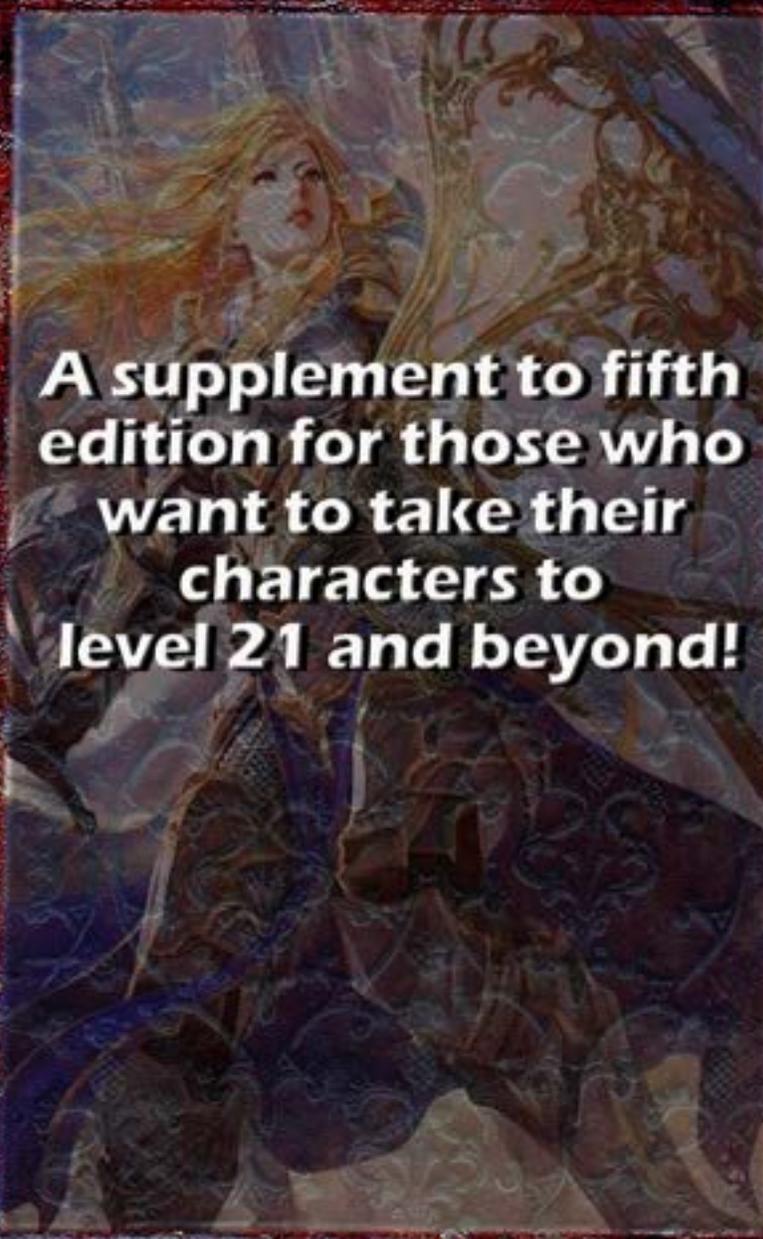


# DUNGEONS & DRAGONS

## EPIC LEVELS

A woman with long, flowing blonde hair, wearing a blue and gold robe, stands in a dramatic, ethereal setting. The background is a mix of light and dark tones, suggesting a magical or otherworldly environment. The woman's expression is serene and powerful.

**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

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## DISCLAIMER

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

## Copyrights

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* (PHB).

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."

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## OVERVIEW

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In this supplement 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 dice 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 Fighter 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 your 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 rogue 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 epic sorcerer level.

### Sorcerous Restoration

At Sorcerer 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 <sup>nd</sup> 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). This does not increase beyond level 30.

### Wizard's Epic Spell Slots

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



## EPIC SPELLS

### What are Epic Spells?

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

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.

### 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.

### 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.

Every level over 20 in a class is an epic level.

### To determine your number of epic spell slots:

Your epic levels in **bard**, **cleric**, **druid**, **sorcerer** and **wizard**

+

**1/2** your epic levels in **paladin** and **ranger** (rounded up)

+

**1/3** your epic levels in **fighter** (eldritch knight) and **rogue** (arcane trickster) (rounded up)

+

**1/4** your epic levels in **warlock** (rounded up)

=

**Number of your epic spell slots**

### Example

My 44th level character is a 21st level bard and 23rd level cleric. My bard level 21 gives me 1 epic level spell slot. My cleric level 23 gives me 3 epic level spell slots because it is 3 levels above 20. Therefore my character has a total of 4 epic spell slots.

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## TO CREATE AN EPIC SPELL

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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.

**1.** Select one or more level 1 through level 9 spells from the PHB that your character is able to cast. These will be the seed spells which you will combine and modify to become your new epic spell. (Your DM may allow you to use spells from other sources.)

**2.** Choose at what level you will be casting each of these seed spells. When two or more seed spells are combined in an epic spell, the casting levels for all the spells are added together. They all contribute toward the spell's final Arcana check DC. (Refer to the "To Determine the Arcana check DC" topic below.)

**3.** You must select which of these seeds will have precedence in the final epic spell. This is the seed most important to the spell's overall purpose. It is called 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.

**4.** You can change or eliminate any descriptive text that doesn't affect the spell's effects in any fundamental way.

**5.** You can change the type of damage it does.

**6.** You can change the specific material components required, but you can't change the component's cost - if any.

**7.** The epic spell is not required to contain all of the effects or descriptions contained in the seed spells if they don't affect the caster.

**8.** Refer to the topics below to establish and potentially modify the epic spells features: Casting time, Range, Components, Duration, Target and/or Area of Effect, Distances, and Saving Throws. You can make any of these changes more than once.

**9.** Refer to the "Epic Spell Factors Table" to make the spell more powerful at the cost of increasing the spell's Arcana check DC.

**10.** Lastly, you can lower the spell's Arcana check DC using the "Epic Spell Mitigating Factors Table".

### Casting Time

If using more than one seed spell, use the casting time of the base seed. You can change the casting time by increasing the spell's Arcana check DC.

- Add +1 to DC to reduce casting time by 1 round (minimum 1 action).
- Add +10 to DC to reduce casting time to an action.
- Add +14 to DC to reduce casting time to a bonus action.
- Add +16 to DC to reduce casting time to a reaction.

### Range

If using more than one seed spell, use the range of the base seed. You can change the range by increasing the spell's Arcana check DC.

- Add +2 to DC to change from self to touch.
- Add +2 to DC to change from touch to range of 20 feet.
- Add +1 to DC for every time you add 1/2 the original range.

### Components

An epic spell requires all of the components listed for every seed spell used. You can change the required components by increasing the spell's Arcana check DC.

- Add +1 to DC to eliminate the verbal component.
- Add +1 to DC to eliminate the somatic component.
- Add +1 to DC to eliminate the material component component if it doesn't have an associated cost.
- Add +1 to DC for every 10gp cost associated with the material component to lower the cost or eliminate the component.

### Duration

If using more than one seed spell, use the casting time of the base seed. You can increase the duration by increasing the spell's Arcana check DC.

- Add +1 to DC for every time you add 1/2 the duration of the original spell.
- Add +5 to the DC to remove concentration from the duration.
- To change the duration to "perminent" or "until dispelled" multiply the DC by 5 (apply this factor after all other epic spell factors, but before mitigating factors)

### Target and/or Area of Effect

If using more than one seed spell, use the target and/or the area of effect of the base seed. You can change the target or AoE by increasing the spell's Arcana check DC.

- Add +1 to DC for every additional creature targeted.
- Add +1 to DC to change AoE to a 5-ft. x 300-ft. line.
- Add +1 to DC to change AoE to a 40-ft. cone
- Add +1 to DC to change AoE to a 20-ft. cube
- Add +1 to DC to change AoE to a 10-ft. radius cylinder
- Add +1 to DC to change AoE to a 10-ft. radius sphere.

Maximum effected areas and areas of effect are all represented by distance in feet. That distance could be diameter or radius for circles cylinders and spheres; the length of one side for cubes; or simply it's length for lines. When changing any of these, take the distance indicated in feet and divide that in half to determine the modifier.

- Add +1 to DC for every time that modifier is added.

## Distances

Any distance or length that appears anywhere in the spell can be changed. Take 1/2 of that original distance or length to determine the modifier.

- Add +1 to DC for every time that distance is increased by the modifier.

## 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 use that for the spell's saving throw. If the seeds have different kinds of saving throws, choose the saving throw that seems most appropriate for the final spell. You can change the spell's required saving throw by increasing the spell's Arcana check DC.

- Add +1 to the spell's Arcana check DC for every point you increase the DC of the spell's saving throw (maximum saving throw DC of 20).

## What Can't be in an Epic Spell

An epic spell can't be a ritual.

You can't use a cantrip as a seed for an epic spell.

You can't use the *Wish* spell as a seed for epic spell.

## 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.

## 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.

## 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.

## Adding New Factors

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

## 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.

### Optional Spell Damage Rule

Ignore the spell damage listed in the seed 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 uses a spell slot of level 2 or higher, the number of dice increases by 1 for each spell slot 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 Factors Table	
The factors below add to effects that are furnished by a seed spell you are using. For example, you can add additional points to an ability score if one of your seed spells first adds to an ability score. Otherwise you cannot use that feature.	
To change a Condition Type	
+1 to DC to change to <b>Deafened</b> or <b>Grappled</b>	
+2 to DC to change to <b>Charmed</b> or <b>Frightened</b>	
+3 to DC to change to <b>Prone</b>	
+4 to DC to change to <b>Blinded</b> or <b>Poisoned</b>	
+5 to DC to change to <b>Incapacitated</b> or <b>Stunned</b>	
+6 to DC to change to <b>Restrained</b>	
+7 to DC to change to <b>Paralyzed</b>	
+8 to DC to change to <b>Unconscious</b>	
+9 to DC to change to <b>Petrified</b>	
+10 to DC to change to <b>Invisible</b>	
+1 to the Arcana check DC for the changes below	
<b>Abilities</b>	For every 1 point added to any Ability Score (to a maximum score of 30)
<b>Armor Class</b>	For every 1 point added to Armor Class (to a maximum AC of 30)
<b>Creature CR</b>	For every point added to the Challenge Rating of effected creatures (to a maximum CR of 30).
<b>Damage</b>	For every 5 point increase to damage.
<b>Food/Water</b>	For every 10 pounds of food or 10 gallons of water affected.
<b>Healing</b>	For every 5 points of damage healed.
<b>Hit Points</b>	For every 5 hit points or temporary hit points added.
<b>Move</b>	For every 10 feet you can move your creation - arcane eye for example.
<b>Speed</b>	For every 10 feet added to speed.
<b>Vision</b>	For every 10 feet added to range of vision.
+2 to the Arcana check DC for the changes below	
<b>Castings</b>	For each increase in the number of times the spell can be cast between long rests. As in the <i>augury</i> spell for example.
<b>Conditions</b>	For each additional listed condition. Blinded or Charmed for example.
<b>Damage type</b>	For each listed damage type. Poison or Slashing for example.
<b>Size</b>	For each increase in creature size category. From Medium to Large for example.
+3 to the Arcana check DC for the change below	
<b>Die Type</b>	For each step increase in damage or healing die. d6→d8→d10→d12 (d12 maximum)
<b>Damage</b>	For each additional die rolled for damage.
<b>Healing</b>	For each additional die rolled for healing.

Epic Spell Mitigating Factors Table	
Mitigating factors are always applied after all epic spell factors (see left) are accounted for in the creation of an epic spell.	
Factor	Arcana check DC modifier
Backlash 1d6 points of damage to the caster (max number of d6 = your HD ×2)	-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 or healing die by one step d12→d10→d8→d6→d4	-3
Change from target, touch, or AoE to self	-2

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## Tϕ CAST AN EPIC SPELL

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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 class 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.

### Using Epic Spell Slots

You use one Epic Spell slot whenever you attempt to cast an Epic Spell, even if your Arcana check fails and the spell fizzles.

When you use an epic spell slot to cast a non-epic spell it counts as using a 10th level spell slot.

## 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.

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## EXAMPLE OF CREATING AND CASTING AN EPIC LEVEL SPELL

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### Example: Creating an Epic Spell

Kexium, a 25th level wizard, decides to develop an epic spell that creates an exploding ball similar to a *fireball* spell, so he uses that as the seed spell. The Arcana check for his new spell starts off at **DC 16**.

The Area of Effect (AoE) of the seed spell is a 20-foot-radius sphere. He decides to increase it to a 40-foot-radius sphere. Referring to the "Target and/or Area of Effect" topic on page 10 of this supplement he sees that that adds +2 to the DC, bring it to **DC 18**.

He wants his spell to do 16d10 damage, simultaneously dealing 4d10 damage each of acid, fire, thunder, and lightning. He dubs it a "Hellball". The Fireball spell does 8d6 fire damage. Referring to the "Epic Spell Factors Table" He sees that increasing the "Damage Die" from a d6 to a d10 increases it two steps so it adds +6 to the DC, bring it to **DC 24**.

And increasing the "Damage" by going from 8 dice to 16 adds another +8 bringing the total to **DC 32**.

Adding three more "Damage Types" adds 6 more bringing it to **DC 38**.

Kexium has +14 bonus to his Intelligence (Arcana) check. This means that any Arcana check DC he could pass would have to be DC 34 or lower. The DC for his new spell is too high for him to cast!

He decides to bring the DC down by applying mitigating factors.

Because Kexium has hit points to spare, he takes the "backlash" mitigating factor 10 times. This will cause him to take 10d6 points of backlash damage whenever he casts this spell, but it takes 10 points off the DC, bringing it down to **DC 28**.

An epic spell with an Arcana check of DC 28 uses up resources with a total cost of 224,000 gp, and takes 5 days of Kexium's time to create. But, when all is said and done, his *Hellball* spell is ready.



## Example: 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 17 on the d20. With his Arcana check modifier of +14 that gives him a 31 on his Arcana check, so it will deal 4d10 points of acid damage, 4d10 points of fire damage, 4d10 points of thunder damage, and 4d10 points of lightning damage - if *Hellball* gets past the unknown 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 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 68 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:** 28

**Casting Time:** 1 action

**Range:** 150 feet

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

**Duration:** Instantaneous

**To Create:** 224,000 gp, 5 days **Seed:** 3rd level *Fireball* spell  $10+(2 \times 3) = (\text{DC } 16)$ , Increased AoE (+2 DC) **Factors:** increased "Damage Die" by 2 steps (+6 DC), added 8 "Damage Dies" (+8 DC), added 3 "Damage Types" (+6 DC)

**Mitigating factor:** took 10 "Backlash" (-10 DC)

You point your finger at a point you choose within range where the hellball is to detonate. A sun-bright, fist-sized globe of strobing energy streaks forth and, unless it impacts a material body or solid barrier prior to attaining the indicated range, blossoms into a 40-foot-radius sphere centered on that point.

A hellball is a massive blast of energy that detonates with a thundering roar. The effect is described by the rare survivor as "hell on earth." It deals 4d10 points of acid damage, 4d10 points of fire damage, 4d10 points of thunder damage, and 4d10 points of lightning damage on a failed save, or half as much damage on a successful one to all creatures within the area. Unattended objects also take this damage. The spell is barely controlled, and you take 10d6 points of damage as you release it.

## Epic Spell Ideas

Here are some ideas taken from the 3rd edition *Epic Level Handbook*.

*Animus Blizzard:* Victims that perish as a result of a blast are then instantly animated as wights.

*Damnation:* You send your foe to hell, if you succeed at a melee attack, the target must succeed at a Dex saving throw or be sent straight to a layer of the Abyss.

*Dire Winter:* The creature or object you target emanates bitter cold to a radius of 1,000 feet for 20 hours. The emanated cold deals 2d6 points of damage per round.

*Dragon Knight:* this spell summons an adult red dragon.

*Let Go of Me:* You radiate destruction, dealing 20d6 points of damage to any creature grappling you.

*Mass Frog:* Turn all Medium-size or smaller creatures in the area into frogs.

*Peripety:* Ranged attacks targeted against you rebound on the original attacker.

*Rain of Fire:* This spell summons a swirling thunderstorm that rains fire rather than raindrops down on you and everything within a two-mile radius of you.

*Raise Island:* You can literally raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established.

*Soul Scry:* When you cast this spell, you are temporarily able to tap the consciousness of another sentient creature with whom you are familiar (by meeting, observing, or successfully scrying the subject), experiencing everything she does with all five senses.

*Verdigris:* When you cast this spell, you create a tsunami of grass, shrubs, and trees that overgrows the area like a tidal wave.

