

EPIC SORCERER

THE EPIC SORCERER

Level	Cantrips Known	Sorcery Points	Spells Known	Features
21st	6	21	16	Sorcerous Origin feature, Ability Score Improvement
22nd	6	22	16	Epic Spell Capacity
23rd	6	23	16	Flexible Casting Mastery (1)
24th	6	24	16	Intensify Spell
25th	6	25	17	Sorcerous Origin feature, Ability Score Improvement
26th	7	26	17	Epic Spell Capacity
27th	7	27	17	Flexible Casting Mastery (2)
28th	7	28	17	Sorcerous Origin feature
29th	7	29	18	Epic Spell Capacity, Ability Score Improvement
30th	7	30	18	Weave Conduit

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master's Guide) or a Feat (as found in the Player's Handbook).

SORCEROUS ORIGIN FEATURE

Your Sorcerous Origin grants you features at 21st, 25th and 28th level.

DRACONIC BLOODLINE

DRAGON SCALES

At 21st level, when you aren't wearing armor, your AC equals 15 + your Dexterity modifier, and you gain permanent resistance to the damage type associated with your draconic ancestry.

HALF-DRAGON

Your draconic ancestry shows itself more and more. Beginning at 25th level, your draconic wings grow in size, granting you a flying speed equal to twice your current speed, and hostile creatures have disadvantage against your Draconic Presence feature.

PRISMATIC MORPH

You have learned to manipulate and warp your own molecular structure, becoming capable of mimicking a broader ancestry. At 28th level, choose a second Dragon Ancestor and gain all of the benefits associated with it. You do not lose the benefits of your original Dragon Ancestor.

WILD MAGIC

FORCED CHAOS

You have learned to manipulate the forces of chance and chaos more consistently. Beginning at 21st level, for the cost of 3 sorcery points, you may utilize your Tides of Chaos feature, even if you normally wouldn't be able to.

CHAOS SORCERY

Wild magic surges come naturally to you, enabling you to manipulate your surges for more favorable effects. Starting at 25th level, whenever you roll on the Wild Magic Surge table, you may adjust your rolls by 1 in either direction for every 1 sorcery point you spend.

CHAOS MASTERY

You have learned to draw even more power from your wild magic surges, mastering the art beyond the logically possible. Beginning at 28th level, whenever you roll twice on the Wild Magic Surge table, you may choose to use either or both rolls.





STORM SORCERY

STORM ESCAPE

Beginning at 21st level, when your Storm's Fury feature fails to push an attacker away from you, you may, as part of the same reaction, fly up to 20 feet without provoking opportunity attacks.

STORM SOUL

Your Wind Soul feature becomes empowered, allowing you to grant greater power to your allies. Starting at 25th level, as a bonus action, and without reducing your own speed, you can choose a number of creatures equal to $3 + \text{your Charisma modifier}$. The chosen creatures gain a magical flying speed of 60 feet for 1 hour.

Once you empower 1 or more creatures in this way, you can't do so again until you finish a short or long rest.

STORM MASTERY

At 28th level, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you and causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to your sorcerer level.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 2nd, 3rd, 4th and 5th level spell slot. At 26th level you gain another 6th and 7th level spell slot. At 29th level you gain another 8th and 9th level spell slot.

FLEXIBLE CASTING MASTERY

Starting at 23rd level, your Flexible Casting feature allows you to create spell slots of 6th level for the cost of 8 Sorcery Points, and 7th level for the cost of 9 Sorcery Points.

Upon reaching 27th level, you truly master the art of flexible casting. Once on each of your turns, as an action or a bonus action, you can transform an unexpended spell slot into sorcery points, or transform sorcery points into an unexpended spell slots. Furthermore, you can convert sorcery points into spell slots more efficiently, as shown in the Creating Spell Slots table.

INTENSIFY SPELL

Beginning at 24th level, you gain the ability to intensify your offensive spells. Using this feature, all variable, numeric effects of a 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, and once you use this feature, you immediately gain one level of exhaustion.

For example, you could cast the *fireball* spell using all of your 5th level spell slots (but a minimum of three), to deal 120 fire damage in a 40 yard radius, rather than 10d6 fire damage in a 20 yard radius if you had used just a single 5th level spell slot.

An intensified spell cannot be counterspelled.

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

WEAVE CONDUIT

Tapping into the Weave has become so natural for you, that you can now draw godlike powers from it.

Starting at 30th level, as a free action and for the cost of 5 sorcery points, you can become a Weave Conduit until the end of your turn. You can extend the duration on subsequent turns, by expending 3 additional sorcery points. While active you are no longer limited to casting only one spell each turn, and each creature that starts or ends its turn within 5 feet of you, suffers 2d12 force damage from the arcane energies that surround you and crackle in all directions.

CREATING SPELL SLOTS

Spell Slot	Sorcery
Level	Point Cost
1st	1
2nd	2
3rd	4
4th	5
5th	6
6th	7
7th	8

EPIC WARLOCK



THE EPIC WARLOCK

Level	Cantrips Known	Spells Known	Invocations Known	Features
21st	4	16	9	Pact Boon Improvement (1), Ability Score Improvement
22nd	4	16	9	Mythical Pact Magic
23rd	5	17	9	Otherworldly Patron feature
24th	5	17	10	Otherworldly Persona
25th	5	18	10	Pact Boon Improvement (2), Ability Score Improvement
26th	5	18	10	Mystic Arcanum (7th level)
27th	5	19	11	Otherworldly Patron feature
28th	5	19	11	Dark Pact
29th	5	20	11	Mystic Arcanum, Ability Score Improvement
30th	5	20	12	Eldritch Signs

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master's Guide) or a Feat (as found in the Player's Handbook).

PACT BOON IMPROVEMENT

At 21st level, and again at 25th level, your pact boon is empowered.

PACT OF THE CHAIN

HEALTH LINK

Starting at 21st level, when your familiar takes damage, you can choose to take the damage instead, or when you take damage, you can choose to let your familiar take the damage instead. This damage can't be reduced or prevented in any way.

CHAIN MASTERY

Beginning at 25th level, as long as your familiar is alive, you gain all of its features (but not its actions) passively.

PACT OF THE BLADE

OTHERWORLDLY PARRY

Beginning at 21st level, whenever a hostile creature hits you with a melee weapon attack while you are wielding your pact weapon, you may use your reaction to halve the incoming damage.

DARKEST CUT

Starting at 25th level, you may make an additional attack with your pact weapon as a bonus action. If the attack hits, the affected creature can't make opportunity attacks against you until the start of your next turn.

PACT OF THE TOME

TOME RESILIENCE

Starting at 21st level, as a reaction you may cast *protection from energy* or *stoneskin* without expending a spell slot or material components, and without having to concentrate on the spell. The spell lasts for a number of rounds equal to your Charisma modifier (minimum of 1).

Once you have used this feature, you can't do so again until you finish a short or long rest.

MAGICAL SECRET

At 25th level, choose a spell from any class. A spell you choose must be of 5th level or lower. The chosen spell counts as a warlock spell for you.

OTHERWORLDLY PATRON FEATURE

Your patron grants you features at 23rd and 27th level.

THE ARCHFEY

FEEY VISION

Your eyes are blessed by powerful fey magic, giving you vision as only the most powerful fey have. You gain Fey Vision out to a range of 60 feet. Each object or creature within range is outlined in a blue, green, or violet light (your choice), and your attack rolls have advantage against creatures and objects within range. Your Fey Vision outlines even hidden or invisible creatures, as well as creatures on the ethereal plane, but it doesn't let you discern a shapeshifter's true shape.

INVISIBLE PASSAGE

Beginning at 27th level, you can turn invisible using an action. The invisibility lasts until you attack or cast a spell or until your concentration ends (as if concentrating on a spell). While invisible, you leave no physical evidence of your passage, and you can be tracked only through magic. Any equipment you wear or carry, along with your familiar if you have one, is invisible with you.

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

THE FIEND

FIENDISH AURA

Your skin has begun to radiate a fiendish aura, making man and beast alike tremble in fear of you.

Beginning at 23rd level, unless you are incapacitated, whenever a hostile creature starts its turn within 10 feet of you, it must succeed a Wisdom saving throw or become frightened of you until the beginning of your next turn. On a successful saving throw, the creature becomes immune to your Fiendish Aura for 24 hours. Fiends are immune to your fiendish aura.

MIST FORM

Beginning at 23rd level, as an action or a reaction to being hit by a melee attack, you can transform into a toxic mist. Any equipment you are wearing or carrying is also transformed. You revert back to your true form if you die, or if you use a bonus action to end the effect.

While in mist form you are incapacitated and can't speak. You have a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to nonmagical damage.

While in mist form you can enter a creature's space and stop there. Each time that creature starts its turn with you in its space, the creature must succeed on a Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

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



THE GREAT OLD ONE

EYES IN THE VOID

Beginning at 23rd level, as a bonus action, you may call upon eldritch horrors in the void through your patron, who can keep a watchful eye on a creature of your choosing. While the target creature is observed in this way, you know its precise location, what it says, and you have a detailed description of the surroundings within 30 feet of it. The creature does not know that it is being watched.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

ELDRITCH DENIAL

There is no escaping your horrible judgement. Starting at 27th level, when a creature within 60 feet of you tries to teleport, by using your reaction you can prevent them from doing so.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

THE UNDYING

SPONTANEOUS RESURRECTION

Beginning at 23rd level, when you die, you can return to life at the start of your next turn as a free action. You appear in the closest unoccupied space of where you died. You must spend between one and ten hit dice, which grant you hit points upon your resurrection. You are freed of any temporary effects existing at the time of your death, but permanent conditions remain.

If you have no hit dice remaining, you cannot resurrect in this manner.

UNDYING ENMITY

You narrow your eyes, and even minor deities know how it feels to be prey. Beginning at 27th level, you may roll a total of 3d20's for an attack roll and take the highest. This feature is usable even if you would have disadvantage on the roll.

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

MYTHICAL PACT MAGIC

Beginning at 22nd level, your spell slots increase to 6th level spell slots, however you still cannot learn any spells through your Pact Magic feature higher than 5th level.

OTHERWORLDLY PERSONA

Your patron has had its due influence on you, and your force of will has been warped and empowered beyond normal limitations.

At 24th level, your Charisma score increases by 2, and your maximum Charisma is now 26.

MYSTIC ARCANUM

At 26th level, you may choose an additional 7th level spell as an arcanum from the warlock spell list.

At 29th level you gain an additional 8th level spell in this way.

DARK BARGAIN

Beginning at 28th level, whenever you finish a long rest, you may sacrifice a number of hit dice in order to bolster your life force. For every 5 hit dice you sacrifice, you gain 25 temporary hit points.

ELDRITCH SIGNS

You have learned to call on your patron's power directly, by drawing strange and otherworldly signs in the air, that only your patron and you could possibly fathom.

At 30th level, you can call on your patron to empower your next offensive spell of 1st level or higher. For the cost of two spell slots, you can cast the same spell three times within a single round. You may target the same creature with all three casts or target multiple enemies. Once you have used this feature, you can't do so again until you finish a long rest.



EPIC ELDRITCH INVOCATIONS

FORCEFUL CHANNEL

Prerequisite: 21st level, Eldritch Blast Cantrip

When you cast Eldritch Blast, you cast one blast more than you normally would be able to.

HUNGERING BLADE

Prerequisite: 21st level, Thirsting Blade evocation

You can attack with your pact weapon three times, instead of twice, whenever you take the Attack action on your turn.

SPELLBOOK OF ANCIENT SECRETS

Prerequisite: 27th level, Book of Ancient Secrets evocation

You can now inscribe spells in your Book of Shadows, much like a Wizard would in his spellbook. You can inscribe a number of spells equal to your Charisma modifier, and they cannot be higher than 5th level.

You can cast these spells using your Pact Magic feature, and they count as warlock spells for you.

CHAINS OF THE VOID

Prerequisite: 27th level, Voice of the Chain Master evocation

You and your familiar share a connection through the void. As a bonus action, you can instantly teleport to your familiar, make it teleport to you, or switch places with it.

ELDRITCH PHALANX

Prerequisite: 27th level, Forceful Channel evocation

Any creature you successfully hit with Eldritch Blast, has disadvantage on any attack rolls against you until the start of your next turn.

SACRIFICIAL BLADE

Prerequisite: 27th level, Hungering Blade evocation

Whenever you gain temporary hit points for any reason, you gain double the amount you normally would.

FEY WALK

Prerequisite: 27th level, Archfey Patron

Using a bonus action you can magically teleport to an unoccupied space that you can see, along with any equipment you are wearing or carrying, up to 40 feet away.

BALOR SKIN

Prerequisite: 27th level, Fiend Patron

Your AC cannot be lower than 16, and as a bonus action you may activate a fire aura. While active, each creature (friend and foe alike) within 5 feet of you takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 10 (3d6) fire damage.

ELDRITCH DIVINATION

Prerequisite: 27th level, Great Old One Patron

After a short or long rest, you may roll two d20's. Choose a number to record and discard the other. You can replace any attack roll, saving throw, or ability check made by you or another creature with this eldritch divination die. You must choose to do so before the roll, and for other creatures you must be able to see them yourself, through your familiar, or through your Eyes in the Void feature.

An eldritch divination die can be used only once. When you finish a short or long rest, you lose eldritch divination die if unused.

UNDYING WILL

Prerequisite: 27th level, Undying Patron

Any magic damage you take is reduced by an amount equal to your Charisma modifier.

ANTEDILUVIAN EVIL

Prerequisite: 30th level

If you are slain by a humanoid creature, it is infected by an Antediluvian Evil, which corrupts its interior and exterior over the following days. After 2d4 days, unless the creature has been cleansed by a *Greater Restoration* or *Wish* spell, the creature's will is gone, and you have fully manifested underneath its skin. You can pass as your host for an additional day, before its skin comes off completely and you look like your old self.

THE ULTIMATE GIFT

Prerequisite: 30th level

You gain immortality and can only die if slain, in which case you can choose to manifest again within 1d4 days. You can only manifest yourself again once every three months.

Additionally, you stop aging, become immune to being magically aged, and cannot suffer from exhaustion.



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DOMINATING PRESENCE

Prerequisite: 24th level

You gain advantage with Charisma (deception), Charisma (intimidation), and Charisma (persuasion) checks.

STRENGTHENED PACT

Prerequisite: 24th level

You gain an additional warlock spell slot.

EPIC WIZARD

THE EPIC WIZARD

Cantrips

Level	Known	Features
21st	6	Arcane Tradition feature, Ability Score Improvement
22nd	6	Legendary Spell Capacity
23rd	6	Study Focus
24th	6	Deep Memory
25th	6	Arcane Tradition feature, Ability Score Improvement
26th	7	Legendary Spell Capacity
27th	7	Prismatic Juggle
28th	7	Arcane Tradition feature
29th	7	Legendary Spell Capacity, Ability Score Improvement
30th		Archmage

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master's Guide) or a Feat (as found in the Player's Handbook).

ARCANE TRADITION FEATURE

At 21st, 25th level, and 28th level, you gain features based on your arcane tradition.

SCHOOL OF ABJURATION

ARCANE ARMOR

Beginning at 21st level, you are permanently under the effects of an improved mage armor called Arcane Armor. As long as you are not wearing armor, your AC equals $16 + \text{your Dexterity modifier}$.

ABJURER'S CUNNING

Beginning at 25th level, whenever you cast an abjuration spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ARCANE BLOCK

Starting at 28th level, you become permanently affected by the *nonetection* and *protection from evil and good* spells.

SCHOOL OF CONJURATION

FAITHFUL COMPANION

Starting at 21st level, you permanently have a companion with you, as if conjured with the *mordenkainen's faithful hound* spell. As an action you can command your hound to be alert or not, and you can change the pass phrase at any time using a bonus action.

CONJURER'S CUNNING

Beginning at 25th level, whenever you cast a conjuration spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

MASTERING THE CIRCLE

At 28th level, you can cast the *teleportation circle* spell as an action, without spending any material components. Any circles you create in this manner are permanent. You may destroy any of your own circles using an action, as long as you are on the same plane of existence.

Additionally, any other Teleportation Circles you find, you can destroy as an action.

SCHOOL OF DIVINATION

DIVINING SIGHT

Beginning at 21st level, you gain truesight out to a range of 30 feet.

DIVINER'S CUNNING

Beginning at 25th level, whenever you cast a divination spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

LORE MASTER

Starting at 28th level, you become permanently affected by the *legend lore* spell.

SCHOOL OF ENCHANTMENT

STRONG CASTING

Starting at 21st level, creatures have disadvantage on saving throws against your enchantment spells.

ENCHANTER'S CUNNING

Beginning at 25th level, whenever you cast an enchantment spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

MASTER ENCHANTER

Starting at 28th level, you can cast Geas without spending a spell slot. When cast in this way, the spell has a duration of 1 hour.





SCHOOL OF EVOCATION

PRISMATIC SHIELD

Starting at 21st level, you can surround yourself with flames of all colors, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can create this shield, or dismiss it using a bonus action.

While active the flames grant you resistance to cold, fire and lightning damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d6 fire damage, 2d6 cold damage, and 2d6 lightning damage.

EVOKER'S CUNNING

Beginning at 25th level, whenever you cast an evocation spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

HEADMASTER

Starting at 28th level, you may add your proficiency bonus to the damage roll of any ranged spell attack you perform using a wizard evocation spell.

SCHOOL OF ILLUSION

CONVINCING ILLUSIONS

Starting at 21st level, your illusion spells that would fail physical inspection, can now pass as real. For example, if you change the appearance of one of your allies, by making him shorter, as with the *seeming* spell, and a guard were to inspect his height, the guard would perceive it as being so, even though your ally is physically taller.

ILLUSIONIST'S CUNNING

Beginning at 25th level, whenever you cast an illusion spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ILLUSORY TRICKERY

Starting at 28th level, you become permanently affected by *nystul's magic aura*, gaining both its effects.

Additionally, as a bonus action, you can invoke an illusory duplicate of yourself as if you had cast the *mirror image* spell.

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

SCHOOL OF NECROMANCY

AURA OF DEATH

Starting at 21st level, using an action, you can cast *circle of death* on yourself as a 6th level spell, without using materials or expending a spell slot, although its radius if cast in this way is reduced to 15 feet. You can dismiss it again using a bonus action.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended charges when you finish a long rest.

NECROMANCER'S CUNNING

Beginning at 25th level, whenever you cast a necromancy spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

UNDYING NATURE

Beginning at 28th level, if you drop to 0 hit points or die outright, you can drop to 1 hit point instead and gain temporary hit points equal to half your maximum hit points.

Additionally, for every 10 years that pass you age only 1 year, and you cannot be magically aged.

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

SCHOOL OF TRANSMUTATION

MASTER TRANSMUTER'S STONE

Starting at 21st level, your Transmuter's Stone gains all four effects simultaneously.

TRANSMUTER'S CUNNING

Beginning at 25th level, whenever you cast a transmutation spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ETHEREAL

Starting at 28th level, as a bonus action, you can cast *etherealness* as a 9th level spell, without expending a spell slot.

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

BLADESINGER

EXTRA ATTACK

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

BLADESINGER'S CUNNING

Beginning at 25th level, any weapon you wield can be used as an arcane focus, and you can perform the somatic components of a spell, even if you wield a weapon in each hand.

SONG OF ENDURANCE

Starting at 28th level, your Bladesong feature takes root for good, and becomes permanent, as long as you are conscious.

LEGENDARY SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.

The 10th, 11th, and 12th level spell slots can be used to cast any spell you know. If a spell would gain an increased effect by being cast through a higher level spell slot, it gains that effect. If you, for example, were to cast a fireball using a 12th level spell slot, it would deal 17d6 fire damage.

STUDY FOCUS

At 23rd level, you gain proficiency with Constitution saving throws for the purpose of maintaining concentration.

DEEP MEMORY

Starting at 24th level, as a bonus action, you can exchange one memorized spell for one that isn't.

You can use this feature twice. You regain all expended charges when you finish a long rest.

PRISMATIC JUGGLE

You have become expert at diversifying your spellcasting.

At 27th level, when you cast a spell of 1st level or higher, that isn't of the same school as the previous spell you cast, you may cast the new spell as if casting it using a spell slot of one level higher. The two spells must have been cast within one minute of each other.

ARCHMAGE

Your name is known far and wide, as your knowledge of the arcane is only rivalled by the gods themselves. Once you reach 30th level, you can conjure forth a Spellbook of the Ages, which can be opened by only you. Should the book be destroyed or lost, you can conjure it back into existence as a bonus action. The book disappears in a flash of elemental light if you die.

All wizard spells in existence are transcribed inside the book in a language that only you can understand, and the book has an infinite number of pages, leaving plenty of room, should you want to experiment with creating your own spells.

The book is a massive weightless tome, granting you a +1 bonus to AC and saving throws while you hold it, and also functions as a spellcasting focus. Additionally, you gain two more signature spells, and while holding the book, any spells you cast as a ritual are cast in half the usual time.