensured by the spell's first casting. Finding a spell hidden in any one of these ways will require around 25,000 XP worth of questing and adventuring.

**Gifts from the Gods.** The ability to cast certain epic spells might be bestowed as blessings from beyond the realms of mortals. A deity might offer such power as an offering of gratitude for service in protecting the multiverse, as a bribe, as a means to trick you into self-sabotage, or as a final, desperate attempt to arm you against a coming disaster.

### Epic DCs

Epic levels increase your proficiency bonus above +6, which exacerbates some of the issues with saving throws in high level combat. Your DM may choose to use the following optional rule.

From 21st level onwards, all player character's saving throw DCs cease to increase with proficiency bonus. All saving throw DCs, such as Ki Save DCs and Spell Save DCs, are instead calculated as follows.

**Save DC** = 14 + your corresponding modifier

### Other Expanded DMG Tables

Certain optional tables in the DMG only go up to 20th level. Here are additional rows to append these tables, which cover the epic levels.

**Starting At Higher Level (p38).** As with 17th–20th level, but with 25,000 gp rather than 20,000 gp, and with one additional uncommon item.

**Damage Severity (p121 and p249).** Setback: 14d10, Dangerous: 22d10, Deadly: 28d10.

**Training to Gain Levels (p131).** As with 17th–20th level.

**Proficiency Die (p263).** 21st–24th: 2d6, 25th: 1d8 + 1d6

**Spell Point Cost (p288).** 10th-level spell point cost: 15.

**Spell Points by Level (p289).** 21st–22nd: 142, 23rd: 157

# Epic Class Levels

Each class is given with a corresponding table, describing the effects it gains beyond 20th level.

## The Epic Artificer

Level	Proficiency Bonus	Features	Infusions Known	Infused Items	1st	2nd	3rd	4th	5th	6th	7th
21st	+7	—	12	6	4	3	3	3	2	1	—
22nd	+7	Magic Item Reinventor	14	7	4	3	3	3	2	1	—
23rd	+7	Potion Creation	14	7	4	3	3	3	2	1	—
24th	+7	Ability Score Improvement	14	7	4	3	3	3	2	1	—
25th	+8	—	14	7	4	3	3	3	2	1	1

### Magic Item Reinventor

Beginning at 22nd level, you gain the following benefits:

- You can attune to up to seven magic items at once.
- You can apply up to two infusions to the same item at once, rather than only one. Any bonuses you apply to the item are cumulative, but you can't apply multiple instances of the same infusion to an item. Only one of the two infusions you can apply to an item can require attunement.
- You gain access to the following replicable magic items for your Replicate Magic Item infusion.

#### REPLICABLE ITEMS (22ND LEVEL ARTIFICER)

Magic Item	Page of DMG	Attunement
Arrow-catching shield	152	Yes
Bag of Devouring	153	No
Cloak of displacement	158	Yes
Horseshoes of a zephyr	175	No
Iron bands of Bilaro	177	No
Mantle of spell resistance	180	Yes
Nolzur's marvelous pigments	183	No
Tentacle rod	208	Yes

### Potion Creation

Beginning at 23rd level, whenever you finish a long rest, you can craft up to six magical potion samples in suitable empty containers you can see within 30 feet of you. You have a number of Potion Creation points equal to 1 + your

Intelligence modifier (minimum of 1), and you can spend these points on creating potions of your choice by paying each potion's point cost. The point cost of a particular potion corresponds to its rarity, according to the Potion Creation Cost table. Potions are listed starting on page 187 of the DMG.

When you use this feature, any previous potions you have created with this feature vanish, and their durations end.

#### Potion Creation Cost

Potion Rarity	Point Cost
Common or Uncommon	1
Rare	2
Very Rare	3

#### Epic Artificer Spell List

##### 6TH LEVEL

Arcane Gate (*conjunction*)  
 Battle Tank (*New!*) (*conjunction*)  
 Blade Barrier (*evocation*)  
 Chain Lightning (*evocation*)  
 Contingency (*abjuration*)  
 Create Homunculus (*transmutation*) (XGE)  
 Disintegrate (*transmutation*)  
 Guards and Wards (*abjuration*)  
 Otiluke's Freezing Sphere (*evocation*)  
 Scatter (*conjunction*) (XGE)  
 Sunbeam (*evocation*)

True Seeing (*divination*)

##### 7TH LEVEL

Delayed Blast Fireball (*evocation*)  
 Forcecage (*evocation*)  
 Mordenkainen's Magnificent Mansion (*conjunction*)  
 Mordenkainen's Sword (*evocation*)  
 Prismatic Spray (*evocation*)  
 Regenerate (*transmutation*)  
 Reverse Gravity (*transmutation*)  
 Simulacrum (*illusion*)  
 Teleport (*conjunction*)

## The Epic Barbarian

Level	Proficiency		Rages	Rage Damage
	Bonus	Features		
21st	+7	Shatter The Weak	Unlimited	+4
22nd	+7	Titanic Grasp	Unlimited	+4
23rd	+7	Counterswing	Unlimited	+5
24th	+7	Ability Score Improvement, Finest Ales	Unlimited	+5
25th	+8	Legendary Might	Unlimited	+5

### Shatter The Weak

Beginning at 21st level, damage you take from creatures of CR 5 or lower is reduced by 20, and whenever you damage a creature of CR 5 or lower with an attack, you can choose to instead knock the target unconscious at 0 hit points.

Additionally, your weapon attacks deal double damage to objects and structures.

### Titanic Grasp

Beginning at 22nd level, you gain the following benefits.

- You ignore all size restrictions on grappling and shoving creatures.

- You ignore all penalties to movement resulting from grappling a creature.
- Creatures you are grappling have a penalty to attack rolls and saving throws equal to your rage damage bonus.
- As a bonus action on each of your turns while you're grappling a creature of any CR with an Intelligence score of 4 or lower, you can attempt a DC 20 Strength (Animal Handling) check. If you succeed on three of these checks against the same creature, the creature becomes non-hostile towards you, and you can use it as a trained mount.

### Counterswing

Beginning at 23rd level, you learn to convert the momentum of your missed swings into devastating strikes. When you miss a creature with an attack, you can reroll the attack, scoring a critical hit on a roll of 16 or higher. You have three uses of this feature, and you regain any expended uses when you finish a long rest.

### Finest Ales

Your fame with publicans transcends planar boundaries, and barkeeps across the planes are happy to sate your appetite freely, simply for the pleasure of your company.

Beginning at 24th level, you receive food, drink, and lodging for free: the revenue generated by your mere celebrated presence is more than payment enough.

### Legendary Might

At 25th level, you gain five additional hit dice, causing your hit point maximum to increase by 35 + five times your Constitution modifier.

## The Epic Bard

Level	Proficiency		Cantrips Known	Spells Known	Spells									
	Bonus	Features			1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
21st	+7	—	4	23	4	3	3	3	3	3	2	1	1	—
22nd	+7	Spell Kenning	4	23	4	3	3	3	3	3	2	1	1	—
23rd	+7	—	4	24	4	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	4	24	4	3	3	3	3	3	2	1	1	1
25th	+8	Infinite Inspiration	4	25	4	3	3	3	3	3	2	1	1	1

### Spell Kenning

Beginning at 22nd level, whenever you finish a long rest, you may choose a spell you learned using your Magical Secrets feature and replace it with a different suitable spell from any class. The new spell counts as a Bard spell for you.

### Infinite Inspiration

Once you reach 25th level, when you roll initiative, you can choose up to eight other creatures within 60 feet of you. Each target gains a bardic inspiration die. This doesn't expend any uses of your Bardic Inspiration.

Additionally, you can regain all your expended uses of Bardic Inspiration as an action.

### Epic Bard Spell List

#### 10TH LEVEL

Dreamscape (*illusion*)  
 Déjà Vu (*divination*)  
 Divine Health (*transmutation*)  
 Soul Dominion (*enchantment*)  
 Trust (*illusion*)



## The Epic Cleric

Level	Proficiency		Cantrips Known	Cantrips										
	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
21st	+7	—	5	4	3	3	3	3	3	3	2	1	1	—
22nd	+7	Followers	5	4	3	3	3	3	3	3	2	1	1	—
23rd	+7	—	5	4	3	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	5	4	3	3	3	3	3	3	2	1	1	1
25th	+8	Divine Rank, Demigodhood	5	4	3	3	3	3	3	3	2	1	1	1

### Followers

Once you reach 22nd level in this class, you begin to amass followers. Any creature who has named you during any sort of rite or ritual within the past week is considered your follower.

When you cast a Cleric spell, you can gain a bonus to one of the damage and healing rolls based on your number of followers. The bonus begins at +1 for 0 followers, and increases according to the following table.

#### FOLLOWING TABLE

Number of Followers	Bonus
0-9	+1
10-49	+2
50-99	+3
100-499	+4
500 or more	+5

### Divine Proxy

Beginning at 25th level, your body undergoes a change as you are granted a sliver of divinity by your deity. At any one time after you reach this level, you can spend 1 week of rest, relaxation, and divine prayer in the presence of your deity and choose a creature type from the following: fey, fiend, or celestial. You become that type, replacing your other creature types.

You can't choose a different creature type again. Your body may also undergo permanent changes, perhaps becoming flecked with scintillating colours or being permanently enrobed by an ethereal mist.

Once you have undergone this change, you also gain the following benefits. Your deity can choose

**Divine Resistance.** When you fail a saving throw against a spell of 5th level or lower, you can choose to succeed instead. Once you've used this feature, you must finish a short or long rest before you use it again.

**Endless Divinity.** When you cast a spell from your Epic Spell List that only targets yourself, its duration becomes 1 year. If the spell requires concentration, you must concentrate.

### Demigodhood

Beginning at 25th level, you finally become ready to take on the responsibilities of divinity.

If you allow it, friendly creatures can define you as their deity, or as their otherworldly patron, when they gain their first level in the cleric or warlock class. These creatures are considered your followers, and you must intervene when their features call for your intervention.

Additionally, as a bonus action, you can see through such a follower's eyes and hear what the follower hears until the end of your next turn, gaining the benefits of any special senses the follower has. During this time, you and your follower can hear each other, and you can expend a spell slot of 5th level or higher to teleport to a point you can see within 5 feet of them, regardless of their current plane of existence.

You can also begin running some of your deity's workload in their place, if you and your deity so desire.

Taking over these tasks may require you to expend your power and spell slots in certain ways, or may require you to be mantled with minor divine capabilities of some kind. These might include the ability to manipulate the emotions of creatures on a certain plane, the ability to keep plants alive when they would otherwise die, or the ability to determine the approximate nature of the weather.

### Epic Cleric Spell List

#### 10TH LEVEL

Contingent Resurrection (*necromancy*)  
 Deity Drain (*enchantment*)  
 Diluvial Torrent (*evocation*)  
 Divine Health (*transmutation*)  
 Omniscience (*divination*)

## The Epic Druid

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
21st	+7	—	4	4	3	3	3	3	3	2	1	1	—
22nd	+7	Tender of the Grove	4	4	3	3	3	3	3	2	1	1	—
23rd	+7	—	4	4	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	4	4	3	3	3	3	3	2	1	1	1
25th	+8	Guardian Spirit of the Lands	4	4	3	3	3	3	3	2	1	1	1

### Tender of the Grove

Beginning at 22nd level, you gain the following benefits.

**Natural Allegiance.** All beasts are considered friendly to you, and you can communicate freely with them.

Additionally, as long as the errands are relatively easy, your friendly beast companions will happily run minor errands for you, should you so desire.

**Masterful Summons.** Beasts can leap to your aid across any boundary. When you roll initiative, you can immediately gain the benefits of a *conjure animals* spell as if it was cast using a 3rd level slot. The spell lasts for 1 minute without requiring your concentration. Beasts summoned in this way are being teleported to your side by the conjuration, so they are considered beasts instead of fey. Your magic protects the creatures you summon: if they die, or if the spell ends, they are returned and reincarnated on their home plane at full health, and cured of all negative conditions.

### Guardian Spirit of the Lands

Beginning at 25th level, druids find themselves comfortable to retire into the undergrowth as ethereal, totemic spirits, acting as guardians and overseers of the natural world, and rarely noticed by the realms of men.

You can use your Wild Shape to transform into a beast of CR 2 or lower. This special form lasts for 24 hours. While in this form, you ignore spells' material components, you gain telepathy out to a range of 30 feet, and you create an opalescent, silvery mist out to a radius of 5 feet that leaves you lightly obscured.

Using a special form continuously for a year makes the effect permanent.

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

### Epic Druid Spell List

#### 10TH LEVEL

Adaptable Plague (*necromancy*)  
 Conjure Dragons or Giants (*conjuration*)  
 Dreamscape (*illusion*)  
 Synthetic Lifeform (*necromancy*)  
 Terraform (*transmutation*)  
 Verdigris Wave (*conjuration*)



## The Epic Fighter

Level	Proficiency Bonus	Features
21st	+7	Ability Score Improvement, Freehold
22nd	+7	Indefatigable
23rd	+7	Fighting Style Improvement
24th	+7	Ability Score Improvement
25th	+8	Adrenaline Rush

### Freehold

Beginning at 21st level, if you are in possession of a castle, stronghold, or large structure, as long as you have cleared the area in a 20 mile radius of threats, you can designate it as a freehold and gain the following benefits:

**Trademaking.** For each inhabited freehold that you own, you don't have to pay maintenance costs, and you collect a monthly revenue of 10 silver pieces for each inhabitant of the freehold due to trade, tariffs, and taxes.

**Warband.** As long as you own one or more freeholds, you attract a body of six mercenaries (three CR 2 **scouts** and three CR 2 **thugs**), led by an above-average fighter (a CR 5 **gladiator**). These people will serve as mercenaries for free, so long as you maintain your freehold. If the mercenaries die, you can attract replacements over the course of one week by investing 50 gp into expansions to the freehold for each replacement mercenary required.

### Indefatigable

Beginning at 22nd level, when you use of your Indomitable feature and reroll a saving throw, you gain a bonus to the result equal to half your fighter level.

### Fighting Style Improvement

At 23rd level, each fighting style you know gains a corresponding improvement, as listed below. These options correspond to the fighting styles from the Player's Handbook.

#### ARCHERY MULTISHOT

When you hit a target with a ranged weapon attack, you can use your bonus action to force up to two other creatures of your choice within 20 feet of the target to make a Dexterity saving throw against a DC of 8 + your Proficiency bonus + your Dexterity modifier. Each creature that failed the save takes damage equal to the weapon's damage dice + your Dexterity modifier.

#### DEFENSE BASTION

While you are wearing armor, as long as you haven't moved since your last turn, you can forego one of your attacks to take the Dodge action.

### DUELING FLOURISH

As long as you are wielding a melee weapon in one hand and no other weapons, you gain the following benefits.

**Lunge** The weapon gains the reach property if it doesn't have it already.

**Counter-Riposte** Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

### GREAT WEAPON FIGHTING CLEAVE

When you hit a target with a weapon you're holding in two hands, you can use your bonus action to force all other hostile creatures within 10 feet of the target to make a Dexterity saving throw against a DC of 8 + your Proficiency bonus + your Strength modifier. Each creature that failed the save takes damage equal to the weapon's damage dice + your Strength modifier.

### PROTECTION PHALANX

While you're wielding a shield, all friendly creatures wielding shields within 30 feet of you gain the benefits of the Protection fighting style.

You also gain one additional reaction. You can't use this reaction on the same turn as you use another reaction.

### TWO-WEAPON FIGHTING EVISCERATION

When you make an attack with your two-weapon fighting, you can make up to two additional attacks with the weapon as part of the same action.

### Adrenaline Rush

Beginning at 25th level, you can use your Second Wind feature as a bonus action even if you are unconscious or incapacitated.

#### ONE-THIRD CASTERS

One-third caster subclasses such as the Eldritch Knight and Arcane Trickster will use the following epic spell progression.

#### EPIC TIER 1/3 CASTER SPELL SLOTS

Level	Cantrips	Spells					
	Known	Known	1st	2nd	3rd	4th	5th
21st	3 (or 4, for Arcane Trickster)	13	4	3	3	1	—
22nd	4 (or 5)	14	4	3	3	2	—
23rd	4 (or 5)	14	4	3	3	2	—
24th	4 (or 5)	14	4	3	3	2	—
25th	4 (or 5)	15	4	3	3	2	1



## The Epic Monk

Level	Proficiency Bonus	Features	Martial Arts	Ki Points	Unarmored Movement
21st	+7	Abundant Step	1d10	21	+30ft
22nd	+7	Soul-Sundering Strike	1d10	22	+35ft
23rd	+7	One With Ki	1d12	23	+35ft
24th	+7	Ability Score Improvement	1d12	24	+35ft
25th	+8	Adamantine Soul	1d12	25	+35ft

### Abundant Step

Beginning at 21st level, you can travel unhindered by your physical form. You can spend 2 ki points to cast *dimension door* as a bonus action.

### Soul-Sundering Strike

Beginning at 22nd level, when you successfully affect a creature with your Stunning Strike, you can expend 3 additional ki points to knock the target unconscious until the start of your next turn. The effect splits the target's soul from its body, so it is aware of its surroundings while it is unconscious, but it is otherwise helpless.

If the target is on the astral plane, unless it succeeds on a Charisma saving throw, its silver cord is severed.

### One With Ki

Beginning at 23rd level, you can use your bonus action to regain all your Ki. You have a number of uses of this feature equal to your Wisdom modifier, and you regain any expended uses when you finish a long rest.

### Adamantine Soul

Beginning at 25th level, you can spend 1 week of rest, relaxation, and prolonged meditation to cast *contingent resurrection*, targeting yourself, without any components.

## The Epic Paladin

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th	6th	7th
21st	+7	—	4	3	3	3	2	1	—
22nd	+7	Glorious Commander	4	3	3	3	2	1	—
23rd	+7	Oathsworn Champion	4	3	3	3	2	1	—
24th	+7	Ability Score Improvement	4	3	3	3	2	1	—
25th	+8	—	4	3	3	3	2	1	1

### Glorious Commander

Beginning at 22nd level, you become a swift protector of your allies and a defining representative of your oath that can lead legions of warriors.

**Rush to Aid.** When you see a friendly creature within 30 feet of you take damage, you can use your reaction to move up to your movement towards the target.

If you end this movement within 5 feet of the target, you can also use your Lay On Hands on the target as part of the same reaction. Once you use Lay On Hands in this way, you must finish a short or long rest before you do so again.

**Beacon of Command.** You gain the ability to enchant and empower whole armies as they stand at your side. As an action, you can increase the range of all of your auras from 30 feet to 300 feet. This effect lasts until the start of your next turn.

### Oathsworn Champion

Beginning at 23rd level, you recover the use of your 20th-level Sacred Oath feature whenever you finish a short or long rest.

### Epic Paladin Spell List

#### 6TH LEVEL

Create Undead (*necromancy*)  
 Forbiddance (*conjuration*)  
 Harm (*necromancy*)  
 Heal (*evocation*)  
 Heroes' Feast (*conjuration*)  
 Meteoric Smite (*New!*)  
 (*evocation*)  
 True Seeing (*divination*)  
 Word of Recall (*conjuration*)

#### 7TH LEVEL

Aura of Triage (*New!*)  
 (*abjuration*)  
 Crown of Stars (*evocation*)  
 Divine Word (*evocation*)  
 Power Word Pain  
 (*enchantment*) (XGTE)  
 Regenerate (*transmutation*)  
 Resurrection (*necromancy*)  
 Sequester (*transmutation*)

# The Epic Ranger

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
21st	+7	—	12	4	3	3	3	2	1	—
22nd	+7	Planeswalker	13	4	3	3	3	2	1	—
23rd	+7	Dominating Ambush	14	4	3	3	3	2	1	—
24th	+7	Ability Score Improvement	15	4	3	3	3	2	1	—
25th	+8	—	16	4	3	3	3	2	1	1

## Planeswalker

Beginning at 22nd level, you gain the following benefits

**Navigational Mastery.** You can cast the *find the path* spell once without expending a spell slot. When cast in this way, you can name destinations on other planes of existence: the spell may be able to direct you through a chain of planar portals leading to the destination. If there is no such path, the spell ends. Once you cast *find the path* in this way, you can't do so again until you finish a long rest.

**Planar Survivalist.** When a friendly creature within 60 feet of you makes a saving throw against effects caused by environmental hazards, such as slippery ice, extreme heat, the pervasive goodwill of Bytopia, or the mind-wiping effects of the river Styx, the creature can replace the d20 result with your Wisdom score.

**Trailblazer.** Friendly creatures within 60 feet of you increase their speed by 10 feet. Once an affected creature leaves the area, its speed remains increased until the end of the current turn.

## Dominating Ambush

Beginning at 23rd level, when you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can move as normal, and you regain your action, reaction and bonus action. If you use this action to take the Attack action, you may make one weapon attack only, and you can't use the action to cast a spell.

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

## Epic Ranger Spell List

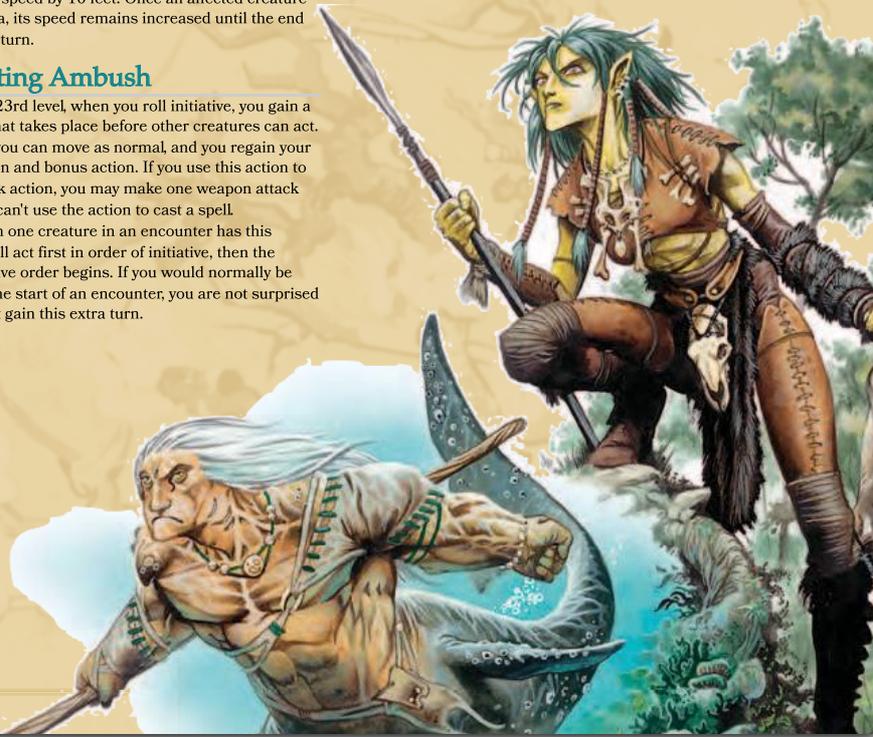
### 6TH LEVEL

Blade Barrier (*evocation*)  
 Conjure Fey (*conjunction*)  
 Find The Path (*divination*)  
 Guards and Wards (*abjuration*)  
 Heal (*evocation*)  
 Heroes' Feast (*conjunction*)  
 Move Earth (*transmutation*)  
 Primordial Ward (*abjuration*) (XGE)  
 Tanglebloom Arrows (*New!*) (*conjunction*)  
 Tenser's Transformation (*transmutation*) (XGE)  
 Transport Via Plants (*conjunction*)

True Seeing (*divination*)  
 Wall of Thorns (*conjunction*)  
 Wind Walk (*transmutation*)

### 7TH LEVEL

Disaster Defenses (*New!*) (*abjuration*)  
 Dream of the Blue Veil (*conjunction*) (TCoE)  
 Etherealness (*transmutation*)  
 Mirage Arcane (*illusion*)  
 Plane Shift (*conjunction*)  
 Regenerate (*transmutation*)  
 Reverse Gravity (*transmutation*)



## The Epic Rogue

Level	Proficiency Bonus	Features	Sneak Attack
21st	+7	Quick Learner	11d6
22nd	+7	Blinding Speed	11d6
23rd	+7	Lightning Reflexes	12d6
24th	+7	Ability Score Improvement	12d6
25th	+10	Masterclass	13d6

### Escapology

Beginning at 21st level, you can shrug off any form of effect that would hold you in place, gaining an inexplicable ability to escape any danger. At the end of each of your turns, as long as you aren't stunned or unconscious, you can choose a creature within 5 feet of you and end one or more of the following conditions affecting the target: grappled, paralyzed, petrified, prone, or restrained.

### Blinding Speed

Beginning at 22nd level, you have a knack for bursts of unbelievable swiftness. On each of your turns, you can take one additional bonus action. You can't use this feature more than once on the same turn.

You have a number of uses of this feature equal to your Dexterity modifier, and you regain any expended uses when you finish a short or long rest.

### Lightning Reflexes

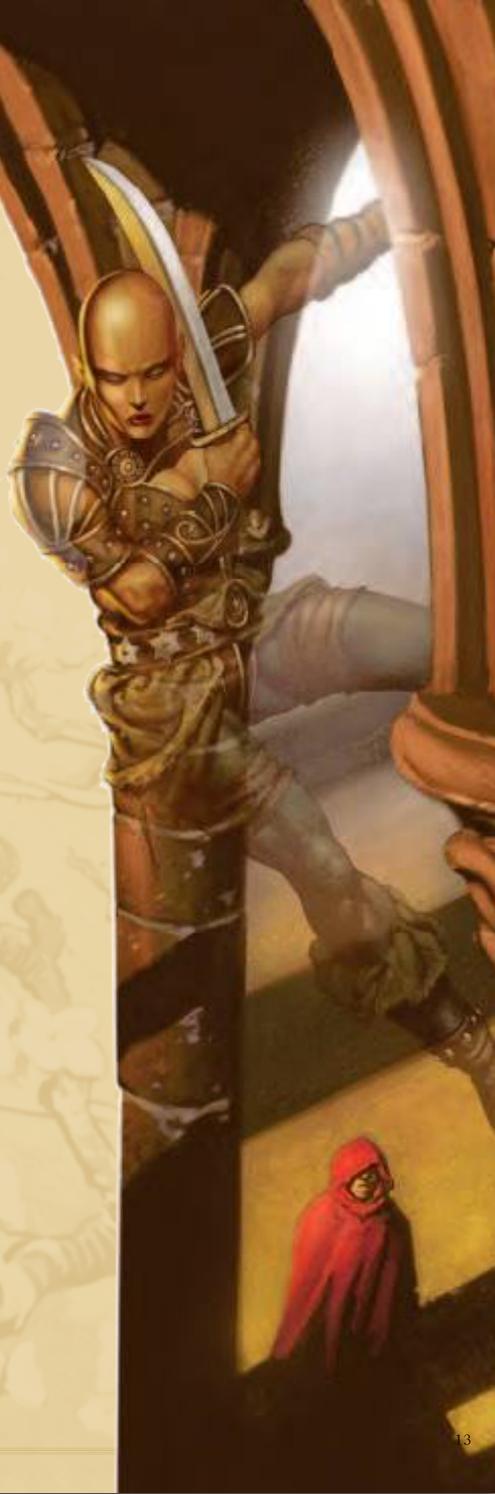
Beginning at 23rd level, you gain two additional reaction options.

**Roguish Retaliation.** When a creature that you can see hits you with an attack, you can use your reaction to make an attack against the creature if it is within your reach or within your weapon's normal range. If you add your Sneak Attack to this attack, it only adds 6d6 damage.

**Unbelievable Dodge.** When a creature that you can see hits you with an attack, you can use your reaction to cause the attack to miss, and reduce its damage to 0.

### Masterclass

Beginning at 25th level, you gain a +2 bonus to your proficiency bonus.



## The Epic Sorcerer

Level	Proficiency		Sorcery Points	Sorcery Cantrips												
	Bonus	Features		Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
21st	+7	Power Overwhelming	21	6	16	4	3	3	3	3	3	3	2	1	1	—
22nd	+7	Metamagic	22	6	16	4	3	3	3	3	3	3	2	1	1	—
23rd	+7	—	23	6	17	4	3	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	24	6	17	4	3	3	3	3	3	3	2	1	1	1
25th	+8	Twin Spell	25	6	17	4	3	3	3	3	3	3	2	1	1	1

### Power Overwhelming

Beginning at 21st level, you can use the Ready action to hold spells indefinitely, even while not in combat.

Additionally, when you cast a readied spell that has a damage roll, you can gain a bonus to one of the damage rolls. The bonus is +1 for each full round you spent readying the spell, to a maximum bonus of +10.

### Metamagic

Beginning at 22nd level, all your features that cost sorcery points cost 1 point fewer, to a minimum of 0. This includes the creation of spell slots.

Additionally, you learn two additional metamagics.

### Twin Spell

Beginning at 25th level, you can use your action to expend a spell slot of 3rd level or higher and choose two different spells with a casting time of one action. The spells' levels must be half the slot level expended (rounded down) or lower. You cast both the chosen spells at their lowest level as part of the same action, in whichever order you prefer.

If you use the quickened spell metamagic on one of the spells, you cast both spells as part of the same bonus action instead.

If both spells require concentration, you concentrate on both simultaneously, and you can end concentration on one of the spells while maintaining concentration on the other. If your concentration is broken by any other means, you cease concentrating on both the spells.

### Epic Sorcerer Spell List

#### 10TH LEVEL

Déjà vu (*divination*)  
 Diluvial Torrent (*evocation*)  
 Grim Banishment (*conjuration*)  
 Living Hellballs (*evocation*)  
 Manifest Imagination (*illusion*)  
 Omniscience (*divination*)  
 Reverspell (*abjuration*)  
 Soul Dominion (*enchantment*)



## The Epic Warlock

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
21st	+7	—	4	16	5	5th	9
22nd	+7	Blast Shaping	4	16	5	5th	9
23rd	+7	Epic Arcanum	4	17	5	5th	9
24th	+7	Ability Score Improvement	4	17	5	5th	10
25th	+8	Vessel of the Patron	4	17	5	5th	10

### Blast Shaping

At 22nd level, you gain the following capabilities.

**Beshadowed Blast.** When you hit a creature with a ranged spell attack, you can forego any damage the spell attack would deal to force the target to make a Constitution saving throw against your Spell Save DC. On a failed save, the target becomes blinded until the start of your next turn.

**Eldritch Burst.** As an action, you can create a massive burst of eldritch energy. Each other creature within 20 feet of you must succeed on a Constitution saving throw against your Spell Save DC or take 5d10 force damage.

**Eldritch Ray.** As an action, you can project a beam of your patron's power. Each creature within a 60 foot line, 5 feet wide originating from you, must succeed on a Dexterity saving throw or take 5d10 force damage.

### Epic Arcanum

At 23rd level, your patron bestows an impossibly powerful magical secret, drawing on every fragment of strength they have. Choose one 10th-level spell from the warlock spell list as this arcanum. You can cast this arcanum spell once without expending a spell slot, and you must finish a long rest before you can do so again.

### Vessel of the Patron

Beginning at 25th level, you can use your bonus action to permit your patron to act through you. Until the end of your current turn, the following effects occur:

- Your eyes roll back in your head, you begin speaking in tongues, and your patron determines your actions.
- You gain one additional action, which you can use to cast any spell from your expanded spell list with a casting time of one action. You don't need to expend a spell slot to do so.
- You gain a flying speed of 50 feet, alongside any boons and capabilities that your patron deems suitable.

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

### Epic Warlock Spell List

#### 10TH LEVEL

Adaptable Plague (*necromancy*)  
 Create Undead Thrall (*necromancy*)  
 Deity Drain (*enchantment*)  
 Dreamscape (*illusion*)  
 Soul Dominion (*enchantment*)

## Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the Player's Handbook.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

### Aberrant Intellect

*Prerequisites: 21st level*

You can cast *rary's telepathic bond* and *detect thoughts* at will without expending a spell slot.

### Fiendish Resistance

*Prerequisites: 21st level*

Whenever you finish a long rest, you can choose cold, fire, or poison damage. You gain resistance to the chosen damage type until you use this feature again.

### Death March

*Prerequisites: 21st level*

You can cast *create undead* and *animate dead* once each without expending a spell slot. Once you cast a spell with this feature, you must finish a long rest before you cast that same spell again.

### Fractures In Reality

*Prerequisites: 21st level*

You can cast *fabricate* at will, without expending a spell slot.

### Mortal Notation

*Prerequisites: 21st level, Pact of the Tome*

A new page appears in your Book of Shadows. You can use your action to write a creature's true name on that page. If the named creature ends its turn with 25 or fewer current hit points, that creature must make a Constitution saving throw against your Spell Save DC. On a failed save, it dies.

Once a creature is forced to make a saving throw in this way, the page loses its magic until you next finish a long rest.

### Untouchable Summons

*Prerequisites: 21st level, Pact of the Chain*

When your familiar takes damage, it can use its reaction to reduce that damage to 0 and disappear into a harmless pocket dimension until the start of its next turn.

## Demon Blade

*Prerequisites: 21st level, Pact of the Blade*  
Your blade drinks the souls of your foes.

When a hostile creature within 30 feet of you is reduced to 0 hit points, you can use your reaction to siphon its soul into your pact weapon. For the next 10 minutes, whenever you hit a creature with an attack, the damage roll increases by 1d6 for each soul in the weapon (maximum of 3d6), and you gain a number of temporary hit points equal to the total extra damage. At the end of 1 minute, the target's soul, now utterly drained, vanishes from existence for 100 days.

## The Epic Wizard

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
21st	+7	—	5	4	3	3	3	3	3	2	1	1	—
22nd	+7	Lucubration	5	4	3	3	3	3	3	2	1	1	—
23rd	+7	—	5	4	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	5	4	3	3	3	3	3	2	1	1	1
25th	+8	Auspicious Prescience	5	4	3	3	3	3	3	2	1	1	1

### Lucubration

Beginning at 22nd level, when you finish a long rest, you can spend 10 minutes studying to prepare all of the spells in your spellbook.

### Auspicious Prescience

At 25th level, whenever you expend a spell slot to cast a spell of 1st or 2nd level, you gain the ability to cast that same spell without expending a spell slot until you next finish a short or long rest.

### Epic Wizard Spell List

#### 10TH LEVEL

Create Undead Thrall (*necromancy*)  
Déjà vu (*divination*)  
Deity Drain (*enchantment*)  
Diluvial Torrent (*evocation*)  
Grim Banishment (*conjuration*)  
Living Hellballs (*evocation*)  
Manifest Imagination (*illusion*)  
Omniscience (*divination*)  
Reverspell (*abjuration*)  
Soul Dominion (*enchantment*)  
Synthetic Lifeform (*necromancy*)  
Terraform (*transmutation*)  
Trust (*illusion*)  
Wallmaze (*evocation*)



# New Spells

These spells are intended to be totally exclusive to the classes they are given to.

Unless your DM deems otherwise, none of these spells (nor the 10th-level spells) can be learned through features that allow you to learn spells from any class, such as the Ritual Caster feat or the bard's Magical Secrets feature.

## Aura of Triage

7th-level abjuration, Paladin

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 10 minutes

When you cast this spell, you create a cubic demiplane, 30 feet in each dimension, that is upholstered with paraphernalia representing your oath. Creatures within the demiplane automatically succeed on all saving throws.

Abjuring energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Whenever a nonhostile creature in the aura (including you) falls unconscious, it is teleported into an unoccupied space on the ground nearest the center of your demiplane. You can also use a bonus action to teleport a nonhostile creature you can see within the aura to your demiplane.

Until the spell ends, any creature within the demiplane can use its bonus action to teleport back into the unoccupied space nearest to the point it left. Additionally, when the spell ends, all creatures within the demiplane are ejected into the unoccupied space nearest to the point they left.

## Battle Tank

6th-level conjuration, Artificer

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 8 hours

You summon a **battle tank** in an unoccupied space within 30 feet of you. Any creature with proficiency with a vehicle can drive the tank, and you are always able to drive the tank even if you lack proficiency with vehicles. When the spell ends, the battle tank vanishes.

The battle tank is a construct that moves as you command it. On each of its turns, it can't take any action unless you use your bonus action to remotely command it to take the Dash or Dodge action, or one of the actions presented in its stat block.

## Disaster Defenses

7th-level abjuration, Ranger

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V, S, M (carved blackthorn worth 50gp)

**Duration:** 10 days

All structures within range become magically secured against natural disasters, gaining the following benefits for the duration.

## Battle Tank

*Huge construct, unaligned.*

**Armor Class** 21

**Hit Points** 200

**Speed** 50 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	23 (+7)	0	0	0

**Saving Throws** Dexterity +10, Constitution +12

**Damage Resistances** Bludgeoning, piercing, and slashing from nonmagical weapons.

**Damage Immunities** Fire, poison, psychic

**Condition Immunities** Blinded, charmed, deafened, exhausted, frightened, paralyzed, poisoned, stunned.

**Languages** Understands commands given in any language.

**Vehicle Construction.** The battle tank's movement is reduced to 0 when it falls prone, and righting it requires a creature to use its action to succeed on a DC 20 Strength check. Additionally, when the tank is reduced to 0 hit points, it is immediately destroyed. Any creatures within the tank when it's destroyed are ejected into a random unoccupied space closest to it.

**Internal Compartment.** An internal compartment within the tank can fit up to 8 Medium creatures within it, and a shimmering magical field provides creatures within with three-quarters cover from creatures outside the tank.

**Tank Treads.** The battle tank ignores difficult terrain.

## Actions (requires your bonus action)

**Tank Shell.** Ranged Weapon Attack: +11 to hit, range 120/360, one target. Hit: 2d10 piercing damage + 2d10 lightning damage.

**Run Down.** The tank moves 30 feet in a direction of your choice. If it hits any creatures during this movement, it can drive through their spaces. Each creature hit in this way must succeed on a DC 20 Dexterity saving throw or take 3d10 bludgeoning damage and fall prone.

- The structures are filled with fresh air that constantly replenishes, and their interior is temperate and dry.
- Water, mud, ash, and other debris can't enter the building unless it is being worn or carried.
- The structures are immune to acid, bludgeoning, and fire damage, and to all damage from spells.

Casting this spell in the same spot once every 10 days for a year makes the effect permanent, with the material components being consumed on the final casting.

## Meteoric Smite

6th-level evocation, Paladin

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute.

You strike your target with a rocketing blow that has the force of a meteor, sending them flying.

The next time you hit a creature with a weapon attack before this spell ends, the attack deals an extra 7d6 fire damage to the creature, and you hurl the creature up to 30 feet towards a point within range. The creature is flung to the unoccupied space nearest this point, and drops prone.

If the point is on a creature or object, you can make a ranged spell attack against that target, using the creature you struck as a projectile. Both the flung creature and the target take 3d6 damage on a hit, or half as much on a miss.

## Tanglebloom Arrows

6th-level conjuration, Ranger

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an ivy root)

**Duration:** 8 hours

You enrobe yourself in conjuration magic allowing you to grow floral ammunition that explodes to ensnare its targets.

For the duration, you can use your action to conjure an enchanted piece of entangling ammunition in your free hand. You choose the type of ammunition that is conjured. If you conjure a second piece of entangling ammunition, the first piece immediately vanishes.

When this magical ammunition is used in a ranged weapon attack, it deals an additional 4d6 damage on a hit.

Hit or miss, the ammunition then transforms into a writhing mass of ensnaring vines. Creatures within 10 feet of the attack's target must make a Dexterity saving throw, taking 4d6 slashing damage on a failed save, or half as much on a success. Each creature that fails the saving throw also becomes restrained by the vines. A creature restrained in this way can use its action to make a Strength saving throw, freeing itself on a success. Each restrained creature is also freed after 1 minute, or if the ammunition vanishes.



# 10th-Level Spells

## Adaptable Plague

10th-level necromancy, Druid, Warlock

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Until dispelled

You create a spreading and uncontrollable sickness. Choose a creature within range. The target becomes infected with a disease—your adaptable plague.

While a creature affected by this plague remains alive, each other creature that spends 8 hours or more within 30 feet of it must succeed on a DC 10 Constitution saving throw or become affected by the adaptable plague.

You grant the adaptable plague up to three symptoms of your choice. You can choose these symptoms from the examples given below. At the DM's option, you may also be able to choose from alternative disease symptoms. The symptoms end if the disease is cured.

- Choose one ability score. The target has disadvantage on ability checks and saving throws made with that ability score.
- The target must make a Constitution saving throw at the start of each of its turns for the first minute of infection. If it fails, it wastes its next action doing nothing.
- The target must make an Intelligence saving throw at the start of each of its turns for the first minute of infection. If it fails, it takes 2d6 psychic damage.
- The target takes 1d4 poison damage each day at midnight, and it can't restore hit points by any means.
- The target's movement is halved.
- The target has disadvantage on attack rolls.
- A target killed by the plague is raised as a zombie that remains affected by the plague, and loses all personality, memories, and intellect.

When you create this disease, you can also choose any number of creatures within range. Those targets become immune to the disease.

Casting this spell again makes any other adaptable plagues you have created vanish, curing each of their targets.

## Conjure Dragon or Giant

10th-level conjuration, Druid

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes.

You summon a fey spirit that takes the form of a dragon or giant of your choice of challenge rating 10 or lower, such as a **young red dragon**, a **young gold dragon**, a **cloud giant**, or a **fire giant**. It appears in an unoccupied space that you can see within range. The creature disappears when it drops to 0 hit points or when the spell ends.

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

The DM, reluctantly, has the creature's statistics.

## Contingent Resurrection

10th-level necromancy, Cleric

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)

**Duration:** Until dispelled

You touch a creature, and it is marked with a permanent ward against death. If the creature dies while this mark persists, all traces of its body vanish instantly; after 1 hour, if the target's soul is free and willing, the creature is restored to life with all its hit points, and the spell ends.

The spell neutralises any poison, cures all diseases and curses, and reduces the target's age by 10 years. The spell provides a completely new body, which appears in an unoccupied space of the target's choice within 1 mile of the point at which it died.

## Create Undead Thrall

10th-level conjuration, Warlock, Wizard

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (black opal worth 1,500 gp, and a special component that varies according to the spell version you chose, which is consumed by the spell)

**Duration:** Instantaneous

You touch the components and permanently raise them as an undead servant, obeying your commands to the best of their ability. Additionally, if the undead you raise has a spellcasting feature, it recovers its expended spell slots whenever it finishes a long rest. You can communicate telepathically with any creature you have raised with this spell while they are on your current plane of existence. The undead you raise act freely, unless you take control of them.

Each casting creates a "group" of several undead. You can raise additional groups of undead with multiple castings of this spell. Only one group can be forced to obey your command at a time.

Whenever you finish a short or long rest after casting this spell, you can choose to take control of one of your groups. Each undead member of the group is forced to follow all of your commands to the best of its ability. This effect lasts until you take control of a different group.

You choose which group of creatures you raise from the options below, and the group you choose determines the number of creatures you can raise with a single casting of this spell, as well as its special component.

**Bone Naga.** You can raise 2 bone nagas with a single casting. The material component for this spell is the skeletal remains of a naga, one for each bone naga created.

**Crawling Claw.** You can raise up to 20 crawling claws with a single casting. The material component for this spell is the disembodied hand of a murderer, one for each crawling claw created.

**Flameskull.** You can raise 2 flameskulls with a single casting. The material component for this spell is the skull of a dead wizard, one for each flameskull created.

**Ghast/Ghoul/Skeleton** You can raise 8 ghasts, ghouls, skeletons, minotaur skeletons, or warhorse skeletons with a single casting, in any combination. The material component for this spell is a corpse of the same general body shape as the creature you choose, one for each creature created.

**Mummy** You can raise 4 mummies with a single casting. The material component for this spell is a mummified humanoid corpse, one for each mummy created.

### Deity Drain

*10th-level enchantment, Cleric, Warlock, Wizard*

**Casting Time:** 72 hours

**Range:** Unlimited

**Components:** V, S, M (an ornate deed bearing the target's true name, worth at least 25,000 gp)

**Duration:** Concentration, up to 1 minute

You speak a being's name at the start of this spell's casting. When the casting ends, you attempt to fracture the being's power to a point at which it can be slain. The target must make a Charisma check against your Spell Save DC. On a failed check, all spells affecting the target end, it is teleported into an unoccupied space of your choice within 10 feet of you, and it becomes leashed by three shimmering chains which bind it in place for the duration.

The chains are magical constructions of force, and have an AC of 20 and 100 hp. While they persist, the being can't teleport, use portals, or use planar travel. If the being dies while chained in this way, it is permanently destroyed, with its essence being completely erased from the universe, and no creature can revive it by any means for the next century. The DM determines the being's statistics. A demigod commonly has a CR of 26 or higher, and a god is very unlikely to have a CR any lower than 30, nor an AC any lower than 25.

This spell's casting time will naturally require you to forego sleep for 3 days. Your DM may require you to suffer levels of exhaustion to cast this spell.

### Déjà Vu

*10th-level divination, Bard, Sorcerer, Wizard*

**Casting Time:** 1 action

**Components:** V, S, M (agate dust with a total value of at least 5,000 gp, which the spell consumes.)

**Range:** 10 feet

**Duration:** Instantaneous

This spell targets you and up to ten other willing creatures within range. You transmit the souls those targets of back through time to a point between 100 days and 100 years in the past, arriving within their own bodies. Each target arrives with a strong sense of déjà vu as they remember important events that happened in what is now their future. The spell's components are fully consumed at the point in time when you arrive.

Each target arrives in the same position, level, and physical condition as they were at the point in time to which they are transported. The spell doesn't transport a target back in time any further than the date of their 13th birthday.

Every event that happened in the original timeline is likely to happen again in the same way as it originally did, but random chance is reintroduced if a target's actions affect the event. For example, all dice will be re-rolled for any combat or game of chance that the players participate in. The new timeline can thus quickly deviate from the original timeline. The original timeline exists only in each target's memory, and is otherwise erased from existence.

### Diluvial Torrent

*10th-level evocation, Cleric, Sorcerer, Wizard*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

The spell instantly creates a 20-foot radius, 100-foot tall cylinder of enchanted water, located 200 feet directly above you. The water falls to the ground as part of the casting of this spell.

Each creature situated within 100 feet of the cylinder where it lands must make a Strength saving throw, taking 20d6 bludgeoning damage and 20d6 force damage on a failed save, or half as much on a success. Each creature damaged in this way falls prone. Objects and structures within the area take the same damage.

The 62,800 cubic feet of water then continues to spread, creating a wave of water that fills a radius of up to 1000 feet on the ground around the point where the water landed. The water can't move uphill from the point at which it landed, and fills in crevices with its volume. Each creature this wave hits must succeed on a Strength saving throw, taking 10d6 bludgeoning damage and 10d6 force damage on a failed save, or half as much on a success. Each target that fails the save is also knocked prone by the force of the water. Objects and structures within the area take the same damage.

The water maintains a depth of at least 10 feet over the area it covers. A creature moving through the water must spend 4 feet of movement for every 1 foot it moves. Creatures within the water immediately begin to suffocate, as the air is crushed out of their lungs.

When the spell ends, the water vanishes.

### Divine Health

*10th-level transmutation, Cleric*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V

**Duration:** 1 hour

You touch a willing creature. For the duration, you grant it the divine protective capabilities of a celestial being.

The target gains the following benefits.

- It is immune to necrotic, poison, and radiant damage, and to bludgeoning, slashing, and piercing damage from nonmagical attacks.
- It is immune to the charmed and frightened conditions.
- When a creature within 30 feet of the target fails an attack roll, ability check, or saving throw, it can use its reaction to grant a +5 bonus to the roll, potentially turning it into a success.
- Whenever the target is hit by a critical hit, the attack roll is instead treated as a normal hit.



## Dreamscape

10th-level illusion, Bard, Druid, Warlock

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a net hung with ornamental beads)

**Duration:** 8 hours

The spell grants you the ability to walk through the slumbering consciousness of any creature that dreams, and to comprehend it.

For the spell's duration, you can spend 1 minute of preparation to enter into the dreamscape. Each creature you are touching is drawn into the regions of dreams, bringing along everything they are wearing or carrying.

The dreamscape is set out like a massive populated map to the contents of the planes, filled with a chaotic spectrum of dolls-house imitations of local masterpieces and dreamers' ideas drawn from those locations. The dreamscape has a fourth dimension: every planck length gap along this extra dimension corresponds to an entirely different plane. It is incomprehensible to any creature not affected by this spell.

Within the dreamscape, all distance is condensed. You can use the dreamscape to traverse any distance, and moving between any two points on any two planes takes no more than 1 minute while within the dreamscape. You reach the point in the dreamscape corresponding to your intended destination automatically while affected by this spell. Others can follow you easily.

You can use your action to exit the dreamscape. Each creature you are touching teleports into an unoccupied space at the corresponding location, bringing along everything they are wearing or carrying.

Creatures can't exit the dreamscape ceremoniously unless they are affected by this spell, but can use their action to make a DC 15 Wisdom check, exiting at the point at which they entered on a success. On a failed check, they arrive in a random location within 1 mile of that point. You must also make this check if the spell ends while you're in the dreamscape.

While you're affected by the spell, you can also use your bonus action to step through the dreamscape. You teleport into an unoccupied space you can see within 500 feet of you.

## Grim Banishment

10th-level conjuration, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (sulfur crystals and diamonds with a combined worth of 750 gp which the spell consumes)

**Duration:** Instantaneous

You teleport a creature within range into a state of devastating mortal peril. The target must succeed on a Wisdom saving throw or be affected by the spell.

When you cast the spell, you choose one of the following terrible fates. You can also design and create different forms of terrible fate, at the DM's discretion.

**Nailed to the Sky.** This effect actually places the target so far from the surface of the world and at such a speed that it keeps missing the surface as it falls back, so it enters an eternal orbit. The target is 15,000 feet from the surface of the earth. A creature with a flying speed can attempt to venture back.

Depending on the world where this effect is used, conditions so far from its surface may be deadly.

Deleterious effects include scorching heat (or cold), and vacuum. A creature subject to these conditions takes 2d6 points of fire (or cold) damage and 1d4 points of necrotic damage from the vacuum at the start of each of its turns. The target immediately begins to suffocate.

**Jettisoned to the Depths** This effect drowns the target at the lowest point in the ocean. A creature with a swimming speed can attempt to venture back, but the area is difficult terrain, and is frequently barricaded by solid stone.

A creature subject to these conditions is squeezed and blinded, and takes 6d6 points of bludgeoning damage from the intense pressure at the start of each of its turns. The target immediately begins to suffocate, and may encounter with hostile creatures as it ventures to the surface. The area within 1 mile of the lowest depths is equally inhospitable.

**Hurled into the Core.** This effect entombs the target in the molten core at the center of the world. The target is around 4000 miles from the surface of the earth. A creature with a burrowing speed that can burrow through rock can attempt to venture back.

A creature subject to these conditions is squeezed, and takes 10d10 points of fire damage from the intense heat and pressure at the start of each of its turns. The target immediately begins to suffocate. The area within 100 miles of the core is equally inhospitable.

## Living Hellballs

10th-level evocation, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (A tiny ball of bat guano and sulfur)

**Duration:** Instantaneous

You surround yourself with a set of six encircling hellballs. The hellballs are fragments of magical energy: they don't occupy their space and can't be targeted, but they can each telepathically communicate their emotions with you. It is infrequent that a hellball experiences an emotion beside destructive glee. Each hellball lasts until it detonates, or until the spell ends.

When you see a creature take an action, you can choose to roll a d8 (no action required). If you roll a number that is greater than or equal to your current number of hellballs, one of the hellballs launches directly towards the target and detonates. Creatures within a 20-foot radius sphere centered on the target must make a Dexterity saving throw, taking 10d6 damage on a failed save, or half as much on a success.

You can choose the damage type of each hellball you create individually, from acid, cold, fire, force, lightning, or thunder. You choose which hellball launches when the effect activates.



## Manifest Imagination

10th-level illusion, Wizard

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (A shard of pressurised matter of the same type as the items you create, worth 1,000 gp)

**Duration:** Concentration, up to 1 hour

You pull wisps of shadow material from the Shadowfell to create any number of nonliving objects of vegetable matter, stone, metal, or crystal. These objects must be created to fit within a 30-foot cube within range, and the objects must each be of a form and material that you have seen before. You can create objects composed of multiple materials, such as a furnished house, a bridge, or a huge ring beset with a block of pure adamantite.

While the spell persists, you can use your action to dismiss all of the objects you have created with this spell. If you do this, you can designate a new 30-foot cube within range and conjure a new set of objects within as part of the same action.

Using any material created by this spell as another spell's material component causes that spell to fail. Objects you create in this way are visibly magical, and shed a lustre of dim light out to a radius of 5 feet.

If you maintain your concentration on this spell for its whole duration, the set of objects that you were concentrating on when the spell ends become permanent, and last until dispelled. Otherwise, the creations disappear when the spell ends.

## Omniscience

10th-level divination, Cleric, Wizard

**Casting Time:** 1 minute

**Range:** Self

**Components:** V

**Duration:** Instantaneous

When you cast this spell, you mentally ask any question and receive a truthful, exact, and comprehensive response. You learn the response in an instant, unless the response would take more than 10 minutes for you to explain and comprehend, in which case you learn nothing. The spell can't determine a creature's motives or past thoughts, but you can use it to attempt to determine their past actions.

You can also use this spell to determine the most likely path of fate for events happening up to 1 day in the future. None of these are ordained to come true, but they represent the best guess that one could make if one was given a knowledge of everything in the universe.

## Reverspell

10th-level abjuration, Sorcerer, Wizard

**Casting Time:** 1 reaction, when you see a creature within range cast a spell.

**Range:** 300 feet

**Components:** V

**Duration:** Instantaneous

You attempt to interrupt a creature in the process of casting a spell, perfectly subverting their attempt. If the creature is casting a spell of 9th level or lower, the spell fails, and you can immediately cast a copy of the spell as part of the same reaction without requiring components, and without requiring you to know how to cast the reversed spell. The reversed spell is cast at 10th level.

## Soul Dominion

10th-level enchantment, Sorcerer, Warlock, Wizard

**Casting Time:** 10 minutes

**Range:** Unlimited

**Components:** V, S

**Duration:** 10 minutes

You attempt to temporarily take control of another creature with whom you are familiar (by observing or successfully scrying the target) on any plane of existence. If the target is undead or incorporeal, the spell fails. The target is aware of the attempted takeover as a strange, momentary tingling, and makes a Wisdom saving throw, ending the spell on a success. On a failed save, you are able to control the target's body as if it were your own for the duration, taking actions, hearing, seeing, feeling, smelling, and tasting everything the target senses. You can still move your own body and take actions as you command the target.

Once the spell ends, the target resumes control of its body, fully aware of all events that occurred, having been a helpless witness trapped inside its own body. The target can make an Intelligence (Investigation) check against your spell save DC, learning your name and general nature on a success.

## Synthetic Lifeform

10th-level necromancy, Druid, Wizard

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (Spittle, alcohol, soap, clean salt water, and a stoppered diamond vial worth 15,000gp which the spell consumes)

**Duration:** Instantaneous

You attempt to create an infant of a new life form, designing every aspect of it. You determine its appearance, creature statistics, and entire biology: lifespan, age of maturity, its requirements for sustaining itself, methods of reproducing, etc. You don't determine individual characteristics or personality - only the general disposition of the species.

Your DM assigns a suitable CR to the creature. They may wish to use the rules in chapter 9 of the Dungeon Master's Guide, page 273, "Creating a Monster".

You then roll a d20 and add your spellcasting modifier: if the result is greater than or equal to twice the creature's CR, the creature crawls out of the diamond vial as a fully formed infant of the species. Otherwise, the spell fails. You may need to produce multiple infants before the species can propagate without your intervention.

You can also design a race with complete racial features using this spell. If you do, your DM assigns a CR of 5 or greater, as they see fit.

Finally, you can use this spell to create infants of any species that already exists, determining success using the creature's usual CR. You treat any particular race or lineage as a CR of 5.

## Terraform

10th-level transmutation, Druid, Wizard

**Casting Time:** 1 bonus action

**Range:** 1 mile

**Components:** S

**Duration:** 10 minutes

You enchant yourself with the power to mold the ground to your whim.

As an action on each of your turns for the duration, you can change the ley of the land. Choose an area of the planet's surface within range that you can see, up to 500 feet in diameter. You instantaneously mold that area, creating slopes and peaks to your taste, and raising or lowering any parts of the terrain by up to 100 feet.

Your terraforming must obey certain limits: any cliffs you form must be no more than 100 feet tall and must plateau for twice as many feet as their height, and any other inclines you form must have an incline of less than 45 degrees. You therefore can't cause the ground to fold back on itself, or use this spell to excavate caverns. Additionally, you can't raise a mountain more than 3 miles above the surface of the planet, nor can you excavate a trench more than 3 miles below.

The changes are permanent, and occur harmlessly over the course of your turn. Creatures and objects within the area are raised or lowered harmlessly with the terrain, and the terrain doesn't buckle or shatter as a result of this movement unless you intend it to do so. Rearranging the terrain might cause loose stone, water, or lava to descend in different directions over the course of the duration, however.

Your DM determines the ecological impacts of your terrain change. For example, you may remove a rain shadow, converting an area of desert terrain into grassland terrain over the course of the coming decades.

## Trust

10th-level illusion, Bard, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** None

**Duration:** 1 hour

Trust is an illusion - and with the inception of this spell, the universe becomes a fundamentally uncertain place, where nothing can ever be known for sure again.

For the spell's duration, whenever you fail an Intelligence, Wisdom, or Charisma saving throw, you can choose to succeed instead.

Additionally, divination magic, magic that would determine your alignment, and magic that would determine whether you are lying all return readings of your choice.

As part of the casting of this spell, you can provide a false explanation of your behavior over the next hour. When divination magic is used to determine your behavior, it instead returns readings based on the false explanation. For example, if a creature uses *legend lore* to summarise lore about you, the spell might supplement its summary with your false explanation.

## Verdigris Wave

10th-level conjuration, Druid

**Casting Time:** 1 action

**Range:** sight

**Components:** V, S, M (a bindweed root)

**Duration:** 1 minute

A gigantic writhing mass of greenery and verdant life springs into existence at a point on the ground within range, and envelops the ground within a 500 foot radius to a depth of three feet. Ground within the verdigris becomes difficult terrain.

At the start of each of your turns after the verdigris appears, its radius expands outwards along the ground by an additional 500 feet. You can exclude one or more areas of any size within the spell's range from being affected.

The verdigris writhes and lashes out towards creatures. When the verdigris appears, and at the start of each of your subsequent turns (after it has expanded), each hostile creature within the verdigris' area must make a Dexterity saving throw, taking 5d10 bludgeoning damage on a failed save, or half as much damage on a success. Objects and structures within the area take the same damage.

Each creature that fails the saving throw becomes restrained by the tangle of greenery. A restrained target can use its action to repeat the saving throw, freeing itself on a success.

The verdigris persists for 1 week after the spell ends, after which it decays away into the earth with permanent effects. Crops planted within this new terrain become enriched, and yield twice the normal amount of food when harvested. When the verdigris decays, it permanently enriches the terrain to become a terrain type of your choice, from forest, grassland, or swamp.

## Wallmaze

10th-level evocation, Wizard

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (A block of bismuth worth 100 gp)

**Duration:** 1 hour

As part of the action used to cast this spell, you cast the spells *wall of fire*, *wall of force*, *wall of ice*, *wall of stone*, *wall of thorns*, and *wind wall*. Each spell you cast in this way has a duration of 1 hour, and doesn't require concentration (the *wall of stone* can't be made permanent).

Each wall must be composed of ten 10-foot-by-20-foot panels, with the same thickness as is specified in their respective descriptions. Each panel must be connected to another panel from this spell, and can appear in any orientation you choose, as a horizontal or vertical barrier or at any angle.

### CREDITS

Huge thanks to Wardka, Izzy, Duncan, Eiti3, and 3A for a little discussion about capstones in the Discord of Many Things that got my mind buzzing. Especially Duncan who I believe came up with the idea for Lucubration.

# EPIC LEVELS

Adventuring options for levels 21-25,  
created for the world's greatest tabletop RPG.  
Written by [u/Henry\\_smithy](#). Find me on [Twitter!](#)  
Updated 18 Jan 2020 (Balance, XP, Dueling)



# Epic Leveling

## Rising the ranks from 21st level onwards

This document contains rules for raising your party from 20th to 25th level. I've assumed that homebrew subclasses and spells will have ticked off every possible idea already, and I've built the benefits around that assumption as much as I can. The level benefits are designed to have very little overlap with past, present, and future content. This means they usually provide cumulative bonuses, rather than alternative options.

Over this first two-page spread, you'll find all the rules you need to balance encounters and level your party up in these epic levels, followed by rules for learning epic spells, and then level progressions for every 5th edition class (including artificer) from page 5 to 16. Pages 17 to 18 include exclusive new spells for artificer, paladin, and ranger, and pages 19 to 24 include all the new 10th level spells, designed to create high-stakes stories and dominate your foes.

Past 23rd level, you'll enter an entirely new tier of power. At epic levels, *trust* is an illusion, and the gods are prey.

## Epic Experience

Creatures advance to these epic levels levels after meeting the following experience thresholds. You can choose to use slow or fast advancement.

The normal progression will level the party up about once every four encounters.

### EPIC CHARACTER ADVANCEMENT

Experience Points	Level Reached
355,000	20th
410,000	21st
480,000	22nd
560,000	23rd
650,000	24th
750,000	25th

Alternatively, the following progression is designed to draw out each level to last approximately two adventuring days.

This progression is designed to be used in conjunction with Blessings, Marks of Prestige, and Epic Boons. You choose what sort of boon to offer when a boon is given. You can also choose not to give a boon.

### EPIC CHARACTER ADVANCEMENT (BOONS)

Experience Points (Slow Progression)	Level Reached
355,000	20th
400,000	(Boon)
450,000	21st
510,000	(Boon)
570,000	22nd
615,000	(Boon)
700,000	23rd
765,000	(Boon)
830,000	24th
915,000	(Boon)
1,000,000	25th

## Encounter XP Thresholds

When balancing encounters, you can determine the maximum XP thresholds for each character in the XP Thresholds by Epic Level table. There is one XP threshold for each encounter difficulty.

The final column gives thresholds for the adventuring day. Assuming typical adventuring conditions and average luck, most parties can manage the following total XP thresholds for a full adventuring day. This is equivalent to about four to six medium or hard encounters (two between each period of rest), or two deadly encounters (one between each period of rest).

Each useful boon cumulatively increases the XP threshold of encounters by between 1000 (for easy or medium) and 2000 (for hard or deadly).

### XP THRESHOLDS BY EPIC LEVEL

Character Level	Character				Adjusted XP per Day per Character
	Easy	Medium	Hard	Deadly	
20th	2,800	5,700	8,500	12,700	40,000
21st	6,000	12,000	18,000	24,000	48,000
22nd	6,400	12,800	19,200	25,600	50,000
23rd	7,500	15,000	22,500	30,000	60,000
24th	8,000	16,000	24,000	32,000	64,000
25th	9,000	18,000	27,000	36,000	70,000

## Encounter and Milestone system

Alternately, you can forego bothering with experience and use the following easy tables to determine character matchups based on CR. When using this system, you'll grant them experience that will level the party up roughly once every six encounters. You might choose to alternate between boons and levels every six encounters.

The Epic Monster Challenge Rating tables give the optimal challenge rating for an encounter with a single monster (roughly hard to deadly in difficulty), based on the number of characters in the party. The party is assumed to share the same level.

Each useful boon cumulatively increases the required encounter CR. Increase the CR by half the average number of useful boons per character (rounded down).

### EPIC SOLO MONSTER CHALLENGE RATING

Character Level 4 Characters 5 Characters 6 Characters

20th	22	23	24
21st	25	26	27
22nd	25	26	27
23rd	26	27	28
24th	27	28	29
25th	28	29	30

### EPIC DUO MONSTER CHALLENGE RATING

Character Level 4 Characters 5 Characters 6 Characters

20th	13	14	15
21st	16	17	18
22nd	17	18	19
23rd	19	20	21
24th	20	21	22
25th	21	22	23

The Epic Horde Matchups table gives the optimal challenge rating for an encounter with multiple monsters, where a certain number of monsters (one, two, or four) are assigned to each party member.

Such an encounter is roughly medium to hard in "difficulty".

Each useful boon cumulatively increases the encounter CR. Increase the CR by half the average number of useful boons per character (rounded down).

### EPIC HORDE MATCHUPS

Character Level 1 monster 2 Monsters 4 Monsters

20th	10	6	4
21st	11	7	5
22nd	11	7	5
23rd	12	7	5
24th	13	8	5
25th	14	8	5

## Learning Epic Spells

Historically, all spells above 9th level have been exceptionally difficult to obtain - they're almost impossible to cast or research, as casting them is often the last time the caster is ever seen. Your DM may choose to use a combination of the following optional rules.

**Spell Creation.** Certain epic spells may have to be developed from scratch. The process of development can be a time-consuming and expensive process. Creating an epic spell requires it to be on your spell list, and requires two other creatures with a feature that grants them access to 8th level spells to work together with you for 1 week, expending all of their spell slots each day. At the end of the week, you must expend materials of the DM's choice worth 25,000 gp, and each creature must then make a successful DC 15 (Arcana) check with their spellcasting modifier.

Once you have developed the spell, you are free to learn or prepare it. The other creatures that helped you develop the spell don't gain access to it.

**Unknown Knowledge.** The secrets to casting certain epic spells might be hidden or lost. They might be hidden behind a long paper trail of convoluted and indecipherable clues, maps and hidden charters, or sequestered in concealed castles guarded by planar beings, or guarded by a booby-trapped temple from a long-forgotten civilization whose collapse was ensured by the spell's first casting. Finding a spell hidden in any one of these ways will require around 25,000 XP worth of questing and adventuring.

**Gifts from the Gods.** The ability to cast certain epic spells might be bestowed as blessings from beyond the realms of mortals. A deity might offer such power as an offering of gratitude for service in protecting the multiverse, as a bribe, as a means to trick you into self-sabotage, or as a final, desperate attempt to arm you against a coming disaster.

## Epic DCs

Epic levels increase your proficiency bonus above +6, which exacerbates some of the issues with saving throws in high level combat. Your DM may choose to use the following optional rule.

From 21st level onwards, all player characters' saving throw DCs don't increase with proficiency bonus. All saving throw DCs, such as Ki Save DCs and Spell Save DCs, are instead calculated as follows.

**Save DC** = 14 + your corresponding modifier

## Other Expanded DMG Tables

Certain optional tables in the DMG only go up to 20th level. Here are additional rows to append these tables, which cover the epic levels.

**Starting At Higher Level (p38).** As with 17th–20th level, but with 25,000 gp rather than 20,000 gp, and with one additional uncommon item.

**Damage Severity (p121 and p249).** Setback: 14d10, Dangerous: 22d10, Deadly: 28d10.

**Training to Gain Levels (p131).** As with 17th–20th level.

**Proficiency Die (p263).** 21st–24th: 2d6, 25th: 1d8 + 1d6

**Spell Point Cost (p288).** 10th-level spell point cost: 15.

**Spell Points by Level (p289).** 21st–22nd: 142, 23rd: 157

# Epic Class Levels

Each class is given with a corresponding table, describing the effects it gains beyond 20th level.

## The Epic Artificer

Level	Proficiency Bonus	Features	Infusions Known	Infused Items	1st	2nd	3rd	4th	5th	6th	7th
21st	+7	—	12	6	4	3	3	3	2	1	—
22nd	+7	Magic Item Reinventor	14	7	4	3	3	3	2	1	—
23rd	+7	Potion Creation	14	7	4	3	3	3	2	1	—
24th	+7	Ability Score Improvement	14	7	4	3	3	3	2	1	—
25th	+8	—	14	7	4	3	3	3	2	1	1

### Magic Item Reinventor

Beginning at 22nd level, you gain the following benefits:

- You can attune to up to seven magic items at once.
- You can apply up to two infusions to the same item at once, rather than only one. Any bonuses you apply to the item are cumulative, but you can't apply multiple instances of the same infusion to an item. Only one of the two infusions you can apply to an item can require attunement.
- You gain access to the following replicable magic items for your Replicate Magic Item infusion.

#### REPLICABLE ITEMS (22ND LEVEL ARTIFICER)

Magic Item	Page of DMG	Attunement
Arrow-catching shield	152	Yes
Bag of Devouring	153	No
Cloak of displacement	158	Yes
Horseshoes of a zephyr	175	No
Iron bands of Bilaro	177	No
Mantle of spell resistance	180	Yes
Nolzur's marvelous pigments	183	No
Tentacle rod	208	Yes

### Potion Creation

Beginning at 23rd level, whenever you finish a long rest, you can craft up to six magical potion samples in suitable empty containers you can see within 30 feet of you. You have a number of Potion Creation points equal to 1 + your

Intelligence modifier, and you can spend these points on creating potions of your choice by paying each potion's point cost. The point cost of a particular potion corresponds to its rarity, according to the Potion Creation Cost table. Potions are listed starting on page 187 of the DMG.

When you use this feature, any previous potions you have created with this feature vanish, and their durations end.

#### Potion Creation Cost

Potion Rarity	Point Cost
Common or Uncommon	1
Rare	2
Very Rare	3

#### Epic Artificer Spell List

##### 6TH LEVEL

Arcane Gate (*conjuration*)  
 Battle Tank (*New!*)  
 (*conjuration*)  
 Blade Barrier (*evocation*)  
 Chain Lightning (*evocation*)  
 Contingency (*abjuration*)  
 Create Homunculus  
 (*transmutation*) (XGE)  
 Disintegrate (*transmutation*)  
 Guards and Wards (*abjuration*)  
 Oti's Freezing Sphere  
 (*evocation*)  
 Scatter (*conjuration*) (XGE)  
 Sunbeam (*evocation*)

True Seeing (*divination*)

##### 7TH LEVEL

Delayed Blast Fireball  
 (*evocation*)  
 Forcecage (*evocation*)  
 Mo's Magnificent Mansion  
 (*conjuration*)  
 Mo's Sword (*evocation*)  
 Prismatic Spray (*evocation*)  
 Regenerate (*transmutation*)  
 Reverse Gravity  
 (*transmutation*)  
 Simulacrum (*illusion*)  
 Teleport (*conjuration*)

## The Epic Barbarian

Level	Proficiency		Features	Rages	Rage Damage
	Bonus				
21st	+7		Shatter The Weak	Unlimited	+4
22nd	+7		Titanic Grasp	Unlimited	+4
23rd	+7		Counterswing	Unlimited	+5
24th	+7		Ability Score Improvement, Finest Ales	Unlimited	+5
25th	+8		Legendary Might	Unlimited	+5

### Shatter The Weak

Beginning at 21st level, damage you take from creatures of CR 5 or lower is reduced by 20, and whenever you damage a creature of CR 5 or lower with an attack, you can choose to knock the target unconscious at 0 hit points.

Additionally, your weapon attacks deal double damage to objects and structures.

### Titanic Grasp

Beginning at 22nd level, you gain the following benefits.

- You ignore all size restrictions on grappling and shoving creatures.

- You ignore all penalties to movement resulting from grappling a creature.
- Creatures you are grappling have a penalty to attack rolls and saving throws equal to your rage damage bonus.
- As a bonus action on each of your turns while you're grappling a creature with an intelligence score of 8 or lower, you can attempt a DC 15 Animal Handling check. If you succeed on three of these checks against the same creature, the creature becomes non-hostile towards you, allowing you to befriend it.

### Counterswing

Beginning at 23rd level, you learn to convert the momentum of your missed swings into devastating strikes. When you miss a creature with an attack, you can reroll the attack, scoring a critical hit on a roll of 16 or higher. You have three uses of this feature, and you regain any expended uses when you finish a long rest.

### Finest Ales

Your fame with publicans transcends planar boundaries, and barkeeps across the planes are happy to sate your appetite freely, simply for the pleasure of your company.

Beginning at 24th level, you receive food, drink, and lodging for free: the revenue generated by your mere celebrated presence is more than payment enough.

### Legendary Might

At 25th level, you gain five additional hit dice, causing your hit point maximum to increase by 35 + five times your Constitution modifier.

## The Epic Bard

Level	Proficiency		Features	Cantrips Known	Spells Known	Spells										
	Bonus					1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
21st	+7	—		4	23	4	3	3	3	3	3	3	2	1	1	—
22nd	+7		Spell Kenning	4	23	4	3	3	3	3	3	3	2	1	1	—
23rd	+7	—		4	24	4	3	3	3	3	3	3	2	1	1	1
24th	+7		Ability Score Improvement	4	24	4	3	3	3	3	3	3	2	1	1	1
25th	+8		Infinite Inspiration	4	25	4	3	3	3	3	3	3	2	1	1	1

### Spell Kenning

Beginning at 22nd level, whenever you finish a long rest, you may choose a spell you learned using your Magical Secrets feature and replace it with a different suitable spell from any class. The new spell counts as a Bard spell for you.

### Infinite Inspiration

Once you reach 25th level, when you roll initiative, you can choose up to eight other creatures within 60 feet of you. Each target gains a bardic inspiration die. This doesn't expend any uses of your Bardic Inspiration.

Additionally, you can regain all your expended uses of Bardic Inspiration as an action.

Déjà Vu (*divination*)  
 Divine Health (*transmutation*)  
 Soul Dominion (*enchantment*)  
 Trust (*illusion*)

### Epic Bard Spell List

#### 10TH LEVEL

Dreamscape (*illusion*)

## The Epic Cleric

Level	Proficiency		Cantrips Known	Cantrips										
	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
21st	+7	—	5	4	3	3	3	3	3	3	2	1	1	—
22nd	+7	Followers	5	4	3	3	3	3	3	3	2	1	1	—
23rd	+7	—	5	4	3	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	5	4	3	3	3	3	3	3	2	1	1	1
25th	+8	Divine Proxy, Demigodhood	5	4	3	3	3	3	3	3	2	1	1	1

### Followers

Once you reach 22nd level in this class, you begin to amass followers. Any creature who has named you during any sort of rite or ritual within the past week is considered your follower.

When you cast a Cleric spell, you can gain a bonus to one of the damage and healing rolls based on your number of followers. The bonus begins at +1 for 0 followers, and increases according to the following table.

#### FOLLOWING TABLE

Number of Followers	Bonus
0-9	+1
10-49	+2
50-99	+3
100-499	+4
500 or more	+5

### Divine Proxy

Beginning at 25th level, your body undergoes a change as you are granted a sliver of divinity by your deity. At any one time after you reach this level, you can spend 1 week of rest, relaxation, and divine prayer in the presence of your deity and choose a creature type from the following: fey, fiend, or celestial. You become that type, replacing your other creature types. You can't choose a different creature type again. Your body may also undergo permanent changes, perhaps becoming flecked with scintillating colours or being permanently enrobed by an ethereal mist.

Once you have undergone this change, you also gain the following benefits. Your deity can choose

**Divine Resistance.** When you fail a saving throw against a spell of 5th level or lower, you can choose to succeed instead. Once you've used this feature, you must finish a short or long rest before you use it again.

**Endless Divinity.** When you cast a spell from your Epic Spell List that only targets yourself, its duration becomes 1 year. If the spell requires concentration, you must concentrate.

### Demigodhood

Beginning at 25th level, you finally become ready to take on the responsibilities of divinity.

If you allow it, friendly creatures can define you as their deity, or as their otherworldly patron, when they gain their first level in the cleric or warlock class. These creatures are considered your followers. You must intervene when a feature calls upon you to intervene.

Additionally, as a bonus action, you can see through such a follower's eyes and hear what the follower hears until the end of your next turn, gaining the benefits of any special senses the follower has. During this time, you and your follower can hear each other, and you can expend a spell slot of 5th level or higher to teleport to a point you can see within 5 feet of them, regardless of their current plane of existence.

You can also begin running some of your deity's workload in their place, if you and your deity so desire.

Taking over these tasks may require you to expend your power and spell slots in certain ways, or may require you to be mantled with minor divine capabilities of some kind. These might include the ability to manipulate the emotions of creatures on a certain plane, the ability to keep plants alive when they otherwise would not, or the ability to determine the approximate nature of the weather.

### Epic Cleric Spell List

#### 10TH LEVEL

Contingent Resurrection (*necromancy*)  
 Deity Drain (*enchantment*)  
 Diluvial Torrent (*evocation*)  
 Divine Health (*transmutation*)  
 Omniscience (*divination*)

## The Epic Druid

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
21st	+7	—	4	4	3	3	3	3	3	2	1	1	—
22nd	+7	Tender of the Grove	4	4	3	3	3	3	3	2	1	1	—
23rd	+7	—	4	4	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	4	4	3	3	3	3	3	2	1	1	1
25th	+8	Guardian Spirit of the Lands	4	4	3	3	3	3	3	2	1	1	1

### Tender of the Grove

Beginning at 22nd level, you gain the following benefits.

**Natural Allegiance.** All beasts are considered friendly to you, and you can communicate freely with them.

Additionally, as long as the errands are relatively easy, your friendly beast companions will happily run minor errands for you, should you so desire.

**Masterful Summons.** Beasts can leap to your aid across any boundary. When you roll initiative, you can immediately gain the benefits of a *conjure animals* spell as if it was cast using a 3rd level slot. The spell lasts for 1 minute without requiring your concentration. Beasts summoned in this way are being teleported to your side by the conjuration, so they are considered beasts instead of fey. Your magic protects the creatures you summon: if they die, or if the spell ends, they are returned and reincarnated on their home plane at full health, and cured of all negative conditions.

### Guardian Spirit of the Lands

Beginning at 25th level, druids find themselves comfortable to retire into the undergrowth as ethereal, totemic spirits, acting as guardians and overseers of the natural world, and rarely noticed by the realms of men.

You can use your Wild Shape to transform into a beast of CR 2 or lower. This special form lasts for 24 hours. While in this form, you ignore spells' material components, you gain telepathy out to a range of 30 feet, and you create an opalescent, silvery mist out to a radius of 5 feet that leaves you lightly obscured.

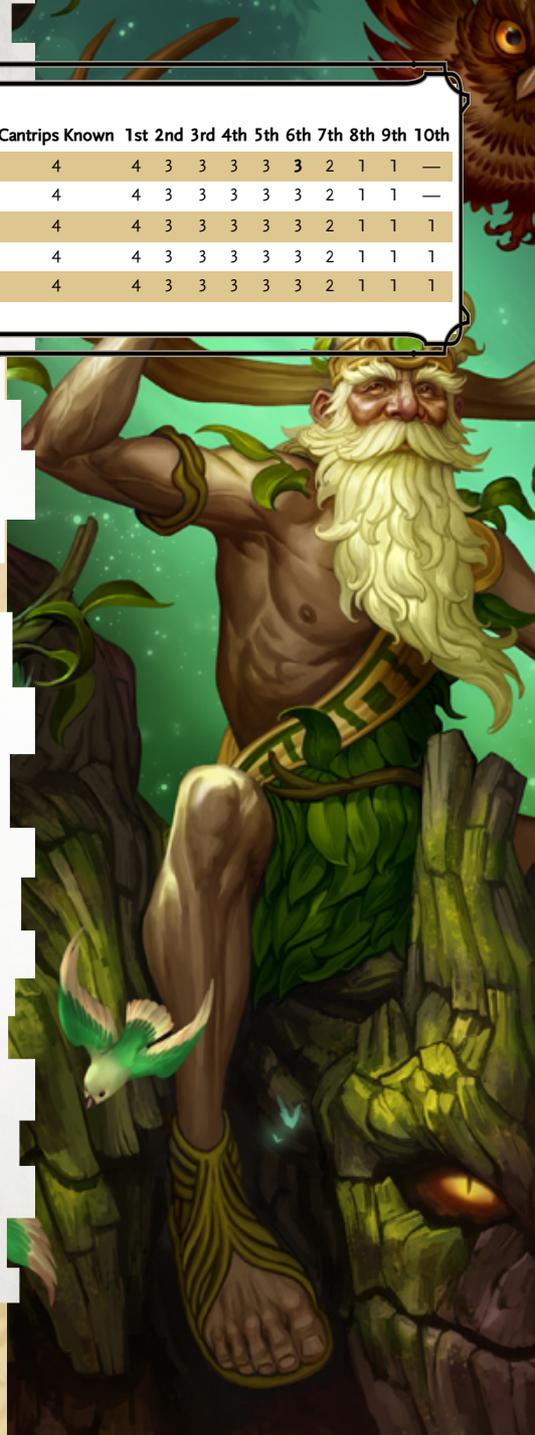
Using a special form continuously for a year makes the effect permanent.

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

### Epic Druid Spell List

#### 10TH LEVEL

adaptable Plague (*necromancy*)  
 Conjure Dragons or Giants (*conjuration*)  
 Dreamscape (*illusion*)  
 Terraform (*transmutation*)  
 Verdigris Wave (*conjuration*)



## The Epic Fighter

Level	Proficiency Bonus	Features
21st	+7	Ability Score Improvement, Freehold
22nd	+7	Indefatigable
23rd	+7	Fighting Style Improvement
24th	+7	Ability Score Improvement
25th	+8	Adrenaline Rush

### Freehold

Beginning at 21st level, if you are in possession of a castle, stronghold, or large structure, as long as you have cleared the area in a 20 mile radius of threats, you can designate it as a freehold and gain the following benefits:

**Trademaking.** For each inhabited freehold that you own, you don't have to pay maintenance costs, and you collect a monthly revenue of 10 silver pieces for each inhabitant of the freehold due to trade, tariffs, and taxes.

**Warband.** As long as you own one or more freeholds, you attract a body of six mercenaries (three CR 2 **scouts** and three CR 2 **thugs**), led by an above-average fighter (a CR 5 **gladiator**). These people will serve as mercenaries for free, so long as you maintain your freehold. If the mercenaries die, you can attract replacements over the course of one week by investing 50 gp into expansions to the freehold for each replacement mercenary required.

### Indefatigable

Beginning at 22nd level, when you use of your Indomitable feature and reroll a saving throw, you gain a bonus to the result equal to half your fighter level.

### Fighting Style Improvement

At 23rd level, each fighting style you know gains a corresponding improvement, as listed below. These options correspond to the fighting styles from the Player's Handbook.

#### ARCHERY MULTISHOT

When you hit a target with a ranged weapon attack, you can use your bonus action to force up to two other creatures of your choice within 20 feet of the target to make a Dexterity saving throw against a DC of 8 + your Proficiency bonus + your Dexterity modifier. Each creature that failed the save takes damage equal to the weapon's damage dice + your Dexterity modifier.

#### DEFENSE BASTION

While you are wearing armor, as long as you haven't moved since your last turn, you have resistance to bludgeoning, slashing, and piercing damage.

#### DUELING FLOURISH

As long as you are wielding a melee weapon in one hand and no other weapons, you gain the following benefits.

**Armor Pierce** Whenever you have advantage on an attack roll with the weapon, you can reroll one of the dice one additional time.

**Counter-Riposte** Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

#### GREAT WEAPON FIGHTING CLEAVE

When you hit a target with a weapon you're holding in two hands, you can use your bonus action to force all other hostile creatures within 10 feet of the target to make a Dexterity saving throw against a DC of 8 + your Proficiency bonus + your Strength modifier. Each creature that failed the save takes damage equal to the weapon's damage dice + your Strength modifier.

#### PROTECTION PHALANX

While you're wielding a shield, all friendly creatures wielding shields within 30 feet of you gain the benefits of the Protection fighting style.

You also gain one additional reaction. You can't use this reaction on the same turn as you use another reaction.

#### TWO-WEAPON FIGHTING EVISCERATION

When you use your two-weapon fighting, you can make up to two additional attacks with the weapon as part of the same bonus action.

### Adrenaline Rush

Beginning at 25th level, you gain one additional use of your action surge. Additionally, whenever you roll initiative, you regain one expended use of your action surge.

#### ONE-THIRD CASTERS

One-third caster subclasses such as the Eldritch Knight and Arcane Trickster will use the following epic spell progression.

#### EPIC TIER 1/3 CASTER SPELL SLOTS

Level	Cantrips Known	Spells Known	1st 2nd 3rd 4th 5th				
			3 (or 4, for Arcane Trickster)	13	4	3	3
22nd	4 (or 5)	14	4	3	3	2	—
23rd	4 (or 5)	14	4	3	3	2	—
24th	4 (or 5)	14	4	3	3	2	—
25th	4 (or 5)	15	4	3	3	2	1



## The Epic Monk

Level	Proficiency Bonus	Features	Martial Arts	Ki Points	Unarmored Movement
21st	+7	Abundant Step	1d10	21	+30ft
22nd	+7	Soul-Sundering Strike	1d10	22	+35ft
23rd	+7	One With Ki	1d12	23	+35ft
24th	+7	Ability Score Improvement	1d12	24	+35ft
25th	+8	Adamantine Soul	1d12	25	+35ft

### Abundant Step

Beginning at 21st level, you can travel unhindered by your physical form. You can spend 2 ki points to cast *dimension door* as a bonus action.

### Soul-Sundering Strike

Beginning at 22nd level, when you successfully affect a creature with your Stunning Strike, you can spend 3 ki points to split the target's soul from its body. The target falls unconscious until the end of its next turn, but it remains aware of its surroundings.

If the target is on the astral plane, it must succeed on a Charisma saving throw or its silver cord is severed.

### One With Ki

Beginning at 23rd level, you can use your bonus action to regain all your Ki. You have a number of uses of this feature equal to your Wisdom modifier, and you regain any expended uses when you finish a long rest.

### Adamantine Soul

Beginning at 25th level, you can spend 1 week of rest, relaxation, and prolonged meditation to cast *contingent resurrection*, without any components, targeting yourself.

## The Epic Paladin

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th	6th	7th
21st	+7	—	4	3	3	3	2	1	—
22nd	+7	Glorious Commander	4	3	3	3	2	1	—
23rd	+7	Oathsworn Champion	4	3	3	3	2	1	—
24th	+7	Ability Score Improvement	4	3	3	3	2	1	—
25th	+8	—	4	3	3	3	2	1	1

### Glorious Commander

Beginning at 22nd level, you become a swift protector of your allies and a defining representative of your oath that can bless whole armies.

**Rush to Aid.** When you see a friendly creature within 30 feet of you take damage, you can use your reaction to move up to your movement towards the target.

If you end this movement within 5 feet of the target, you can also use your Lay on Hands on the target as part of the same reaction. Once you use Lay on Hands in this way, you must finish a short or long rest before you do so again.

**Beacon of Command.** You gain the ability to enchant and empower whole armies as they stand at your side. As an action, you can increase the range of all of your auras from 30 feet to 300 feet. This effect lasts until the start of your next turn.

### Oathsworn Champion

Beginning at 23rd level, you recover the use of your 20th-level Sacred Oath feature whenever you finish a short or long rest.

### Epic Paladin Spell List

#### 6TH LEVEL

Create Undead (*necromancy*)  
 Forbiddance (*conjuration*)  
 Harm (*necromancy*)  
 Heal (*evocation*)  
 Heroes' Feast (*conjuration*)  
 Meteoric Smite (*New!*)  
 (evocation)  
 True Seeing (*divination*)  
 Word of Recall (*conjuration*)

#### 7TH LEVEL

Aura of Triage (*New!*)  
 (abjuration)  
 Crown of Stars (*evocation*)  
 Divine Word (*evocation*)  
 Power Word Pain  
 (enchantment) (*XGE*)  
 Regenerate (*transmutation*)  
 Resurrection (*necromancy*)  
 Sequester (*transmutation*)



## The Epic Ranger

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
21st	+7	—	12	4	3	3	3	2	1	—
22nd	+7	Planeswalker	13	4	3	3	3	2	1	—
23rd	+7	Dominating Ambush	14	4	3	3	3	2	1	—
24th	+7	Ability Score Improvement	15	4	3	3	3	2	1	—
25th	+8	—	16	4	3	3	3	2	1	1

### Planeswalker

Beginning at 22nd level, you gain the following benefits:

**Navigational Mastery.** You can cast the *find the path* spell once without expending a spell slot. When cast in this way, you can name destinations on other planes of existence, and the spell may be able to direct you along a path through planar portals leading to the destination. If there is no such path, the spell ends. Once you cast *find the path* in this way, you can't do so again until you finish a long rest.

**Planar Survivalist.** When a friendly creature within 60 feet of you makes a saving throw against effects caused by environmental hazards, such as slippery ice, extreme heat, the pervasive goodwill of Bytopia, or the mind-wiping effects of the river Styx, the creature can replace the d20 result with your Wisdom score.

**Trailblazer.** Friendly creatures within 60 feet of you have a +10 bonus to movement speed. When an affected creature leaves the area, the movement bonus persists until the start of their next turn.

### Dominating Ambush

Beginning at 23rd level, when you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can move as normal, and you regain your action, reaction and bonus action. If you use this action to take the Attack action, you may make one weapon attack only, and you can't use the action to cast a spell.

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

### Epic Ranger Spell List

#### 6TH LEVEL

Blade Barrier (*evocation*)  
 Conjure Fey (*conjuration*)  
 Entangling Arrow (*New!*)  
 (*conjuration*)  
 Find The Path (*divination*)  
 Guards and Wards (*abjuration*)  
 Heal (*evocation*)  
 Heroes' Feast (*conjuration*)  
 Move Earth (*transmutation*)  
 Primordial Ward (*abjuration*)  
 (*XGtE*)  
 Tenser's Transformation  
 (*transmutation*) (*XGtE*)

Transport Via Plants

(*conjuration*)  
 True Seeing (*divination*)  
 Wall of Thorns (*conjuration*)  
 Wind Walk (*transmutation*)

#### 7TH LEVEL

Disaster Defenses (*New!*)  
 (*abjuration*)  
 Etherealness (*transmutation*)  
 Mirage Arcane (*illusion*)  
 Plane Shift (*conjuration*)  
 Regenerate (*transmutation*)  
 Reverse Gravity  
 (*transmutation*)



## The Epic Rogue

Level	Proficiency Bonus	Features	Sneak Attack
21st	+7	Quick Learner	11d6
22nd	+7	Blinding Speed	11d6
23rd	+7	Lightning Reflexes	12d6
24th	+7	Ability Score Improvement	12d6
25th	+10	Masterclass	13d6

### Escapology

Beginning at 21st level, you can shrug off any form of effect that would hold you in place, gaining an inexplicable ability to escape any danger. At the end of each of your turns, as long as you aren't stunned or unconscious, you can choose a creature within 5 feet of you and end one or more of the following conditions affecting the target: grappled, paralyzed, petrified, prone, or restrained.

### Blinding Speed

Beginning at 22nd level, you have a knack for occasional moments of unbelievable swiftness. On each of your turns, you can take one additional bonus action. You can't use this feature more than once on the same turn.

You have a number of uses of this feature equal to your Dexterity modifier, and you regain any expended uses when you finish a long rest.

### Lightning Reflexes

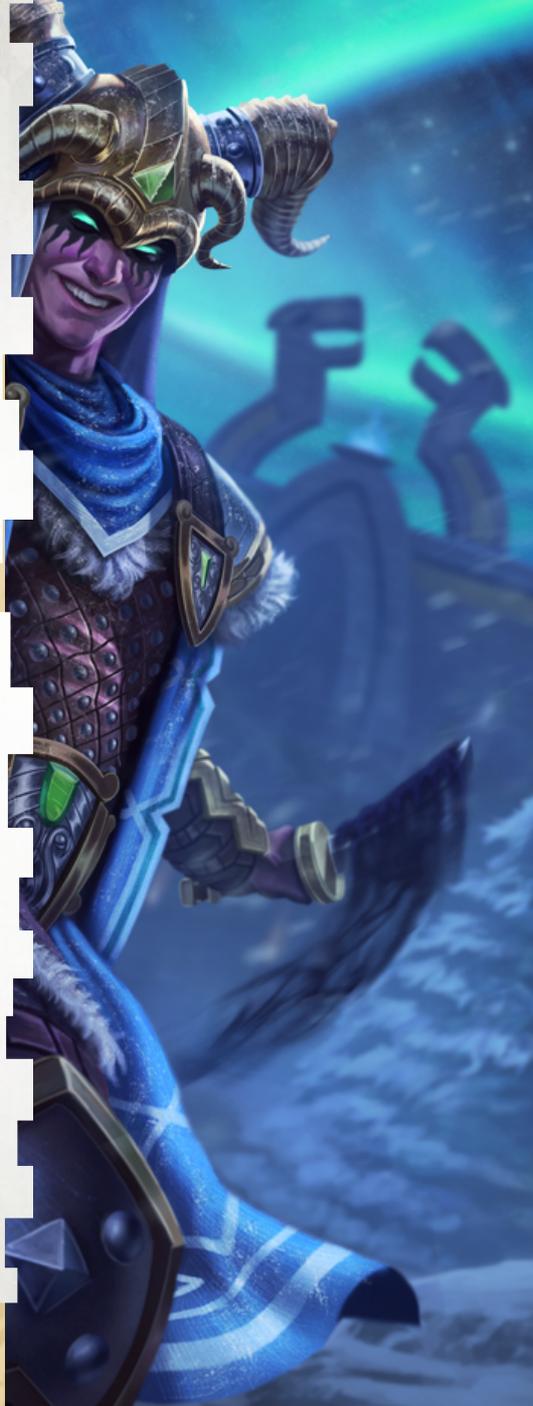
Beginning at 23rd level, you gain two additional reaction options.

**Roguish Retaliation.** When a creature that you can see hits you with an attack, you can use your reaction to make an attack against the creature. If you use your Sneak Attack on this attack, it only adds 6d6 damage.

**Unbelievable Dodge.** When a creature that you can see hits you with an attack, you can use your reaction to cause the attack to miss, and reduce its damage to 0.

### Masterclass

Beginning at 25th level, you gain a +2 bonus to your proficiency bonus.



## The Epic Sorcerer

Level	Proficiency		Sorcery Points	Cantrips Known	Spells Known	Spell Slots										
	Bonus	Features				1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
21st	+7	Power Overwhelming	21	6	16	4	3	3	3	3	3	3	2	1	1	—
22nd	+7	Metamagic	22	6	16	4	3	3	3	3	3	3	2	1	1	—
23rd	+7	—	23	6	17	4	3	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	24	6	17	4	3	3	3	3	3	3	2	1	1	1
25th	+8	Twin Spell	25	6	17	4	3	3	3	3	3	3	2	1	1	1

### Power Overwhelming

Beginning at 21st level, you can use the Ready action to hold spells indefinitely, even while not in combat.

Additionally, when you cast a readied spell that has a damage roll, you can gain a bonus to one of the damage rolls. The bonus is +1 for each full round you spent readying the spell, to a maximum bonus of +10.

### Metamagic

Beginning at 22nd level, all your features that cost sorcery points cost 1 point fewer, to a minimum of 0. This includes the creation of spell slots.

Additionally, you learn all metamagics listed in your Metamagic class feature.

### Twin Spell

Beginning at 25th level, you can use your action to expend a spell slot of 3rd level or higher and choose two spells with a casting time of one action that are of a level equal to or lower than half the slot level expended (rounded down). You cast both the chosen spells (at their lowest level) as part of the same action.

If both spells require concentration, you concentrate on both simultaneously, and you can end concentration on either of the spells individually (no action required). If your concentration is broken by any other means, you cease concentrating on both the spells.

### Epic Sorcerer Spell List

#### 10TH LEVEL

Déjà vu (*divination*)  
 Diluvial Torrent (*evocation*)  
 Grim Banishment (*conjuration*)  
 Living Hellballs (*evocation*)  
 Manifest Imagination (*illusion*)  
 Omniscience (*divination*)  
 Reverspell (*abjuration*)  
 Soul Dominion (*enchantment*)



# The Epic Warlock

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
21st	+7	—	4	16	5	5th	9
22nd	+7	Blast Shaping	4	16	5	5th	9
23rd	+7	Epic Arcanum	4	17	5	5th	9
24th	+7	Ability Score Improvement	4	17	5	5th	10
25th	+8	Vessel of the Patron	4	17	5	5th	10

## Blast Shaping

At 22nd level, you gain the following benefits.

**Beshadowed Blast.** When you hit a creature with a ranged spell attack, you can forego any damage the spell attack would deal to force the target to make a Constitution saving throw against your Spell Save DC. On a failed save, the target becomes blinded until the start of your next turn.

**Eldritch Burst.** As an action, you can create a massive burst of eldritch energy. Each other creature within 20 feet of you must succeed on a Constitution saving throw against your Spell Save DC or take 4d10 force damage.

**Eldritch Ray.** As an action, you can project a beam of your patron's power. Each creature within a 30 foot line, 5 feet wide originating from you, must succeed on a Dexterity saving throw or take 4d10 force damage.

## Epic Arcanum

At 23rd level, your patron bestows an impossibly powerful magical secret, drawing on every fragment of strength they have. Choose one 10th-level spell from the warlock spell list as this arcanum. You can cast this arcanum spell once without expending a spell slot, and you must finish a long rest before you can do so again.

## Vessel of the Patron

Beginning at 25th level, you can touch a creature and expend one of your pact magic slots to have the target regain an expended spell slot of the same level or lower (if it has one).

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

## Epic Warlock Spell List

### 10TH LEVEL

Adaptable Plague (*necromancy*)  
 Create Undead Thrall (*necromancy*)  
 Deity Drain (*enchantment*)  
 Dreamscape (*illusion*)  
 Soul Dominion (*enchantment*)

## Eldritch Invocations

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the Player's Handbook.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

### Aberrant Mind

*Prerequisites: 21st level*

You can cast *rary's telepathic bond* and *detect thoughts* at will without expending a spell slot.

### Fiendish Resistance

*Prerequisites: 21st level*

Whenever you finish a long rest, you can choose cold, fire, or poison damage. You gain resistance to the chosen damage type until you use this feature again.

### Death March

*Prerequisites: 21st level*

You can cast *create undead* and *animate dead* once each without expending a spell slot. Once you cast a spell with this feature, you must finish a long rest before you cast that same spell again.

### Fractures In Reality

*Prerequisites: 21st level*

You can cast *fabricate* at will, without expending a spell slot.

### Mortal Notation

*Prerequisites: 21st level, Pact of the Tome*

A new page appears in your Book of Shadows. You can use your action to write a creature's true name on that page. If the named creature ends its turn with 25 or fewer current hit points, that creature must make a Constitution saving throw against your Spell Save DC. On a failed save, it dies.

Once a creature is forced to make a saving throw in this way, the page loses its magic until you next finish a long rest.

## Perfected Summons

*Prerequisites: 21st level, Pact of the Chain*  
You gain the following benefits

- Whenever you gain temporary hit points, your familiar gains an equal number of temporary hit points.
- Your familiar can use its action to become invisible for 1 hour or until it uses another action to dismiss the effect. While the familiar is invisible in this way, you are still able to see it.

## Vampiric Eldritch Smite

*Prerequisites: 21st level, Pact of the Blade*  
Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d6 force damage to the target, plus another 1d6 per level of the spell slot, and you restore health equal to half the total damage dealt by the attack. You can't use this feature on a turn when you use another Eldritch Smite.

## The Epic Wizard

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
21st	+7	—	5	4	3	3	3	3	3	2	1	1	—
22nd	+7	Lucubration	5	4	3	3	3	3	3	2	1	1	—
23rd	+7	—	5	4	3	3	3	3	3	2	1	1	1
24th	+7	Ability Score Improvement	5	4	3	3	3	3	3	2	1	1	1
25th	+8	Auspicious Prescience	5	4	3	3	3	3	3	2	1	1	1

## Lucubration

Beginning at 22nd level, when you finish a long rest, you can spend 10 minutes studying to prepare all of the spells in your spellbook.

## Auspicious Prescience

At 25th level, whenever you expend a spell slot to cast a spell of 1st or 2nd level, you gain the ability to cast that same spell without expending a spell slot until you next finish a short or long rest.

## Epic Wizard Spell List

### 10TH LEVEL

Create Undead Thrall (*necromancy*)  
Déjà vu (*divination*)  
Deity Drain (*enchantment*)  
Diluvial Torrent (*evocation*)  
Grim Banishment (*conjuration*)  
Living Hellballs (*evocation*)  
Manifest Imagination (*illusion*)  
Omniscience (*divination*)  
Reverspell (*abjuration*)  
Soul Dominion (*enchantment*)  
Terraform (*transmutation*)  
Trust (*illusion*)  
Wallmaze (*evocation*)

# New Spells

These spells are intended to be totally exclusive to the classes they're given to. Unless your DM deems otherwise, none of these spells (nor the 10th-level spells) can be learned through features that allow you to learn spells from a class of your choice, such as the Ritual Caster feat or the bard's Magical Secrets feature.

## Aura of Triage

7th-level abjuration, Paladin

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 10 minutes

When you cast this spell, you create a cubic demiplane, 30 feet in each dimension, that is upholstered with paraphernalia representing your oath. Creatures within the demiplane automatically succeed on all saving throws.

Abjuring energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Whenever a friendly creature in the aura (including you) falls unconscious, it is instantly teleported into an unoccupied space on the ground nearest the center of your demiplane. You can also use a bonus action to teleport a willing creature you can see within the aura to your demiplane.

Until the spell ends, any creature within the demiplane can use its bonus action to teleport back into the unoccupied space nearest to the point it left. Additionally, when the spell ends, all creatures within the demiplane are ejected into the unoccupied space nearest to the point they left.

## Battle Tank

6th-level conjuration, Artificer

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 8 hours

You create a **battle tank** in an unoccupied space within 30 feet of you. Any creature with proficiency with a vehicle can drive the tank, and you are always able to drive the tank even if you lack proficiency with vehicles. When the spell ends, the battle tank vanishes. Your DM might allow you to summon different battle tanks of your choice with this spell.

The battle tank is a construct. On each of its turns, it can't take any action unless you use your bonus action to remotely command it to take the Dash or Dodge action, or one of the actions presented in its stat block.

## Disaster Defenses

7th-level abjuration, Ranger

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V, S, M (an ivy root worth 500gp)

**Duration:** 10 days

All structures within range become magically secured against natural disaster, gaining the following benefits for the duration.

## Battle Tank

Huge construct, unaligned.

**Armor Class** 21

**Hit Points** 200

**Speed** 50 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	23 (+7)	0	0	0

**Saving Throws** Dexterity +10, Constitution +12

**Damage Resistances** Bludgeoning, piercing, and slashing from nonmagical weapons.

**Damage Immunities** Fire, poison, psychic

**Condition Immunities** Blinded, charmed, deafened, exhausted, frightened, paralyzed, poisoned, stunned.

**Languages** Understands commands given in any language.

**Vehicular Construction.** The battle tank's movement is reduced to 0 when it falls prone, and righting it requires a creature to use its action to succeed on a DC 20 Strength check. Additionally, when the tank is reduced to 0 hit points, it is immediately destroyed. Any creatures within the tank when it's destroyed are ejected into a random unoccupied space closest to it.

**Internal Compartment.** An internal compartment within the tank can fit up to 8 Medium creatures inside it, and a shimmering magical field provides the creatures inside with three-quarters cover from creatures outside the tank.

**Tank Treads.** The battle tank ignores difficult terrain.

### Actions (requires your bonus action)

**Tank Shell.** Ranged Weapon Attack: +11 to hit, range 120/360, one target. Hit: 2d10 piercing damage + 2d10 lightning damage.

**Run Down.** The tank moves 30 feet along the ground in a direction of your choice. If it hits any creatures during this movement, it can travel through their spaces. Each creature hit in this way must succeed on a DC 20 Dexterity saving throw or take 3d10 bludgeoning damage and fall prone.

- The structures are filled with fresh air that constantly replenishes, and their interior is temperate and dry.
- Water, mud, ash, and other debris can't enter the building unless it is being worn or carried.
- The structures are immune to acid, bludgeoning, and fire damage, and to all damage from spells.

Casting this spell in the same spot once every 10 days for a year makes the effect permanent, with the material components being consumed on the final casting.

### Entangling Ammunition

*6th-level conjuration, Ranger*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (an ivy root)

**Duration:** 8 hours

You enrobe yourself in conjuration magic, allowing you to generate ammunition.

For the duration, you can use your action to conjure an enchanted piece of entangling ammunition in your free hand. You choose the type of ammunition that is conjured. If you conjure a second piece of entangling ammunition, the first piece immediately vanishes.

When this magical ammunition is used in a ranged weapon attack, it deals an additional 4d6 damage on a hit.

Hit or miss, the ammunition transforms into a writhing mass of ensnaring vines. Creatures within 10 feet of the attack's target must make a Dexterity saving throw, taking 4d6 slashing damage on a failed save, or half as much on a success. Each creature that fails the saving throw also becomes restrained by the vines. A creature restrained in this way can use its action to make a Strength saving throw, freeing itself on a success. Each restrained creature is also freed after 1 minute, or if the ammunition vanishes.

### Meteoric Smite

*6th-level evocation, Paladin*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute.

You strike your target with a rocketing blow that has the force of a meteor, sending them flying.

The next time you hit a creature with a weapon attack before this spell ends, the attack deals an extra 7d6 fire damage to the creature, and you hurl the target up to 30 feet in a straight line in any direction.

If the target collides with a creature or object during this movement, its travel ends in a meteoric impact, and each creature within 10 feet of the target must succeed on a Dexterity saving throw or take 3d6 thunder damage and fall prone. Each object within the radius takes also takes this damage.



# 10th-Level Spells

## Adaptable Plague

10th-level necromancy, Druid, Warlock

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Until dispelled

You create a spreading and uncontrollable sickness. Choose a creature within range. The target becomes infected with a adaptable plague: a disease of your own design.

While a creature affected by this plague remains alive, each other creature that spends 8 hours or more within 30 feet of it must succeed on a DC 10 Constitution saving throw or become affected by the adaptable plague too.

You grant the adaptable plague up to three symptoms of your choice. You can choose these symptoms from the examples given below. At the DM's option, you may also be able choose from alternative disease symptoms. The symptoms end if the disease is cured.

- Choose one ability score. The target has disadvantage on ability checks and saving throws made with that ability score.
- The target must make a Constitution saving throw at the start of each of its turns. If it fails, it wastes its next action doing nothing.
- The target takes 1 poison damage each day at midnight, and it can't restore hit points by any means.
- The target's movement is halved.
- The target has disadvantage on attack rolls.
- Curing the disease takes no less than 1 day.
- A target killed by the plague is raised as a zombie that remains affected by the plague, and loses all personality, memories, and intellect.

When you create this disease, you can also choose any number of creature types to be immune to the disease (such as celestials or humanoids).

Casting this spell again makes any other adaptable plagues you have created vanish, curing each of their targets.

## Conjure Dragon or Giant

10th-level conjuration, Druid

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes.

You summon a fey spirit that takes the form of a dragon or giant of your choice of challenge rating 10 or lower, such as a **young red dragon**, a **young gold dragon**, a **cloud giant**, or a **fire giant**. It appears in an unoccupied space that you can see within range. The creature disappears when it drops to 0 hit points or when the spell ends.

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

The DM has the creature's statistics.

## Contingent Resurrection

10th-level necromancy, Cleric

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a sprinkle of holy water and diamonds worth at least 25,000 gp, which the spell consumes)

**Duration:** Until dispelled

You touch a creature, and it is marked with a permanent ward against death. If the creature dies while this mark persists, all traces of its body vanishes instantly; after 1 hour, if the target's soul is free and willing, the creature is restored to life with all its hit points, and the spell ends.

The spell neutralises any poison, cures all diseases and curses, and reduces the target's age by 10 years. The spell provides a completely new body, which appears in an unoccupied space of the target's choice within 1 mile of the point at which it died.

## Create Undead Thrall

10th-level conjuration, Warlock, Wizard

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (black opal worth 1,500 gp, and a special component that varies according to the spell version you chose, which the spell consumes)

**Duration:** Instantaneous

You touch the components and permanently raise them as an undead servant, obeying your commands to the best of their ability. Additionally, if the undead you raise has a spellcasting feature, it recovers its expended spell slots whenever it finishes a long rest. You can communicate telepathically with any creature you have raised with this spell while they are on your current plane of existence. The undead you raise act freely, unless you take control of them.

Each casting creates a "group" of several undead. You can raise additional groups of undead with multiple castings of this spell. Only one group can be forced to obey your command at a time.

Whenever you finish a short or long rest after casting this spell, you can choose to take control of one of your groups. Each undead member of the group is forced to follow all of your commands to the best of its ability. This effect lasts until you take control of a different group.

You choose which group of creatures you raise from the options below, and the group you choose determines the number of creatures you can raise with a single casting of this spell, as well as its special component.

**Bone Naga.** You can raise 2 bone nagas with a single casting. The material component for this spell is the skeletal remains of a naga, one for each bone naga created.

**Crawling Claw.** You can raise up to 20 crawling claws with a single casting. The material component for this spell is the disembodied hand of a murderer, one for each crawling claw created.

**Flameskull.** You can raise 2 flameskulls with a single casting. The material component for this spell is the skull of a dead wizard, one for each flameskull created.

**Ghast/Ghoul/Skeleton** You can raise 8 ghasts, ghouls, skeletons, minotaur skeletons, or warhorse skeletons with a single casting, in any combination. The material component for this spell is a corpse of the same general body shape as the creature you choose, one for each creature created.

**Mummy** You can raise 4 mummies with a single casting. The material component for this spell is a mummified humanoid corpse, one for each mummy created.

## Deity Drain

*10th-level enchantment, Cleric, Warlock, Wizard*

**Casting Time:** 72 hours

**Range:** Unlimited

**Components:** V, S, M (an ornate deed bearing the target's true name, worth at least 25,000 gp)

**Duration:** Concentration, up to 1 minute

You speak a being's name at the start of this spell's casting. When the casting ends, you attempt to fracture the being's power to a point at which it can be slain. The target must make a Charisma check against your Spell Save DC. On a failed check, all spells affecting the target end, it is teleported into an unoccupied space of your choice within 10 feet of you, and it becomes leashed by three shimmering chains which bind it in place for the duration.

The chains are magical constructions of force, and have an AC of 20 and 100 hp. While they persist, the being can't teleport, use portals, or use planar travel, and if it dies, it is permanently destroyed, with its essence being completely erased from the universe, and no creature can revive it by any means for the next century. The DM determines the being's statistics. A demigod often has a CR of 26 or higher, and a god is unlikely to have a CR any lower than 30, nor an AC any lower than 25.

This spell's casting time will naturally require you to forego sleep for 3 days. Your DM may require you to suffer levels of exhaustion to cast this spell.

## Déjà Vu

*10th-level divination, Bard, Sorcerer, Wizard*

**Casting Time:** 1 action

**Components:** V, S, M (agate dust with a total value of at least 5,000 gp, which the spell consumes.)

**Range:** 10 feet

**Duration:** Instantaneous

This spell targets you and up to ten other willing creatures within range. You transmit the souls those targets of back through time to a point between 100 days and 100 years in the past, arriving within their own bodies. Each target arrives with a strong sense of déjà vu as they remember important events that happened in what is now their future. The spell's components are fully consumed at the point in time when you arrive.

Each target arrives in the same position, level, and physical condition as they were at the point in time to which they are transported. The spell doesn't transport a target back in time any further than the date of their 13th birthday.

Every event that happened in the original timeline is likely to happen again in the same way as it originally did, but random chance is reintroduced if a target's actions affect the event. For example, all dice will be re-rolled for any combat or game of chance that the players participate in. The new timeline can thus quickly deviate from the original timeline. The original timeline exists only in each target's memory, and is otherwise erased from existence.

## Diluvial Torrent

*10th-level evocation, Cleric, Sorcerer, Wizard*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

The spell instantly creates a 20-foot radius, 100-foot tall cylinder of enchanted water, located 200 feet directly above you. The water falls to the ground as part of the casting of this spell.

Each creature situated within 100 feet of the cylinder where it lands must make a Strength saving throw, taking 20d6 bludgeoning damage and 20d6 force damage on a failed save, or half as much on a success. Each creature damaged in this way falls prone. Objects and structures within the area take the same damage.

The 62,800 cubic feet of water then continues to spread, creating a wave of water that fills a radius of up to 1000 feet on the ground around the point where the water landed. The water can't move uphill from the point at which it landed, and fills in crevices. Each creature this wave hits must succeed on a Strength saving throw, taking 10d6 bludgeoning damage and 10d6 force damage on a failed save, or half as much on a success. Each target that fails the save is also knocked prone by the force of the water. Objects and structures within the area take the same damage.

The water maintains a depth of at least 10 feet over the area it covers. A creature moving through the water must spend 4 feet of movement for every 1 foot it moves. Creatures within the water immediately begin to suffocate.

When the spell ends, the water vanishes.

## Divine Health

*10th-level transmutation, Cleric*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V

**Duration:** 1 hour

You touch a willing creature. For the duration, you grant it the divine protective capabilities of a celestial being.

The target gains the following benefits.

- It is immune to necrotic, poison, and radiant damage, and to bludgeoning, slashing, and piercing damage from nonmagical attacks.
- It is immune to the charmed and frightened conditions.
- When a creature within 30 feet of the target fails an attack roll, ability check, or saving throw, it can use its reaction to convert the failure into a success.
- Whenever the target is hit by a critical hit, the attack roll is instead treated as a normal hit.



## Dreamscape

10th-level illusion, Bard, Druid, Warlock

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a net hung with ornamental beads)

**Duration:** 8 hours

The spell grants you the ability to walk through the slumbering consciousness of any creature that dreams, and to comprehend it.

For the spell's duration, you can spend 1 minute of preparation to enter into the dreamscape. Each creature you are touching is drawn into the regions of dreams, bringing along everything they are wearing or carrying.

The dreamscape is set out like a massive populated map to the contents of the planes, filled with a chaotic spectrum of dolls-house imitations of local masterpieces and dreamers' ideas drawn from those locations. The dreamscape has a fourth dimension: every planck length gap along this extra dimension corresponds to an entirely different plane. It is incomprehensible to any creature not affected by this spell.

Within the dreamscape, all distance is condensed. You can use the dreamscape to traverse any distance, and moving between any two points on any two planes takes no more than 1 minute while within the dreamscape. You reach the point in the dreamscape corresponding to your intended destination automatically while affected by this spell. Others can follow you easily.

You can use your action to exit the dreamscape. Each creature you are touching teleports into an unoccupied space at the corresponding location, bringing along everything they are wearing or carrying.

Creatures can't exit the dreamscape ceremoniously unless they are affected by this spell, but can use their action to make a DC 15 Wisdom saving throw, exiting at the point at which they entered on a success. On a failed save, they arrive in a random location within 1 mile of that point. You also make this saving throw if the spell ends while you're in the dreamscape.

While you're affected by the spell, you can also use your bonus action to step through the dreamscape. You teleport into an unoccupied space you can see within 500 feet of you.

## Grim Banishment

10th-level conjuration, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You teleport a creature within range into a state of devastating mortal peril. The target must succeed on a Charisma saving throw or be banished to a terrible fate. If the spell ends before 1 minute has passed, the target returns to the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

When you cast the spell, you choose one of the following terrible fates. You can also design and create additional forms of terrible fate, at the DM's discretion.

**Nailed to the Sky.** This effect actually places the target so far from the surface of the world and at such a speed that it keeps missing the surface as it falls back, so it enters an

eternal orbit. The target is 15,000 feet from the surface of the earth. A creature with a flying speed can attempt to venture back.

Depending on the world where this effect is used, conditions so far from its surface may be deadly. Deleterious effects include scorching heat (or cold), and vacuum. A creature subject to these conditions takes 3d6 points of fire (or cold) damage and 3d6 points of necrotic damage from the vacuum at the start of each of its turns. The target immediately begins to suffocate.

**Jettisoned to the Depths** This effect drowns the target at the lowest point in the ocean. A creature with a swimming speed can attempt to venture back, but the area is difficult terrain, and is frequently barricaded by solid stone.

A creature subject to these conditions is squeezed and blinded, and takes 6d6 points of bludgeoning damage from the intense pressure at the start of each of its turns. The target immediately begins drowning, and may encounter hostile creatures as it ventures to the surface. The area within 1 mile of the lowest depths is equally inhospitable.

**Hurled into the Core.** This effect entombs the target in the molten core at the center of the world. The target is around 4000 miles from the surface of the earth. A creature with a burrowing speed that can burrow through rock can attempt to venture back.

A creature subject to these conditions is squeezed, and takes 10d10 points of fire damage from the intense heat and pressure at the start of each of its turns. The target can't breathe. The area within 100 miles of the core is equally inhospitable.

## Living Hellballs

10th-level evocation, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (A tiny ball of bat guano and sulfur)

**Duration:** Instantaneous

You surround yourself with a set of six encircling hellballs. The hellballs are fragments of magical energy, so they don't occupy their space and can't be targeted, but they can each telepathically communicate their emotions with you. It is infrequent that a hellball experiences an emotion beside destructive glee. Each hellball lasts until it detonates, or until the spell ends.

When you see a creature within range take an action, you can choose to roll a d8 (no action required). If you roll a number that is greater than or equal to your current number of hellballs, one of the hellballs launches directly towards the target and detonates. Creatures within a 20-foot radius sphere centered on the target must make a Dexterity saving throw, taking 10d6 damage on a failed save, or half as much on a success.

You can choose the damage type of each hellball you create individually, from acid, cold, fire, force, lightning, or thunder. You choose which hellball launches when the effect activates.

## Manifest Imagination

10th-level illusion, Wizard

**Casting Time:** 1 action

**Range:** 10 feet



**Components:** V, S, M (shards of pressurised matter of the same type as the items you create, worth 1,000 gp)

**Duration:** Concentration, up to 8 hours

You pull wisps of shadow material from the Shadowfell to create any number of nonliving objects of vegetable matter, stone, metal, or crystal. These objects must be created to fit within a 30-foot cube within range, and the objects must each be of a form and material that you have seen before. You can create objects composed of multiple materials, such as a furnished house, a bridge, or a huge ring beset with a block of pure adamantite.

While the spell persists, you can use your action to dismiss all of the objects you have created with this spell. If you do this, you can designate a new 30-foot cube within range and conjure a new set of objects within as part of the same action.

Using any material created by this spell as another spell's material component causes that spell to fail. Objects you create in this way are visibly magical, and shed a lustre of dim light out to a radius of 5 feet.

If you maintain your concentration on this spell for its whole duration, the set of objects you were concentrating on when the spell ends become permanent, and last until dispelled. Otherwise, the creations disappear when the spell ends.

## Omniscience

*10th-level divination, Cleric, Wizard*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

When you cast this spell, you mentally ask any question and receive a truthful, exact, and comprehensive response. You learn the response in an instant, unless the response would take more than 1 minute for you to explain and comprehend, in which case you learn nothing. The spell can't determine a creature's motives or past thoughts, but you can use it to attempt to determine their past actions.

You can also use this spell to determine the most likely path of fate for events happening up to 1 day in the future. None of these are ordained to come true, but they represent the best guess that one could make if one was given a knowledge of everything in the universe.

## Reverspell

*10th-level abjuration, Sorcerer, Wizard*

**Casting Time:** 1 reaction, when you see a creature within range cast a spell.

**Range:** 300 feet

**Components:** S, M (polished calcite worth 100gp, which the spell consumes)

**Duration:** Instantaneous

You attempt to interrupt a creature in the process of casting a spell, perfectly subverting their attempt. If the creature is casting a spell of 10th level or lower, the spell fails, and you can immediately cast a copy of the spell as part of the same reaction without requiring components, and without requiring you to know how to cast the reversed spell. The reversed spell is cast at its lowest level.

## Soul Dominion

*10th-level enchantment, Sorcerer, Warlock, Wizard*

**Casting Time:** 10 minutes

**Range:** Unlimited

**Components:** V, S

**Duration:** 10 minutes

You attempt to temporarily take control of another creature with whom you are familiar (by observing or successfully scrying the target) on any plane of existence. If the target is undead or incorporeal, the spell fails. The target is aware of the attempted takeover as a strange, momentary tingling, and makes a Wisdom saving throw, ending the spell on a success. On a failed save, you are able to control the target's body as if it were your own for the duration, taking actions, hearing, seeing, feeling, smelling, and tasting everything the target senses. You can still move your own body and take actions as you command the target.

Once the spell ends, the target resumes control of its body, fully aware of all events that occurred, having been a helpless witness trapped inside its own body. The target can make an Intelligence (Investigation) check against your spell save DC, learning your name and general nature on a success.

## Terraform

*10th-level transmutation, Druid, Wizard*

**Casting Time:** 1 bonus action

**Range:** 1 mile

**Components:** S

**Duration:** 10 minutes

You enchant yourself with the power to mold the ground to your whim.

As an action on each of your turns for the duration, you can change the ley of the land. Choose an area of the planet's surface within range that you can see, up to 500 feet in diameter. You instantaneously mold that area, creating slopes and peaks to your taste, and raising or lowering any parts of the terrain by up to 100 feet.

Your terraforming must obey certain limits: any cliffs you form must be no more than 100 feet tall and must plateau for twice as many feet as their height, and any other inclines you form must have an incline of less than 45 degrees. You therefore can't cause the ground to fold back on itself, or use this spell to excavate caverns. Additionally, you can't raise a mountain more than 3 miles above the surface of the planet, nor can you excavate a trench more than 3 miles below.

The changes are permanent, and occur harmlessly over the course of your turn. Creatures and objects within the area are raised or lowered harmlessly with the terrain, and the terrain doesn't buckle or shatter as a result of this movement unless you intend it to do so. Rearranging the terrain might cause loose stone, water, or lava to descend in new directions over the course of the duration, however.

Your DM determines the ecological impacts of your terrain change. For example, you may remove a rain shadow, converting an area of desert terrain into grassland terrain over the course of the coming decades.

## Trust

10th-level illusion, Bard, Wizard

**Casting Time:** 1 minute

**Range:** Self

**Components:** None

**Duration:** 1 hour

For the duration of this spell, whenever you fail an Intelligence, Wisdom, or Charisma saving throw, you can choose to succeed instead.

Additionally, divination magic, magic that would determine your alignment, and magic that would determine whether you are lying all return readings of your choice.

As part of the casting of this spell, you can provide a false explanation of your behavior over the next hour. When divination magic is used to determine your behavior, it instead returns readings based on the false explanation.

For example, if a creature uses *legend lore* to summarise lore about you, it will supplement its summary with your false explanation.

## Verdigris Wave

10th-level conjuration, Druid

**Casting Time:** 1 action

**Range:** Sight

**Components:** V, S, M (a bindweed root)

**Duration:** 1 minute

A gigantic writhing mass of greenery and verdant life springs into existence at a point on the ground within range, and envelops the ground within a 500 foot radius to a depth of three feet. Ground within the verdigris becomes difficult terrain.

You can exclude one or more areas of any size within the spell's range from being affected. At the start of each of your turns after the verdigris appears, its radius expands outwards along the ground by an additional 500 feet.

The verdigris writhes and lashes out towards creatures. When the verdigris appears, and at the start of each of your subsequent turns (after it has expanded), each creature within the verdigris' area must make a Dexterity saving throw, taking 5d10 bludgeoning damage on a failed save, or half as much damage on a success. Objects and structures within the area take the same damage.

Each creature that fails the saving throw becomes restrained by the tangle of greenery. A restrained target can use its action to repeat the saving throw, freeing itself on a success.

The verdigris persists for 1 week after the spell ends, after which it decays away into the earth. Crops planted within this new terrain become enriched, and yield twice the normal amount of food when harvested. When the verdigris decays, it permanently enriches the terrain beneath it, and that terrain becomes forest, grassland, or swamp (your choice).

## Wallmaze

10th-level evocation, Wizard

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (A block of bismuth worth 100 gp)

**Duration:** Concentration, up to 1 hour

As part of the action used to cast this spell, you create the effects of the spells *wall of fire*, *wall of ice*, *wall of stone*, *wall of thorns*, and *wind wall*. Each of these effects last for the duration of *wallmaze* (Concentrating on *wallmaze* for the full duration makes the effect permanent).

Each wall must be composed of ten 10-foot-by-20-foot panels, with the same thickness as is specified in their respective descriptions. Each panel must be connected to another panel from this spell, and can appear in any orientation you choose, as a horizontal or vertical barrier or at any angle.

## CREDITS

Huge thanks to Wardka, Izzy, Duncan, Eiti3, and 3A for a little discussion about capstones in the *Discord of Many Things* that got my mind buzzing. Especially Duncan who came up with the entire idea for Lucubration.

Rogue is Loki fanart by [Forrest Imel](#)  
Sorcerer is a Dragonborn by [King-of-explodia](#)  
The Great Day of His Wrath is by John Martin (classical art)

Dreamscape art by [wallpaperup](#)

All other art by [Simon Eckert \(Scebigu\)](#).



THIS DOCUMENT WAS LOVINGLY CREATED  
USING **GM BINDER**.

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.