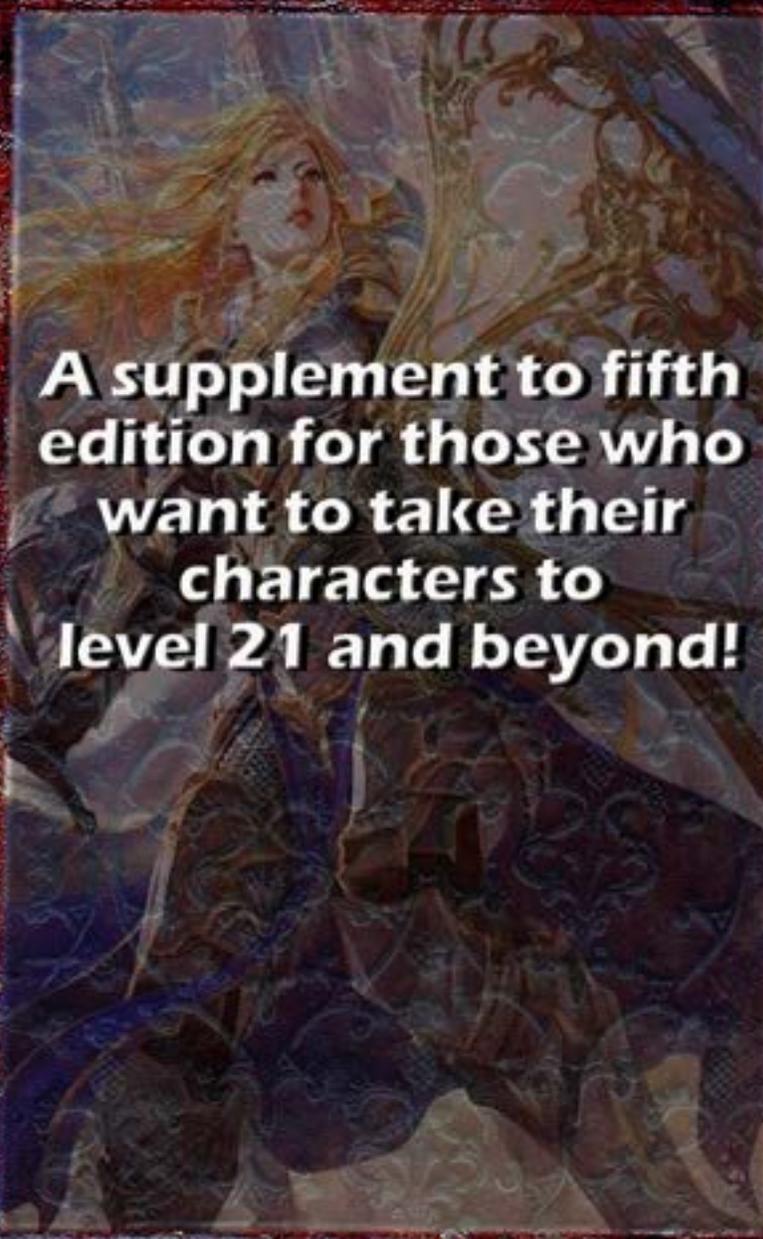


DUNGEONS & DRAGONS

EPIC LEVELS



**A supplement to fifth
edition for those who
want to take their
characters to
level 21 and beyond!**

REQUIRES THE USE OF
THE FIFTH EDITION
PLAYER'S HANDBOOK,
DUNGEON MASTER'S GUIDE
AND MONSTER MANUAL

DISCLAIMER

The following is a document of House Rules. In this document are alternatives to the normal fifth edition Dungeons & Dragons rules.

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This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

Introduction

The Wizards of the Coast published the *Epic Level Handbook* in 2001 for the 3rd edition of Dungeons and Dragons. Other people have published epic level rules for 5th edition but Wizards of the Coast hasn't (yet) published anything for epic level play.

Epic level play would allow you to advance your player characters beyond level 20, which is the maximum level allowed in the 5th edition rule books.

This is my attempt to provide you with the ability to take your player characters beyond the 20th level limit found in the Dungeons and Dragons 5th edition *Player's Handbook*.

Use of the material presented here will require the latest 5th edition versions of the *Player's Handbook*, *Monster Manual* and *Dungeon Master's Guide* all published by the Wizards of the Coast.

Epic Level Alternatives

Others have addressed the issue of Epic Level play for 5th edition D&D. Here are two published alternatives to my rules that you may want to check out. One difference is that they charge for these and my rules are available as a free downloadable PDF file (you can download your copy here: <https://olddungeonmaster.com/>).

Epic Legacy published in 2016 by 2CGaming, written by Ryan Servis.

Epic Level Handbook published in 2016 by Gerard Shore, written by Gerard Shore and Altfuldisch.

***The Dungeon Master's Guide* says on page 38, regarding characters that have reached level 20:**

"Characters gain no more levels at this point, but they can still advance in meaningful ways and continue performing epic deeds that resound throughout the multiverse. Chapter 7 details epic boons you can use as rewards for these characters to maintain a sense of progress."

OVERVIEW

In this guide I will be using *Epic Boons* as well as *Feats* and *Ability Score Improvement* as your character advances in level beyond level 20. There is no upper limit to the levels your character can attain! I will be using the term "Epic Level" to indicate any character level of 21 or higher. I am trying to match the feel of the *Epic Level Handbook* that was published for 3rd edition D&D, staying within the framework of 5th edition.

All of the tables show progression through level 30. Refer to the information presented below each table for information on how to advance the features beyond 30th level.

Multiclassing

You can continue to use the optional multiclassing rules as your character progresses beyond 20th level.

Class features:

Many, but not all, class features continue to accumulate after 20th level. All of the features below refer to class level, regardless of your total character level.

You continue to gain Hit Dice and Hit Points as normal beyond 20th level.

Class features with a progression that slows or stops before 20th level do not improve as you gain epic levels.

Any class feature that uses your class level as part of a mathematical formula continues to increase using your class level in the formula. (Included in the class descriptions below.)

Class features that increase or accumulate as part of a repeated pattern continue to accumulate after 20th level at the same rate. (Included in the class descriptions below.)

Spells

After your character advances in a spellcasting class beyond level 20, in addition to the non-epic level spells that are presented in the *Player's Handbook* he will be able to create and cast epic level spells.

At epic spellcasting levels, you will no longer increase your non-epic spell slots, but you will have epic spells and epic spell slots to expend in order to cast them.

You will find rules here for creating and casting your own, custom made, epic level spells.

CHARACTER ADVANCEMENT

Epic Level Character Advancement			
Experience Points	Total Character Level	Proficiency Bonus	Feature
385,000	21st	+6	Epic Boon
415,000	22nd	+6	Ability Score Improvement
445,000	23rd	+6	Feat
475,000	24th	+6	Epic Boon
505,000	25th	+7	Ability Score Improvement
535,000	26th	+7	Feat
565,000	27th	+7	Epic Boon
595,000	28th	+7	Ability Score Improvement
625,000	29th	+8	Feat
655,000	30th	+8	Epic Boon

Experience Points

When your character reaches an experience point total of 385,000 he or she will advance to level 21. Your character will advance in level with each additional 30,000 experience points.

Total Character Level

For multiclass characters this is the total level of all your classes combined.

Proficiency Bonus

Your character's proficiency bonus will increase by +6 on level 21 and another +1 every 4th level after that (25th, 29th, 33rd, and so on).

Epic Boon

On reaching level 21 and every 3rd level after that (24th, 27th, 30th, and so on) you can take an Epic Boon (DMG p. 232). Unless a boon says otherwise, you can't gain it more than once.

Ability Score Improvement

On reaching level 22 and every 3rd level after that (25th, 28th, 31st, and so on), you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. The ability score can now be increased above 20, up to a maximum of 30. When using this feature, you cannot take a feat instead.

Feats

On reaching level 23 and every 3rd level after that (26th, 29th, and so on), you can select one Feat (PHB p. 165). You can only take a feat once, unless the feat's description says otherwise.

CHARACTER CLASSES

On reaching a total character level of 21 or higher, all characters receive the proficiency bonus as well as the other features shown on the "Epic Level Character Advancement" table on this page. When a character advances in any class to level 21 or higher he will also receive the features indicated for that particular class as indicated below.

Epic Barbarian

Barbarian Level	Rage Damage	Fast Movement	Brutal Critical
21st	+5	+15 ft.	+4 dice
22nd	+5	+15 ft.	+4 dice
23rd	+5	+15 ft.	+4 dice
24th	+6	+15 ft.	+4 dice
25th	+6	+15 ft.	+5 dice
26th	+6	+20 ft.	+5 dice
27th	+7	+20 ft.	+5 dice
28th	+7	+20 ft.	+5 dice
29th	+7	+20 ft.	+6 dice
30th	+8	+20 ft.	+6 dice

Rage Damage

At Barbarian level 21 your rage damage increases to +5 and will increase an additional +1 every 3rd level after that (24th, 27th, 30th, 33rd, and so on).

Fast Movement

At Barbarian level 21, your speed increases by 15 feet while you aren't wearing heavy armor. It increases by 20 feet at 26th level and by an additional 5 feet for each 5th level after that (31st, 36th, and so on).

Brutal Critical

At Barbarian level 21, you can roll four additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to five additional dice at 25th level and one additional for each 4th level after that (29th, 33rd, and so on).



Epic Bard

Bard Level	Bardic Inspiration	Song of Rest	Epic Spell Slots
21st	2d8	2d8	1
22nd	2d8	2d8	2
23rd	2d8	2d8	3
24th	2d8	2d8	4
25th	2d10	2d10	5
26th	2d10	2d10	6
27th	2d10	2d10	7
28th	2d10	2d10	8
29th	2d12	2d12	9
30th	2d12	2d12	10

Bardic Inspiration

At Bard level 21, your Bardic Inspiration die becomes a 2d8, 2d10 at 25th level, and a 2d12 at 29th level. The number or type of die do not increase beyond level 29.

Song of Rest

At Bard level 21, your Song of Rest die becomes a 2d8, 2d10 at 25th level, and a 2d12 at 29th level. The number or type of die do not increase beyond level 29.

Bard's Epic Spell Slots

Your get one epic spell slot for every Bard level over 20.



Epic Cleric

Cleric Level	Channel Divinity	Destroy Undead	Epic Spell Slots
21st		CR 5	1
22nd			2
23rd			3
24th	4/rest	CR 6	4
25th			5
26th			6
27th		CR 7	7
28th			8
29th			9
30th	5/rest	CR 8	10

Channel Divinity

At Cleric level 24, you can use your Channel Divinity 4 times between rests. This will increase an additional +1 every 6th level after that (30th, 36th, and so on).

Destroy Undead

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below 5. This CR increases an additional +1 for every 3rd level after that (24th, 27th, 30th, 33rd, and so on.)

Cleric's Epic Spell Slots

Your get one epic spell slot for every Bard level over 20.



Epic Druid

Druid Level	Martial Archetype	Druid's Epic Spell Slots
21st	Wild Shape - CR 2	1
22nd		2
23rd		3
24th		4
25th	Wild Shape - CR 3	5
26th		6
27th		7
28th		8
29th	Wild Shape - CR 4	9
30th		10

Epic Fighter

Fighter Level	Martial Archetype	Eldritch Knight's Epic Spell Slots
21st	Add Second Archetype	1
22nd		1
23rd	Add Archetype feature	1
24th		2
25th	Add Archetype feature	2
26th		2
27th	Add Archetype feature	3
28th		3
29th	Add Archetype feature	3
30th		4

Wild Shape Improvement

At Druid level 21, you can use your Wild Shape feature to transform into any beast that has a challenge rating of 2 or lower. This CR will increase by 1 CR every 4 Druid levels after that (CR 3 at 25th, CR 4 at 29th, CR 5 at 33rd, and so on).

Druid's Epic Spell Slots

You get one epic spell slot for every Bard level over 20.

Martial Archetype

At Fighter level 21, you choose a second martial archetype. You will gain the archetype features at level 21, 23, 25, 27, and 28 (instead of levels 3, 7, 10, 15 and 18).

At 31th level, you choose a third martial archetype. You will gain the archetype features at level 31, 33, 35, 37, and 38 (instead of levels 3, 7, 10, 15 and 18).

Eldritch Knight's Epic Spell Slots

If you have a total fighter level of 21 or over, you get one epic spell slot for one third all of your levels over 20 that you received after choosing the Eldritch Knight archetype.



Epic Monk

Monk Level	Martial Arts	Ki Points	Unarmored Movement
21st	1d10	21	+30
22nd	1d10	22	+35
23rd	1d12	23	+35
24th	1d12	24	+35
25th	1d12	25	+35
26th	1d12	26	+40
27th	1d12	27	+40
28th	1d12+2	28	+40
29th	1d12+2	29	+40
30th	1d12+2	30	+45

Martial Arts

What you roll in place of the normal unarmed strike damage increases to 1d12 at level 23, and starting at level 28 you add +2 to that. This will increase an additional +2 every 6th level after that (1d12+4 at 34th, 1d12+6 at 40th, and so on).

Ki Points

For every monk level over 20, your number of Ki points will equal to your Monk level.

Unarmored Movement

At Monk level 22, your speed increases by 5 feet. Every 4 levels after that it increases another 5 feet (+35 at 22nd, +40 at 26th, and so on).



Epic Paladin

Paladin Level	Aura Range	Improved Devine Smite	Epic Spell Slots
21st	35 ft.	+2d8	1
22nd	35 ft.	+2d8	1
23rd	40 ft.	+3d8	2
24th	40 ft.	+3d8	2
25th	45 ft.	+4d8	3
26th	45 ft.	+4d8	3
27th	50 ft.	+5d8	4
28th	50 ft.	+5d8	4
29th	55 ft.	+6d8	5
30th	55 ft.	+6d8	5

Aura Range

The range of both your Aura of Protection and Aura of Courage increase to 35 feet when you reach a paladin level of 21. This will increase an additional +1 every 2nd level after that (40 at 23th, 45 at 25th, and so on).

Devine Smite

The extra damage you deliver with this feature increases to 2d8 when you reach a paladin level of 21. This will increase an additional +1 every 2nd level after that (3d8 at 23th, 4d8 at 25th, and so on).

Paladin's Epic Spell Slots

Your get one epic spell slot for every 2 Paladin levels over 20.



Epic Ranger

Ranger Level	Favored Enemy	Hunter Features	Epic Spell Slots
21st	Add another	Hunter's Prey	1
22nd		Hunter's Prey	1
23rd		Defensive Tactics	2
24th		Defensive Tactics	2
25th		Multiattack	3
26th	Add another	Superior Hunter's Defense	3
27th		Superior Hunter's Defense	4
28th			4
29th			5
30th			5

Favored Enemy

At Ranger level 21, you can add another favored enemy an associated language. You can add another one for every 5th level after that (26th, 31st, and so on).

Hunter Features

At Ranger level 21, if you don't already have the Hunter archetype, you add it to our character. At ranger levels 21 through 27, you gain one feature of your choice under the category indicated on the table above (refer to page 93 in the *Player's Handbook*).

Ranger's Epic Spell Slots

Your get one epic spell slot for every 2 Ranger levels over 20.



Epic Rogue

Rogue Level	Sneak Attack	Arcane Trickster Epic Spell Slots
21st	11d6	1
22nd	11d6	1
23rd	12d6	1
24th	12d6	2
25th	13d6	2
26th	13d6	2
27th	14d6	3
28th	14d6	3
29th	15d6	3
30th	15d6	4

Sneak Attack

At Rogue level 21, the amount of the extra damage you do with a sneak attack becomes 11d6 and increases by 1d6 for every 2 levels after that (12d6 at 23rd, 13d6 at 25th, and so on).

Arcane Trickster Epic Spell Slots

If you have a total fighter level of 21 or over, your get one epic spell slot for one third all of your levels over 20 that you received after choosing the Arcane Trickster archetype.



Epic Sorcerer

Sorcerer Level	Sorcery Points	Sorcerous Restoration	Epic Spell Slots
21st	21	5	1
22nd	22	6	2
23rd	23	7	3
24th	24	8	4
25th	25	9	5
26th	26	10	6
27th	27	11	7
28th	28	12	8
29th	29	13	9
30th	30	14	10

Sorcery Points

At sorcerer level 21 and beyond, you have 1 sorcery point for every sorcerer level.

Sorcerous Restoration

At Ranger level 21, you regain 5 expended sorcery points whenever you finish a short rest. The number of points regained increases by 1 for every Sorcerer level beyond 21.

Sorcerer's Epic Spell Slots

Your get one epic spell slot for every Sorcerer level over 20.



Epic Warlock

Warlock Level	Invocations Known	Epic Spell Slots
21st	9	1
22nd	9	1
23rd	9	1
24th	10	1
25th	10	2
26th	10	2
27th	11	2
28th	11	2
29th	11	3
30th	12	3

Invocations Known

At Warlock level 21, you know 9 invocations and you learn one additional invocation every 3 levels.

Warlock's Epic Spell Slots

At Warlock level 21, your get one epic spell and that increases by 1 for every 4 additional Warlock levels.



Epic Wizard

Wizard Level	Arcane Tradition	Epic Spell Slots
21st	2 nd Arcane Tradition	1
22nd		2
23rd		3
24th	Arcane Tradition feature	4
25th		5
26th		6
27th	Arcane Tradition feature	7
28th		8
29th		9
30th	Arcane Tradition feature	10

Arcane Tradition

At Wizard level 21, you choose a second Arcane Tradition. You will gain the archetype features at level 21, 24, 27, and 30 (instead of levels 2, 6, 10, and 14).

Wizard's Epic Spell Slots

You get one epic spell slot for every Wizard level over 20.



EPIC SPELLS

Who can use Epic Spells?

To create or cast an epic spell, you must have advanced to a minimum of level 21 in a spellcasting class. A spellcasting class is any class that lists spellcasting as one of its features. In the *Player's Handbook* these classes are: Bard, Cleric, Druid, Fighter (Eldritch Knights only), Paladin, Ranger, Rogue (Arcane Tricksters only), Sorcerer, and Wizard. The Warlock class does not have the spellcasting feature in the *Player's Handbook*, but they gain the spellcasting feature on reaching level 21 so they are also considered a spellcasting class and can use epic spells.

Simply having the ability to cast spells by virtue of a feat of racial trait does not allow you to use epic spells.

What are Epic Spells?

Epic spells are created by you and use special epic spell slots.

Spell Slots

The number of spell slots for non-epic spells does not increase after reaching level 20 in a spellcasting class. At higher levels, spellcasting class characters have epic spell slots that they can use to cast epic spells. To cast one of these epic spells, you must expend an epic spell slot. You must have an available epic spell slot to prepare or cast an epic spell, just as you need a normal spell slot for a non-epic spell.

You regain all expended epic spell slots when you finish a long rest.

You cannot use an epic level spell slot to cast a non-epic spell at a higher level other than the Epic Spell Assistance spell described later.

To calculate the number of epic level spell slots for your multiclass character do this:

- Add together all of your levels that are 21 or over in the bard, cleric, druid, sorcerer and wizard classes.
- Add half of all of your levels that are 21 or over in the paladin and ranger classes (rounded up).
- Add one third all of your levels that are 21 or over in the fighter (eldritch knight) and rogue (arcane trickster) classes (rounded up).
- Add one quarter of your levels that are 21 or over in the warlock class (rounded up).

This total is your number of epic spell slots.

CASTING EPIC SPELLS

You must make a successful Intelligence (Arcana) check when you attempt to cast one of your epic level spells. Each spell will have Arcana check DC. If the check fails the spell fizzles but it still costs you one epic level spell slot. Rather than Intelligence, you can choose to use your spellcasting ability for this Arcana check.

Spell Save and Attack Modifiers

Epic spells are assigned the class they belong to when they are created. Spell save and spell attack modifiers are the same for epic level spells as they are for non-epic spells of the same class.

Spell Level or Epic Spells

Epic spells are considered 10th level for the purpose of casting *Counterspell* or *Dispel Magic* or for any other situation where the level of the spell would be a factor.

CREATING EPIC SPELLS

Before it can be cast, an epic spell must be created. The process of creation cost both time and gold pieces. A character that has reached 21st level in a spellcasting class may start creating epic spells immediately. However, the Dungeon Master has final say as to whether a particular epic spell is allowed in the campaign. The number of epic spells you can create is limited only by the amount of time and gold pieces you choose to spend.

Resource cost

The creation of an epic spell uses up raw materials costing a number of gold pieces equal to 8,000 X the DC of the Arcana check for the epic spell being created. Creating an epic spell takes one day for each 48,000 gp in resources required to create the spell, rounded up to a full day.

Spell class

You must be of at least 21st level in a spellcasting class before you can create an epic level spell. When you create the spell, it is considered to be of that class and you may use your spellcasting ability for that class for the Arcana check when you attempt to cast the spell.

If you are 21st level or higher in two or more spellcasting classes when you create an epic spell, you must choose which of those classes the new spell will belong to.

Spell Damage

If you are creating a spell that does damage, ignore the spell damage listed in the spell and use this instead:

If your seed spell is a first level spell and does half damage on a successful saving throw, the Epic level spell damage is 3d8 if it has a single target, or 3d6 if there are multiple targets. If the seed spell is level 2 or higher, the number of dice increases by 1

for each spell level above 1st.

This is also the number of hit points a healing spell can restore. If your spell doesn't deal damage on a successful save, increase the damage by 25 percent.

You can increase the number and/or die type by using Epic Spell Factors.

Epic Spell Arcana check DC

An epic spell is created by combining existing non-epic spells called seed spells and connecting pieces called factors. Each of these has a DC associated with it. These DCs are used in calculating the DC of the Arcana check required to cast the resulting epic spell. Every seed spell has DC that is equal to the spell level of the seed, and every factor has an Arcana check DC adjustment. When a desired spell is developed, the spellcaster spends resources and time to assemble the pieces that make up the epic spell.

To Determine the Arcana check DC

The DC for the Arcana check required to cast an Epic spell is calculated adding all of the seed DCs together and multiplying by 2 then adding 10 to the total. To this you apply any adjustments for all of the Epic Spell Factors you use. Then, lastly, you apply any adjustments you get for all the Epic Spell Mitigating Factors you use.

Epic Spell Arcana check DC = 10 + (total seed DCs x 2) + (Epic Spell Factors) - (Epic Spell Mitigating Factors)

A spellcaster attempts to cast an epic spell by making an Arcana check against the epic spell's Arcana check DC. Thus, based on your own Arcana check bonus, you will know if an epic spell has an Arcana check DC that is beyond your ability to cast it.

Adding Seed DCs

When two or more seed spells are combined in an epic spell, their spell levels are added together. They all contribute toward the spell's final Arcana check DC.

Seed DCs for spells at higher level

For seed spells that have effects other than increased damage when cast at a higher level, you must choose what level you will be casting it at and use that level for the seed's DC. Otherwise use the spell's base level.

Combining Descriptors

When two or more seed spells are combined in an epic spell, all the descriptors from each seed apply to the finished spell.

Range, Targets, Area of Effect

One seed might have a range of 12,000 feet, another seed might have a range of 400 feet, and a third seed might not have a range at all. Likewise, some seeds have targets, while others have an area of effect. To determine which seed takes precedence in the finished epic spell, you must decide which seed is the base seed. The seed most important to the spell's overall purpose is the base seed, and it determines the casting time, range, target, and so on. The other seeds apply only their specific effects to the finished spell.

Components and Casting Times

Every epic spell has verbal and somatic components. If the base seed has material components, the epic spell has those same material components. Each epic spell also has a casting time of 1 action, or if any of the seed spells have a longer casting time it will have that casting time instead.

Combining Durations

When combining two or more seeds to develop an epic spell, the seed with the shortest duration determines the duration of the finished epic spell. If any seed of an epic spell is dismissible by the caster, the epic spell is dismissible.

Saving Throws

Even if more than one seed has an associated saving throw, the final spell will have only a single saving throw. If two or more seeds have the same kind of saving throw (Dexterity, Constitution, etc.), then you'll obviously use that for the spell's saving throw. If the seeds have different kinds of saving throws, simply choose the saving throw that seems most appropriate for the final spell.

Factors

Factors are not part of epic seeds, but they are the tools used to modify specific parameters of any given seed. Applying factors to the seeds of an epic spell can increase or decrease the final Arcana check DC, increase the duration, change the area of a spell, and affect many other aspects of the spell.

There are two kinds of factors:

1. Those that increase the Arcana check DC. These are typically used to increase the power of the spell by shortening the casting time, or increasing things like range or area of effect.

2. Those that reduce the Arcana check DC rather than increasing it. These are referred to as mitigating factors. To calculate the final Arcana check DC of an epic spell correctly, it's important to determine the mitigating factors last, after all the factors that increase the DC have been accounted for.

Approval

This is the final step, and it's critically important. You must show your epic spell creation work and reasoning to your DM and get his approval. If your DM doesn't approve, then the epic spell cannot be created. However, the DM should explain why the epic spell wasn't approved and possibly offer suggestions on how to create an epic spell that will pass muster.



Epic Spell Factors	
Factor	Arcana check DC modifier
Casting Time	
Reduce casting time by 1 round (minimum 1 round = 1 action)	+1
Change casting time to 1 action	+10
Change casting time to bonus action	+14
Change casting time to reaction	+12
Can cast as a Ritual	+2
Components	
No verbal component	+1
No somatic component	+1
No material component (without cost)	+1
No material component (with cost)	+1 for every 10gp cost
Duration	
Increase duration by 100%	+2
Permanent duration (apply this factor after all other epic spell factors, but before mitigating factors)	X5
Dismissible by caster (if not already)	+1
Range	
Increase range by 50 ft.	+1
Target	
Add extra target within AoE	+5
Change from target to AoE (pick AoE option below)	+5
Change from self to AoE (pick AoE option below)	+7
AoE (Area of Effect)	
Change AoE to Line (5 ft. x 300 ft. or 10 ft. x 150 ft.)	+1
Change AoE to 40-ft. cone	+1
Change AoE to 20-ft. cube	+1
Change AoE to 10-ft. radius Cylinder or Sphere	+1
Increase AoE by 10 ft. (length or radius)	+1
Saving Throw	
Increase spell's saving throw DC by +1	+1
Damage	
Change damage type	+0
Add a damage type	+2
Add 1 damage die (15d maximum)	+1
Increase damage die by one step d6→d8→d10→d12 (d12 maximum)	+3

Adding new Epic Spell Factors

Your DM can add to this list of Epic Spell Factors. He should use this table for an example of how high the Arcana check DC modifier should be for the new epic spell factor.

Epic Spell Mitigating Factors	
Factor	Arcana check DC modifier
Backlash 1d6 points of damage (max d6 = your HD x2)	-1
Increase casting time by 1 round	-1
Increase casting time by one minute (max 10 minutes)	-10
Increase casting time by 1 day (max 10 days)	-20
Decrease damage die by one step (d4 minimum)	-5
Change from target, touch, or AoE to self	-2

Note: Mitigating factors are always applied after all epic spell factors (see left) are accounted for in the creation of an epic spell.

Additional Participants

Other spellcasters can help you cast an epic level spell. This could allow you to cast an epic spell that has an Arcana check DC that is higher than you could normally cast. They use their action to ready the *Epic Spell Assistance* spell, shown below. They don't have to be able to cast epic spells themselves. By using this spell, they will reduce your Arcana check DC by the level of the spell slot they use. If they use an epic level spell slot it reduces the DC by 10 points. There is no limit to the number of spellcasters that can help in this manner.

Epic Spell Assistance

1st-level (All spellcasters can innately cast this spell at any level that they have an available spell slot, including epic.)

Casting Time: 1 action (must be cast as a ready action)

Range: 30 ft.

Components: V

Duration: Instantaneous

You share your magical energy with a creature that you can see within range that is attempting to cast an epic spell. The Arcana check DC for that creature to cast its spell is reduced by 1. If more than one spellcaster cast this spell on the same creature, the DC reductions stack.

If the attempt to cast the Epic Spell fails, you take 1d6 backlash damage.

If casting the epic spell takes more than 1 action, your speed becomes 0 and you must maintain concentration for the entire casting time or the DC reduction does not take effect.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the Arcana check DC is reduced by 1 additional point for each slot level above 1st, or it is reduced by 10 if you use an epic level spell slot. The damage you take if the Epic Spell attempt fails is increased by the same amount.

EXAMPLE OF CREATING AND CASTING AN EPIC LEVEL SPELL

Creating an Epic Spell

Kexium, a 25th level wizard, decides to develop an epic spell that allows him to throw an exploding ball that simultaneously deals damage each of acid, fire, thunder, and lightning (he dubs it a *Hellball*). He uses the *Fireball* spell (a third level spell) as the seed spell. The Arcana check DC for his new spell is 16 so far [DC 10 + (2x3) = DC 16].

The *Fireball* spell does 8d6 fire damage, but epic spells ignore that damage and any damage when cast at higher levels and uses 5d8 instead. He wants the damage to be closer to what a fireball would do if cast at 9th level (13d6), so he goes for 14d10. He checks the "Epic Spell Factors" table and sees that using the "Increase damage die by one step" to change the die from d8 to d10 adds +3 to the DC. Then using the "Add 1 damage die" factor to bring the 5d10 up to 14d10 will add another +9 to the DC. This all brings the Arcana check DC for his new spell to 28 (16+3+9=28).

To add three more damage types adds 6 more bringing the Arcana check DC to 34. He decides the damage will be divided into 4d10 acid, 4d10 fire, 3d10 thunder, and 3d10 lightning.

Furthermore, the base seed describes an area of effect as 20-foot-radius sphere; to change the effect to a 40-foot-radius sphere, Kexium applies the "Increase AoE by 10 ft." factor two times, which increases the Arcana check DC by +2, bringing it to 36.

Kexium has an intelligence score of 24 and has proficiency in Arcana. This gives him a +14 bonus to his Intelligence (Arcana) check [(+7 ability modifier) + (+7 proficiency modifier) = 14]. This means that any Arcana check DC he could pass would have to be DC 34 or lower [(rolls 1d20 and gets a 20) + (Arcana check modifier of +14) = 34]. So the DC for his new spell is too high for him to cast. So Kexium decides that he'd like to bring the DC down by applying mitigating factors.

Because Kexium has hit points to spare, he takes the "backlash" mitigating factor: In exchange for a -10 reduction to the Arcana check DC, his *Hellball* will now deal Kexium 10d6 points of damage each time he casts it. The Arcana check DC now stands at 26.

An epic spell with an Arcana check DC of 26 uses up resources with a total cost of 208,000 gp, takes 5 days of Kexium's time to create. But, when all is said and done, his *Hellball* spell is ready.

Casting an Epic Spell

Kexium first attempts to cast his new spell when he stumbles across a rampaging unknown monster.

Hellball is successfully cast when Kexium rolls a 12 on the d20. With his Arcana check modifier of +14 that gives him a 24 on his Arcana check, so it will deal 4d10 points of acid damage, 4d10 points of fire damage, 3d10 points of thunder damage, and 3d10 points of lightning damage - if *Hellball* gets past the un-

known monster's spell resistance and saving throw.

This unknown monster has Magic Resistance so it has advantage when it makes its one dexterity saving throw for half damage against the *Hellball* spell. The unknown monster has a Dexterity save bonus of +4, and it rolls 13 (with advantage - the other die roll was an 8) for a total of 17. Kexium's spell save DC is 22 [8 + (7 ability modifier) + (7 proficiency modifier) = 22] so the unknown monster misses its save against *Hellball*.

Kexium rolls the fire damage separately because the unknown monster has Damage Resistance to fire, but rolls the rest of the damage together: 23 points of fire damage (of which the unknown monster takes only 11) and 48 points of combined acid, thunder, and lightning damage.

Kexium also takes 10d6 points of damage as his eyes bleed from the hellball's terrible, uncontrolled energies.

Example Epic Spell

HELLBALL

Epic Wizard Spell: Evocation

Arcana check DC: 26

Casting Time: 1 action

Range: 150 feet

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

Duration: Instantaneous

To Create: 208,000 gp, 5 days Seed: 3rd level Fireball spell 10+(2x3) = (DC 16) Factors: "Increase damage die by one step" (+3 DC), "Add 1 damage die" x9 (+9 DC), "Add a damage type" x3 (+6 DC), "Increase AoE by 10 ft." x2 (+2 DC)

Mitigating factor: "Backlash 1d6 points of damage" x10 (-10 DC)

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of energy. Each creature in a 40-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 4d10 points of acid damage, 4d10 points of fire damage, 3d10 points of thunder damage, and 3d10 points of lightning damage on a failed save, or half as much damage on a successful one.

The energy spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Upon successfully casting this spell, the spellcaster takes 10d6 points of backlash damage.

