



EPIC LEVEL HANDBOOK[®]



DUNGEONS & DRAGONS[®]

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INTRODUCTION

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

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

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

EPIC LEVEL PLAY

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

Unless you have extreme confidence in your abilities as a DM, it is advisable that you restrain what you permit within your campaign and just dip your toes into the epic level play on offer before delving into the full array of options.



EPIC LEVELS EXPLAINED

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

- An Epic Boon, as per the DMG page 232
- A new Feat/ASI, as per the PHB page 165 although at epic levels the player is no longer restricted in how many times a feat can be taken. The same ability can not stack with itself, but a Feat can be chosen multiple times if it provides a unique benefit with each iteration. For example in epic level play, the Resilient Feat could be taken multiple times if its bonuses were assigned to different abilities.

Optionally, in epic level play, the ability score limit of 20 can be extended to 30, or removed altogether.

- Gain a level in a class that is below level 20. Multiclassing beyond level 20 does not extend one's proficiency bonus, spell slots, or Hit Dice beyond what any given character could ordinarily achieve when limited to 20 levels. However previously attained level rewards can be replaced by more powerful options in epic level play. For example, although a character with no class above level 20 is limited to 20 hit dice, a character that began his adventuring career as a Wizard and eventually raised both it and Barbarian to level 20 could replace all of his lower Wizard Hit Dice with the superior Barbarian options. That Wizard/Barbarian would have 20D12 Hit Dice.
- Gain a level in a class that is level 20 or above, but below level 30. Advancement tables for epic level characters that have advanced beyond level 20 in a single class can be found later in the book. Unlike the previous option of simply raising multiple classes, raising a single class beyond 20 does increase the character's proficiency bonus and hit dice, although spell slots do not increase beyond that of a level 20 caster, without the influence of an epic level ability.

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

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

EPIC

Classes



EPIC BARBARIAN

THE EPIC BARBARIAN

Level	Proficiency Bonus	Features	Rage Damage
21st	+7	Faster Movement (+20'), Epic Boon	+5
22nd	+7	Brutal Critical (4 Dice)	+5
23rd	+7	Epic Boon	+6
24th	+7	Battleborn	+6
25th	+8	Epic Racial Ability, Epic Boon	+7
26th	+8	Barbaric Freedom	+7
27th	+8	Epic Boon	+8
28th	+8	Brutal Critical (5 Dice)	+8
29th	+9	Blindsight, Epic Boon	+9
30th	+9	Furious Retribution, Death Save Advantage	+10

EPIC BOON

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

FASTER MOVEMENT

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

BRUTAL CRITICAL

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

BATTLEBORN

Starting at level 24, any time you hit an opponent, they must roll a Strength saving throw higher than your Strength score, or be knocked prone.

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

BARBARIC FREEDOM

At level 26, all Barbarian abilities that previous did not function while wearing Heavy Armor now do so. While wearing Heavy Armor, the Barbarian may add his Constitution modifier to his AC. Reckless Attack no longer gives enemies attacking the Barbarian Advantage, unless he chooses to.

BLINDSIGHT

At level 29, your senses have become so honed that you surpass the sensory limitations of mere mortals. You gain blindsight of 30 ft., and an additional 30 ft. of blindsight while raging.

FURIOUS RETRIBUTION

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

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.



EPIC BARBARIAN

EPIC BARD

THE EPIC BARD

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Bardic Inspiration
21st	+7	Bardic Initiative, Epic Boon	3	1	2
22nd	+7	Knowledge Keeper	4	1	2
23rd	+7	Epic Boon	4	1	3
24th	+7	Empathic Learning	5	1	4
25th	+8	Epic Racial Ability, Epic Boon	6	2	4
26th	+8	Inspired Rest	6	3	4
27th	+8	Epic Boon	7	4	4
28th	+8	Well Placed Anger	7	4	4
29th	+9	Mimicry, Epic Boon	7	5	4
30th	+9	Vocalborn, Death Save Advantage	8	6	4

EPIC BOON

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

BARDIC INITIATIVE

Starting at 21st level, when you roll initiative, all allies within 30 ft. of you, can add your initiative roll - 10 to their own initiative rolls, as long as the number is positive. To gain this benefit, a character must be able to hear the bard.

KNOWLEDGE KEEPER

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

EMPATHIC LEARNING

At level 24, you can choose any ability of level 1-3 from any class/subclass and have it as your own.

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

CONTINUAL INSPIRATION

Beginning at level 26, any actions that require a degree of time to complete have their required time reduced by 50% for you and any allies within 30' of you, to a minimum required time of 1 action to complete. Anything with a time variable can be reduced in time including Resting, Crafting and Spellcasting.

WELL PLACED ANGER

Beginning at level 28, once per long rest you can place anger on a friendly, neutral or hostile creature that you can see. All hostile creatures within 30 ft. of the target, who can hear you, must make a DC 28 Wisdom saving throw or be forced to attack the marked target until the end of your next turn.

MIMICRY

At level 29, once per Long Rest you can gain any class ability that you have witnessed used. You retain that ability until your next Long Rest. While using that ability, your Charisma modifier is used for any of its Ability-based variables.

VOCALBORN

At level 30, you gain the Vocalborn song. Playing the Vocalborn song is straining beyond any other performance. You suffer a level of exhaustion, but allow all allies within 60 ft. of you that are able to hear you, to use spells and abilities that are limited to X uses every short or long rest, without needing to rest before using them again. Every friendly character can only use an ability once. While playing you are vulnerable to all non-magic damage and resistant to all magic damage. Requires concentration and lasts your Charisma modifier in rounds.

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.



EPIC CLERIC

THE EPIC CLERIC

Level	Proficiency Bonus	Features	Cantrips Known
21st	+7	Extra Attack, Epic Boon	7
22nd	+7	Epic Spell Capacity Increase	7
23rd	+7	Epic Boon	7
24th	+7	Divine Avatar	7
25th	+8	Epic Racial Ability, Epic Boon	8
26th	+8	Epic Spell Capacity Increase	8
27th	+8	Epic Boon	8
28th	+8	Shedding Mortal Limits	8
29th	+9	Intensify Spell, Epic Boon	9
30th	+9	Divineborn, Death Save Advantage	9

EPIC BOON

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

EXTRA ATTACK

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

EPIC SPELL CAPACITY INCREASE

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

DIVINE AVATAR

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

SHEDDING MORTAL LIMITS

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

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

INTENSIFY SPELL

At level 29, All variable, numeric effects of an intensified spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up all spell slots of the spell's actual level, but a minimum of three.

DIVINEBORN

As you have become more divine, you yourself can now perform divine interventions on behalf of your deity or on behalf of yourself. Once every long rest you may rewind a whole round, back to the beginning of your last turn. Only you, deities and other clerics of equal level will know, that your turned back time unless you chose to tell others. If you don't tell them, they are bound to follow the same routine as last time.

Additionally, others might now call upon you for divine interventions. This might include lower level adventurers, commoners or nobles, who have heard of your divinity and regard you a direct extension of your deity, or perhaps even a worthy contender for said deity's place within the pantheon. When somebody calls upon you, you may chose to ignore them, or roll a d20 - if you roll 1-10 their pleas go unanswered, if you roll 11-16 you help them slightly, if you roll 17-19 you help them noticeably and if you roll 20 you help them greatly. While receiving a call for help, you are unable to do anything else for 1 minute, as you are in deep concentration, and see through the eyes of the person calling upon you.

Helping people who call upon you, bolsters their belief in your divinity, giving you back used spell slots. Helping slightly lets gives you back a spell slot between 1st and 6th level (roll 1d6), helping noticeably gives you back a spell slot between 7th and 9th level (roll 1d3), helping greatly gives you back any spell slot you choose. You DM decides when others call upon Divine Intervention from you.

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.



EPIC DRUID

THE EPIC DRUID

Level	Proficiency Bonus	Features	Cantrips Known
21st	+7	Monstrous Wild Shape, Epic Boon	4
22nd	+7	Druidic Versatility	4
23rd	+7	Epic Boon	4
24th	+7	Nature's Perseverance	4
25th	+8	Epic Racial Ability, Epic Boon	4
26th	+8	Intensify Spell	5
27th	+8	Epic Boon	5
28th	+8	Spell Stowaway	5
29th	+9	Wild Shape Pusher, Epic Boon	5
30th	+9	Natureborn, Death Save Advantage	5

EPIC BOON

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

MONSTROUS WILD SHAPE

At level 21, you can use your normal Wild Shape ability to take the form of monstrosities (such as a Gorgon or Chimera). All other limitations are the same as per Wild Shape.

DRUIDIC VERSATILITY

At level 22, whenever you cast a spell without being transformed, you get an extra 10 ft. of movement immediately after using Wild Shape. The extra movement is only usable on that turn. Furthermore, for every round you stay transformed, you get +1 to hit with the first offensive spell cast after exiting your Wild Shape.

NATURE'S PERSEVERANCE

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

INTENSIFY SPELL

At level 26, all variable, numeric effects of an intensified spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up all spell slots of the spell's actual level, but a minimum of three.

WILD SHAPE PUSHER

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

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

NATUREBORN

Starting at level 30, You are selectively immune to all non-magical Conditions. Additionally you have advantage and +5 on saving throws to avoid magical Conditions.

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC FIGHTER

THE EPIC FIGHTER

Level	Proficiency Bonus	Features
21st	+7	Superior Second Wind, Epic Boon
22nd	+7	Extra Attack (4)
23rd	+7	Epic Boon
24th	+7	Legendary Vigor
25th	+8	Epic Racial Ability, Epic Boon
26th	+8	Extra Attack (5)
27th	+8	Epic Boon
28th	+8	Improved Combat Reflexes
29th	+9	Mastered Fighting Styles, Epic Boon
30th	+9	Warborn, Death Save Advantage

EPIC BOON

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

SUPERIOR SECOND WIND

Starting at 21st level, your Second Wind ability no longer needs a short or long rest between uses.

EXTRA ATTACK

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

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

LEGENDARY VIGOR

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

IMPROVED COMBAT REFLEXES

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

MASTERED FIGHTING STYLES

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

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

WARBORN

Once per short rest, the fighter can use a Bonus Action to become an avatar of battle, increasing the statistics of himself and his allies immensely. While Warborn all the fighter's hits are critical. For this turn, and the two following turns the fighter himself and all allies within 30 ft. gain temporary hit points and additional dice for damage rolls. The fighter cannot go below 1 hit point while in this shape, but at the end of the Fighter's third turn his current hit points will drop to 1 and any and all benefits bestowed upon him and his allies will immediately end.

WARBORN

Turn	Temporary Hit Points Gained	Extra Damage Dice
1	30	3D10
2	20	2D10
3	10	1D10

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC MONK

THE EPIC MONK

Level	Proficiency Bonus	Features	AC Bonus	Ki	Unarmored Movement
21st	+7	Force-Charged Flurry of Blows, Epic Boon	+2	21	+40 ft.
22nd	+7	Mind and Body	+2	22	+40 ft.
23rd	+7	Epic Boon	+2	23	+40 ft.
24th	+7	Improved Stunning Strike	+3	24	+45 ft.
25th	+8	Epic Racial Ability, Epic Boon	+3	25	+45 ft.
26th	+8	Force-Enhanced Flurry of Blows	+3	26	+45 ft.
27th	+8	Epic Boon	+4	27	+50 ft.
28th	+8	Natural Flurry	+4	28	+50 ft.
29th	+9	Force-Empowered Flurry of Blows, Epic Boon	+4	29	+55 ft.
30th	+9	Kiborn, Death Save Advantage	+5	30	+60 ft.

EPIC BOON

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

FORCE-CHARGED FLURRY OF BLOWS

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

MIND AND BODY

At level 22, whenever you regain hit points for any reason, you can increase the amount gained by 2D10.

IMPROVED STUNNING STRIKE

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

FORCE-ENHANCED FLURRY OF BLOWS

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

NATURAL FLURRY

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

FORCE-EMPOWERED FLURRY OF BLOWS

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

KIBORN

You can enter a meditative stance by forfeiting your turn in its entirety. You can not move nor take any Action or Bonus Action. Your combat reflexes are unhindered however and you can use your full AC bonus, and Reactions used on other people's turns. When doing so, you gain 3 Ki at the start of your next turn. For every consecutive turn you spend meditating, the Ki regained doubles. On the first round, you would regain 3 Ki. On the following round you would regain 6, for a total of 9. You cannot surpass your maximum Ki with this feature.

While meditating you are resistant to all acid, cold, fire, force, lightning, necrotic, poison, radiant and thunder damage.

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC PALADIN

THE EPIC PALADIN

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

EPIC BOON

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

IMPROVED LAY ON HANDS

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

PERFECTED DIVINE SMITE

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

DISTANT AURA

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

PURIFYING TOUCH

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

DIVINE ACKNOWLEDGEMENT

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

PERSISTENT SMITE

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

EMPOWERED AURA

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

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC RANGER

THE EPIC RANGER

Level	Proficiency Bonus	Features	Spells Known
21st	+7	Nature's Comfort, Epic Boon	12
22nd	+7	The Ties that Bind	12
23rd	+7	Epic Boon	13
24th	+7	Dedicated Foe Slayer	13
25th	+8	Epic Racial Ability, Epic Boon	14
26th	+8	Homogenization	14
27th	+8	Epic Boon	15
28th	+8	Homogenized No More	15
29th	+9	Renowned Slayer, Epic Boon	16
30th	+9	Wildborn, Death Save Advantage	17

EPIC BOON

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

NATURE'S COMFORT

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

THE TIES THAT BIND

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

DEDICATED FOE SLAYER

Starting at level 24, your Foe Slayer ability applies to both attack and damage rolls simultaneously. It also applies to every attack you make.

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

HOMOGENIZATION

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

HOMOGENIZED NO MORE

At level 28, you can choose one of the following abilities.

- **Predatory Instincts:** You get to pick another feature from the Hunter's Prey, Defensive Tactics and Superior Hunter's Defense abilities.
- **One with the Beast:** Your beast companion can now be a large beast with a challenge rating of 1 or lower. Furthermore the beast gains +10 ft. speed, your proficiency bonus added to all Saves, and its hit point maximum increases by an amount equal to four times your level when you gain this ability. Whenever you gain a level thereafter, its hit point maximum increases by an additional 4 hit points.

RENOWNED SLAYER

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

WILDBORN

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

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.



EPIC ROGUE

THE EPIC ROGUE

Level	Proficiency Bonus	Features	Sneak Attack
21st	+7	Sneaky Opportunity, Epic Boon	11D6
22nd	+7	Superior Initiative	11D6
23rd	+7	Epic Boon	12D6
24th	+7	Epic Reputation	12D6
25th	+8	Epic Racial Ability, Epic Boon	13D6
26th	+8	Trap Sense	13D6
27th	+8	Epic Boon	14D6
28th	+8	Advantageous Dodge	14D6
29th	+9	Tricks of the Trade, Epic Boon	15D6
30th	+9	Shadowborn, Death Save Advantage	16D6

EPIC BOON

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

SNEAKY OPPORTUNITY

Starting at 21st level, any attack of opportunity you make is considered a sneak attack.



SUPERIOR INITIATIVE

At level 22, you gain +10 bonus to all initiative rolls.

EPIC REPUTATION

Starting at level 24, you gain a +4 bonus to Deception, Intimidation, Performance and Persuasion checks.

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

TRAP SENSE

At level 26, you automatically detect all traps within 10 ft. of you.

ADVANTAGEOUS DODGE

At level 28, you have learned to not only avoid incoming blows and projectiles, but to use them against your enemies. When an enemy misses you with an attack, you can use your reaction to force the dodged attack to hit another enemy within 5 ft. of you (if any).

TRICKS OF THE TRADE

Starting at level 29, If you take a hit that deals more damage than twice your hit die + your constitution modifier, you may use your Reaction to switch places with a willing target within 30 ft. of you, and let them take the damage instead.

SHADOWBORN

Starting at level 30, the extra damage dice rolled due to landing a critical hit are set to their maximum value.

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC SORCERER

THE EPIC SORCERER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Sorcery Points
21st	+7	Tuned Metamagic, Epic Boon	6	16	21
22nd	+7	Epic Spell Capacity Increase	7	16	22
23rd	+7	Epic Boon	7	16	23
24th	+7	Compounded Metamagic	7	16	24
25th	+8	Epic Racial Ability, Epic Boon	7	16	25
26th	+8	Shared Metamagic	7	17	26
27th	+8	Epic Boon	7	17	27
28th	+8	Flexible Casting Freedom	7	17	28
29th	+9	Epic Spell Capacity Increase	7	17	29
30th	+9	Metaborn, Death Save Advantage	8	18	30

EPIC BOON

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

TUNED METAMAGIC

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

EPIC SPELL CAPACITY INCREASE

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

COMPOUNDED METAMAGIC

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

SHARED METAMAGIC

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

FLEXIBLE CASTING FREEDOM

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

CREATING SPELL SLOTS

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



METABORN

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

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC WARLOCK

THE EPIC WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots	Slot Level	Invocations Known
21st	+7	Additional Pact Boon, Epic Boon	4	4	5	9
22nd	+7	Empowered Eldritch Invocation	4	5	5	9
23rd	+7	Epic Boon	4	5	5	9
24th	+7	Reactive Caster	4	5	6	10
25th	+8	Epic Racial Ability, Epic Boon	4	5	6	10
26th	+8	Empowered Pact Boons	5	6	6	10
27th	+8	Epic Boon	5	6	6	11
28th	+8	Eldritch Freedom	5	6	6	11
29th	+9	Empowered Eldritch Invocation, Epic Boon	5	7	6	11
30th	+9	Pactborn, Death Save Advantage	5	7	7	12

EPIC BOON

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

ADDITIONAL PACT BOON

At 21st level, You may choose another Pact Boon, for a total of two.

EMPOWERED ELDRITCH INVOCATION

At level 22, choose one of your Eldritch Invocations, and double its effects (if possible). At level 29, choose another Invocation to Empower in the same manner.

REACTIVE CASTER

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

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

EMPOWERED PACT BOONS

At level 26, your Pact Boons gain in power, effects are as follows

- **Chain:** You boon familiar gets +1 AC and +1 Charisma, Intellect and Wisdom for every warlock level above 20. Additionally, while you are within 10 ft. of your familiar, you get +1 to all attack and damage rolls.
- **Blade:** You pact weapon grants you +2 AC and for every 3 warlock levels above 20 deals an additional 1d4 Necrotic and 1d4 Acid damage. Additionally, whenever you land a critical hit with your pact weapon, you regain a used Pact Magic spell slot.
- **Tome:** Your Book of Shadows gains an extra 2 cantrips. Additionally, whenever you cast a cantrip, you can choose to cast it twice for a single Action. You can do this an amount of times equal to your Charisma modifier every short or long rest.

ELDRITCH FREEDOM

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

PACTBORN

Starting at level 30, you can call on your patron to empower your next offensive spell. For the cost of two spell slots, you can cast the same spell three times with a single action. You may target the same creature with all three casts or target multiple enemies. Usable once every long rest.

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC WIZARD

THE EPIC WIZARD

Level	Proficiency Bonus	Features	Cantrips Known
21st	+7	Deep Memory, Epic Boon	6
22nd	+7	Epic Spell Capacity Increase (12)	6
23rd	+7	Epic Boon	6
24th	+7	Improved Signature Spells	7
25th	+8	Epic Racial Ability, Epic Boon	7
26th	+8	Epic Spell Capacity Increase (15)	7
27th	+8	Epic Boon	7
28th	+8	Arcane Diversification	7
29th	+9	Epic Spell Capacity Increase (18), Epic Boon	8
30th	+9	Arcaneborn, Death Save Advantage	8

EPIC BOON

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



DEEP MEMORY

Starting at 21st level, once per long rest you may exchange a memorized spell with a non-memorized spell.

EPIC SPELL CAPACITY INCREASE

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

IMPROVED SIGNATURE SPELLS

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

EPIC RACIAL ABILITY

At level 25 you have mastered your natural racial abilities and gain an additional racial benefit as described on page 19 of this handbook.

BARBARIC FREEDOM

At level 26, all Barbarian abilities that previous did not function while wearing Heavy Armor now do so. While wearing Heavy Armor, the Barbarian may add his Constitution modifier to his AC. Reckless Attack no longer gives enemies attacking the Barbarian Advantage, unless he chooses to.

ARCANE DIVERSIFICATION

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

ARCANE BORN

Starting at level 30, once per long rest you may regain all spell slots of 7th level and lower.

DEATH SAVE ADVANTAGE

At level 30 your power has grown to the point that you are extremely hard to put down. Any death saving throws are made with Advantage.

EPIC RACES

Upon reaching level 25 for the first time, each race gains a unique benefit which separates them from others of their race. With a glance others that share your race will notice that there is something impressive about you but will rarely understand why. In addition to the ability gained by your race in the below table, you also have Advantage on Charisma checks when dealing with anyone of your same race.

EPIC RACIAL ABILITY

Race	Ability
Hill Dwarf	Gain +5 to passive perception.
Mountain Dwarf	Gain +2 to AC.
Gray Dwarf	Gain the ability to cast the Enlarge/Reduce spell on yourself at will when not in direct sunlight.
High Elf	Gain a 1st level wizard spell of choice that can be cast once per short rest without a spell slot.
Wood Elf	Gain +10 ft. to speed.
Dark Elf	Gain the ability to cast Leomund's Tiny Hut once per long rest.
Lightfoot Halfling	Gain advantage on all Stealth checks.
Stout Halfling	Gain poison immunity.
Ghostwise Halfling	Permanently gain the effects of the Detect Thoughts spell.
Human	Gain 1 Feat of choice.
Dragonborn	gain damage immunity to the same type of damage as your Draconic Ancestor.
Forest Gnome	Gain the ability to have Minor Illusion create both sounds and images simultaneously.
Rock Gnome	Gain the ability to spend an hour and 100gp worth of materials, in order to build a toy that can identify items and locate hidden doors within 30'.
Deep Gnome	Gain resistance to all area spell damage.
Half-Elf	Gain immunity to charm effects.
Half-Orc	Whenever you land a killing blow, all hostile creatures within 30 ft. must make a DC 16 Constitution saving throw or become frightened for 1 round.
Tiefling	Gain immunity to fire damage.
Arakocra	Gain the ability to fly even while wearing medium or heavy armor.
Air Genasi	Gain resistance to lightning damage and the ability to cast Levitate once every short or long rest.
Earth Genasi	Gain resistance to poison damage and the ability to cast Pass Without Trace once per short or long rest.
Fire Genasi	Gain immunity to fire damage.
Water Genasi	Gain immunity to acid damage.
Goliath	Gain the ability to use Stone's Endurance an additional two times every short or long rest.

