

THE EPIC LEGACY CAMPAIGN CODEX PLAYTEST

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Epic Legacy Campaign Codex Test Wave

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THE EPIC LEGACY CAMPAIGN CODEX TEST WAVE 1

Welcome Epic Legacy fans and backers to a first look at in development content for the Epic Legacy Campaign Codex! Detailed below is almost 50k words (that's nearly a third of the book!) of character options, DM tools, and other resources that will help take your 5th Edition game to the next level, including....

WARNING: IN DEVELOPMENT CONTENT

ALL of the content you see here is in development. This means you will probably discover the following issues as you read through: typos, balance problems, ambiguous language, and the occasional nilbog. Please forgive us, but understand that is part of the point, allowing us to get early feedback and test content. However, **please don't integrate this content into any existing Epic Legacy games you may be running without your DM's permission.** Additionally, DMs, please not that this content will probably introduce serious problems into your campaign, so please be careful about implementing anything you see here.

The Adventurers Arsenal. A balanced magic item crafting system that ensures no adventuring party is lacking for interesting and epic equipment options.

The Elementalist, a new 5th Edition Base Class. A fully developed 1 – 20 build of the elemental base class, currently in its fourth revision. Wield the power of the elements and demonstrate mastery over the world around you!

Villainous Subclass Options. Two new subclasses for Players looking to roll villains; including the dastardly Fragtologist and lethal Shadow Elementalist. Unleash your inner supervillain!

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New Epic Prestige Classes. Epic Artificer (Archanic) and Epic Elementalist (Avatar) make their debut! These new options support character progression for artificers and elementalists up until 30th level. Forge fantastic machines to annihilate your enemies or mold matter to your will with these new Epicly powerful characters.

Epic Race Options. Curious about what an Epic elf looks like? Check out tons of new Epic racial feats and Epic subraces, just begging to become a part of your game. Take your character in strange new directions by becoming members of otherworldly races of staggering power.

Exciting eh? But wait, there is more!

WE NEED YOUR HELP!

This document is the first test wave of content slated to be in the Epic Legacy Campaign Codex, but its not ready. Our Epic Legacy system succeeded because of dedicated playtesters and critics who shared their thoughts and options about in development content, and we seek to replicate that success. That means whatever thoughts, experiences, and rants you have about what you see here, we want to hear about it. We are playtesting this content behind the scenes, but D&D is a big game! Use this content in your games. Run simulations, build characters, fight monsters! No matter what you do with this content, its useful for us to know about it. Share with us your findings in one of the following ways.

Discord: Use the 2CGaming discord (<https://discord.gg/2k35fY9>) to chat with us directly about issues or post about issues for the community to discuss. This is by *far* the best way to help us with testing, as we can ask you follow up questions about your experiences and can more easily process information you share.

Kickstarter Messaging: You are welcome to message us directly about any issues you spot but know that we generally don't do extended design discussions in that space. We will thank you for sharing your info and record it.

Please Don't Message Us about typos. We haven't started copy editing yet, and our editors will be the ones to chew our ears off about it, so rest assured we will reap the whirlwind on that front.

Get Recognized And Credited For Playtesting

Did you playtest any of this content? When you share your critiques with us about any upcoming content in the Epic Legacy Core Rulebook we will credit you as a play tester at the front of the book! If you messaged us via discord, please DM your Kickstarter name so we can credit your properly.

Phew, thanks for reading all of that. Please enjoy this preview and best of luck on your Epic adventures!

DESIGNING MAGIC EQUIPMENT: THE ADVENTURER'S ARSENAL

From noble paladin to diabolical wizard, at the heart of each adventurer is a burning desire that is never satisfied. The hunger for shiny loot. Raging barbarians, sneaky rogues, and every class in between have cause to wield, wear, and call upon mighty magical equipment. The power of these humbly named “magic items” are essential at a 5th Edition game table. Few things are more rewarding in an RPG than receiving a powerful new toy with which to slay even more dragons. However, 5th Edition is lacking in the magic item department. When you need a powerful tool that you know your players will adore, your options are quite limited, which creates quite a problem for the average game – let alone an Epic Legacy campaign.

To solve this issue this section details the Adventurer’s Arsenal system. Within this tool we have broken down the magical effects present in popular 5th Edition items and added many of our own design, allowing you to create customized weapons, armor, and magical staves of great power and detail. No longer will your barbarian player trade in his favorite great axe for yet another magical sword, nor your wizard sigh as another magical staff lacks their favorite spells.

This system is simple, effective, and most importantly, fun! It divides magical items into three categories; weapons, armor, and arcana. Within each category are a litany of customizable features that you can use to put an awesome item together. You can add a formidable enhancement bonus to a suit of armor, bestow a fearsome array of spells to a staff, or even enchant a bow with fearsome magic designed to lay any target low.

Attunement. Note that *every* item created with this system requires its wielder be attuned to gain the item’s benefits. This restriction is in place for the sake of balance, so be wary of integrating such an item into your campaign.

BEHIND THE CURTAIN: ITEM BALANCE AT EPIC LEVELS

A game of Epic Legacy expects its PCs to have magic items and has been balanced around their inclusion. The Adventurer’s Arsenal compliments and streamlines this design principle. Using it to build the majority of non-wondrous items in your campaign will help keep your game relatively balanced. However, as your PCs increase in Epic power they will need increasingly powerful equipment. Detailed below is a rough progression chart for how many magical items and of what rarity the party should have as they experience Epic Legacy. Note this progression does not include the present of *artifacts* or *relics* being accessible to the PCs. Additionally, these items should be ones the characters using them are likely to *want*.

- **21st Level – 22nd level party:** 1 *uncommon*, 1 *rare*, and 1 *very rare* item per character. 1 *legendary* item per party.
- **23rd – 24th level party:** 1 *uncommon*, 1 *rare*, 1 *very rare*, and 1 *legendary* item per character. 1 *epic* item per party.

- **25th – 26th level party:** 1 *uncommon*, 1 *rare*, 1 *very rare*, and 1 *legendary* item per character. 2 *epic* item per party.
- **27th – 28th level party:** 1 *uncommon*, 1 *rare*, 1 *very rare*, and 1 *legendary* item per character. 3 *epic* items per party and 1 *mythic* item per party.
- **29th – 30 level party:** 1 *uncommon*, 1 *rare*, 1 *very rare*, 1 *legendary* item and 1 *epic* item per character. 1 *mythic* item per party.

In any given selection of these items per character, only one of them should be a wondrous item. This isn't to say wondrous items aren't good, just that most of them are very situational or have effects that scale poorly into Epic levels. Few characters will want wondrous items over the arms, armor, and arcana option as detailed below.

NEW TERM: RARITY INCREASE

There are currently six levels of rarity found in magic items from 5th Edition; *common*, *uncommon*, *rare*, *very rare*, *legendary*, and *artifact*. Generally speaking, a magic item's rarity correlates to its power. The rarer an item, the more powerful it is. Our system uses this principle as a basis for building your own magical items. The more powerful or more numerous an item's properties, the rarer it becomes. To describe this effect, each property is given a rarity increase value next to the name of the enhancement, which indicates how much the item's rarity increases when it has that property. Rarity increases according to the following progression using this system, with each +1 increase in rarity moving the item up one rarity step.

nonmagical -> *uncommon* -> *rare* -> *very rare* -> *legendary* -> *epic* -> *mythic*

Unless it is an *artifact* or a *relic*, an item cannot have a rarity greater than *mythic*.

Common items, *artifacts*, and *relics* are unique and different enough from the standard magic item model to be excused from this progression, though you can certainly turn many of the items you create with this system into an *artifact* using the 5th Edition core rule's suggestions for how to do so. You are also encouraged to use some of the features presented here to create your own *relics*, but note that such items are unique by nature and benefit tremendously from your own creativity and story goals for your campaign when building their features.

NEW RARITIES: EPIC AND MYTHIC

Some of the items presented here can be of a rarity beyond *legendary*: *epic* and *mythic*. These items are far too powerful for an ordinary game of 5th Edition, possessing extremely potent properties (or a large number of weaker properties). While they may seem like just more-powerful items, their significance is easy to understand in the context of Epic Legacy. A *epic* or *mythic* magical item is considered an Epic object and a source of Epic magical effects. *Epic* items are still balanced around their rarity and are appropriate equipment for characters of 21st level or higher. However, some items take things even farther in the form of *mythic* item. *Mythic* rarity is for pieces of magical equipment whose power exceeds that of *epic* items, by any amount. Whenever an item's rarity increase is +6 or greater, it is a *mythic* item. Mythic items are not intended to be balanced but allow a DM to build items of such power to make an Epic character's jaw drop. Note that these items are not *relics*, which are a type of Epic *artifact* explored in the Epic Legacy Core Rulebook.

MAGIC WEAPONS

Few things are more reliable on the field of battle than a good weapon. Where spellcasters play with obtuse magics, others make do with cold steel or a handcrafted bow. However, ordinary iron shatters on a demon's hide, and a hunting bow is useless against the natural armor of a mighty dragon. For such foes, magical weaponry is required, specially designed to overcome any challenge. Presented here is a system for creating customized weapons of any type for your campaign. As a DM you can create weapons that are always useful to your players or deadly in the hands of their enemies. This system includes design and crafting guidelines, determining an item's enhancement bonus, and any enchantments it has, all of which is fully detailed in the "Weapon Item Enchantments" tables, organized by rarity, then alphabetically by name.

Weapon Crafting And Design

Crafting magical armor requires the skill of an artisan level blacksmith. In the event a DM allows a PC to craft their own magical armor, certain prerequisites must be met in order to forge the item. Each armor has at least one of the following components as a part of the crafting process in order to be made, in addition to a large amount of time and effort on the crafter's part. Each armor has a Composition, a Temper, and a Detailing, the details of which are found in the following sections.

Processing Weapon Composition

Rarity	Artisan's Tools DC	Time (In Strenuous Activity)
<i>Uncommon</i>	12	24 hours
<i>Rare</i>	15	1 week
<i>Very rare</i>	19	1 month
<i>Legendary</i>	24	6 months
<i>Epic</i>	30	1 year
<i>Mythic</i>	40	2 years

Composition. To be imbued with magic, a weapon must be made stouter stuff than an ordinary sword. These materials are hard to find, and even harder to process into usable material. Finding a suitable medium to forge a mighty weapon is worthy of more than a few grand adventures, and once acquired great care must be taken to make it suitable for a weapon. Doing so requires a successful (Artisans Tools) check and a huge time commitment. The ability score associated with the check is determined by the DM, but is typically Strength, Dexterity, Intelligence, or Wisdom. The specific tools required to make the weapon are based on the materials that make up the majority of the weapon's form (Creating a magic bow requires a Woodcarver's tools check for example). A rough model for the difficulty of the check and the time required to process a weapon's material is detailed below.

Temper. After the composition of the weapon has been acquired and processed, the weapon must be tempered until it is battle ready. The downside of creating such a powerful magical instrument of death is that tempering it proves extremely hazardous. Each blow of the hammer may cause a magical sword to erupt in indignation, while a magical hammer may stubbornly refuse to temper after hundreds of days of toxic alchemical treatment. Should anything interrupt the tempering process for more than 24 hours, it must start again from the beginning.

Weapon Item Enchantments (By Rarity, Then Name)			
+1 Rarity	+2 Rarity	+3 Rarity	+4/+5 Rarity
Avenging (+1)	Aid (+2)	Blinking (+3)	Brilliant Energy (+4)
Defending (+1)	Binding (+2)	Cavalry (+3)	Devouring (+4)

Enhancement (+1)	Biting (+2)	Contamination (+3)	Enhancement* (+4)
Hurling (+1)	Cleaving (+2)	Dancing (+3)	Explosive* (+4)
Lucky (+1)	Concussive (+2)	Devastating (+3)	Keen* (+4)
Merciful (+1)	Disruption (+2)	Enhancement* (+3)	Nemesis (+4)
Quicksilver (+1)	Elemental Power (+2)	Explosive (+3)	Spellbreaker (+4)
Slaying (+1)	Enhancement* (+2)	Heartfinder (+3)	Enhancement* (+5)
Speed (+1)	Executioner's (+2)	Phasing (+3)	Explosive* (+5)
Transforming (+1)	Faithful (+2)	Spirit (+3)	Fortunes* (+5)
Twin (+1)	Fortunes (+2)	Storm (+3)	Lucky* (+5)
Venomous (+1)	Holy/Unholy (+2)	Sundering (+3)	Venomous* (+5)
Warning (+1)	Keen (+2)		Vorpal (+5)
	Leadership (+2)		
	Screaming (+2)		
	Seeking (+2)		
	Sniping (+2)		
	Vampiric (+2)		
	Wounding (+2)		

Detailing. Although the basic shape of the weapon has been created, the item is still far from complete. Magic weapons are masterful pieces of artistry, possessing of intricate details that put lower quality weapons to shame. Rare gems, leather grips, inscribed glyphs, and magical enchantments are examples of the final flourish that brings a magical weapon to life. Each one is a testament to the skill of its crafter, bearing the tell-tale signatures of their hand in its every edge and angle. Those rare few who can craft *legendary*, *epic* and *mythic* items are among the finest artisans in all the realms. Their craftsmanship can be recognized on sight and are highly prized by collectors and adventurers alike.

Sample Weapon

The following example has been created from the rules presented here and serves as a sample of what kind of items can be created using this system.

+1 Quicksilver Pike Of Phasing

Weapon (Pike), epic (requires attunement)

Composition. This armor is composed of magical silver mined on seven different planes and combined into a single alloy.

Temper. The weapon was tempered on a demiplane. Every 24 hours it was transported through a magical portal, with each passage slowly distorting and warping its composition.

Detailing. The weapon's tip is sharpened to a needle point and its shaft spirals in a quadruple helix. The grip is bound in leather from an astral dreadnought, and its pommel is faceted with a black pearl carved into the shape of an eye.

Enchantments

Enhancement. The weapon grants a +1 bonus to attack and damage rolls made with it.

Quicksilver. The weapon has the finesse property and while you hold the weapon your movement does not provoke attacks of opportunity.

Phasing. This weapon can open magical portals, allowing you to make attacks against enemies from a safe distance. As a bonus action you can open a small magical entrance portal within 5 ft. of you and another magical exit portal within 5 ft. of an unoccupied space you can see within 60 ft. Both portals last until the end of your turn. If you are within 5 ft. of the entrance portal you can make attacks through it against any targets within reach of your weapon as though you were in the space occupied by your exit portal.

Enchantment

Magical weapons have mystical enchantments that grant them unique properties. The effects of these properties and the increase they apply to weapon's rarity are detailed below, presented alphabetically, listing the rarity increase in a bonus in parenthesis after the enchantment name and restrictions on the type of weapon to which the enchantment can be applied after that. Some enchantments even exist at higher rarities, improving their effects in accordance with increases in their rarity.

Aid (+2) – Ranged Weapon or Ammunition Only. When you would make an attack with this weapon, you can choose to instead fire a bolt of healing energy at a creature of your choice you can see within range. The target regains a number of hit points equal to the weapon's damage dice and you roll a d20. On a 20, the roll the weapon's damage dice twice and add them together and the target then regains that many hit points. Once you have fired twenty healing bolts in this manner, you cannot fire any more until 24 hours have passed.

Avenging (+1). While you hold the weapon and take damage from a creature, you can use your reaction to make one attack with the weapon against the creature. If the attack would miss the target, it instead hits.

Binding (+2). When this weapon deals damage to a creature, it must succeed on a DC 16 Wisdom saving throw or become cursed. While cursed in this manner, a creature cannot magically teleport or travel between planes.

Blinking (+3) – Ranged Weapon Only. When you hit a creature with this weapon you can take a reaction to magically teleport to a random unoccupied space within 5 ft. of the target. If there is no unoccupied space within 5 ft. of the target, the effect fails.

Biting (+2) – Melee Weapon Only. When you hit a creature with this weapon, you can immediately take a bonus action to attempt a grapple against the target with the serrated teeth on the weapon. While you are grappling a creature in this manner, you cannot attack another creature with the weapon.

Brilliant Energy (+4) – Melee Weapon Only. The striking end of this weapon is made of radiant energy and deals radiant damage instead of its normal damage type. Additionally, the weapon sheds bright light in a 15 ft. radius and dim light for an additional 15 ft.

Finally, the striking end of the weapon passes through most defenses. The target of attack made with this weapon calculates its base AC as 10 + Dexterity modifier instead of the usual calculation.

Cavalry (+3). This weapon is specialized for mounted combat. When you make an attack with the weapon while mounted you can spend your mount's remaining movement to deal 1d6 bonus weapon damage per 20 ft. of movement spent in this manner.

Cleaving (+2) – Melee Weapon Only. When you score a hit with this weapon you can immediately take a bonus action to target each creature of your choice within range with the attack as well, using the same attack result as the original attack.

Contamination (+3). Each of these weapons is a magical source of a single deadly disease, chosen from the options below by the DM.

Contamination Weapon Disease

Disease	Effect
Blinding Sickness	Pain grips the creature's senses and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
Filth Fever	A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.
Flesh Rot	The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.
Mindfire.	The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature cannot consider other creatures its allies.
Seizure	The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.
Slimy Doom	The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever it is critically hit it is stunned until the end of its next turn.

When you score a hit with this weapon it is exposed to a deadly and virulent disease. It must succeed on a DC 18 Constitution saving throw or become infected.

Each time you hit such an infected creature with the weapon, it must make a DC 18 Constitution saving throw. Once it has failed on three saves made in this manner, the symptoms of the disease manifest which causes the target suffers its effect. If you do not hit a creature after infecting it with the weapon, the symptoms instead manifest in 1d4 days. If a creature succeeds on three saving throws in this manner, it is cured of the disease before the symptoms manifest.

When an infected creature that is manifesting the symptoms of the disease finishes a long rest, it can attempt a DC 18 Constitution saving throw, curing itself of the disease on the success.

Concussive (+2). When you hit a Huge or smaller creature with this weapon, you may push the target up to 10 ft. away from you in a straight line. When you score a critical hit against a Huge or smaller creature with this weapon, you may instead throw the target up to 40 ft. away from you and the target lands prone.

Dancing (+3) – Melee Weapon Only. You can use a bonus action to toss this weapon into the air and speak the command word. When you do so, the weapon begins to hover, flies up to 30 ft., and attacks one creature of your choice within 5 ft. of it. The weapon uses your attack roll and ability score modifier to damage rolls.

While the weapon hovers, as a bonus action on your turn you can move the weapon up to 30 feet and make an attack against a creature within 5 feet of it.

After the weapon has hovered for 1 minute, it flies up to 30 ft toward you and returns to your hand. If you do not hold the weapon at the end of that movement, it falls.

Defending (+1) – Melee Weapon Only. Before you make an attack with this weapon, you can choose to take a penalty to your attack roll of 1, 2, or 3. If you do this, you gain armor class bonus equal to the penalty taken until the start of your next turn, or the weapon leaves your hand (whichever comes first).

Devastating (+3) – Melee Weapon Only. When you hit with this weapon, you deal maximum damage on your weapon damage dice against the target.

Additionally, when you attack a creature with this weapon and roll a 20 on the attack, that target takes double damage from the attack and you lop off one of the target's

limbs. Which limb is lopped off and the effect of such a loss is determined by the DM. If the target has no limb sever, you lop off a portion of its body instead.

Devouring (+4) – Melee Weapon Only. When you hit a Huge or smaller creature with this weapon you can immediately take a bonus action to force the target to succeed on a DC 19 Dexterity saving throw or be devoured by the weapon. A devoured creature is stored in an extradimensional space within the weapon and is blinded and restrained. The creature has total cover against attacks and other effects outside the weapon and takes 6d6 acid damage at the start of each of your turns.

A creature so devoured can take an action to attempt a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check, freeing itself and appearing in the nearest unoccupied space to the weapon. If the target is slain while devoured by the weapon, you gain a number of hit points equal to half the target's hit point maximum. The weapon can only hold one devoured creature at a time and if the weapon slays a creature in this manner, it cannot devour another creature until 24 hours have passed.

Disruption (+2). When you hit a nonliving creature (such as a construct or undead) with this weapon, that creature takes an extra 2d6 force damage. If the target has 50 hit points or fewer after taking this damage, it must succeed on a DC 16 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

Elemental Power (+2). You can use a bonus action to speak this magic weapon's command word, causing magical energy to wreath the weapon, the type of which is determined at the item's creation (acid, cold, fire, lightning, or thunder). While the weapon is so wreathed, it deals an extra 2d6 damage of the energy's type to any target it hits. The effect lasts until you use a bonus action to speak the command word again or until you drop or stow the weapon.

Enhancement Bonus (+1). You have a +1 bonus to attack and damage rolls made with this magic weapon.

At Higher Rarities. Rarer versions of these weapons increase the bonus to attack and damage rolls. For each increase in rarity, the bonus to attack and damage rolls increases by +1, to a maximum of +5.

Executioner's (+2). This weapon has 9 charges. If you score a critical hit with this weapon against a flesh and blood creature that has fewer than 100 hit points, it must succeed on a DC 16 Constitution saving throw or be slain instantly. The weapon loses 1 charge when this effect occurs. When the weapon has no charges remaining it becomes empowered by the life force of those it has slain, granting you a +2 bonus to attack and damage rolls made with it (in addition to the weapon's other properties).

Explosive (+3) – Ranged Weapon Only. This enhancement imbues a weapon's projectiles with deadly energy. When you hit a target with an attack from the weapon you can immediately take a bonus action to speak its command word. When you do so the projectile explodes in a 20 ft. radius sphere of magical energy centered on the target.

The energy must also be one of the following types: acid, cold, fire, lightning, or thunder, chosen by the weapon's creator at the time of its creation. Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 4d6 damage of the energy's type on a failed save, or half as much on a success.

At Higher Rarities. Rarer versions of this weapon can deliver attacks with greater explosive power. For each increase in rarity, Dexterity saving throw DC of the effect increases by 3, and the damage dealt by the explosion increases by 4d6.

Faithful (+2). While you hold the weapon you cannot be unwillingly disarmed of it unless the limb holding it is removed.

Additionally, as a bonus action you can magically teleport the weapon to your hand across any distance, though not across planar boundaries.

Fortunes (+2). When you kill a flesh and blood creature of Challenge 5 or greater with this weapon, its body explodes in a shower of coins, jewels, and gems worth 10d100 gp. Once this effect has occurred, it cannot occur again until 1 week has passed.

At Higher Rarities. Rarer version of this weapon can produce greater quantities of wealth. Such weapons have a +5 increase in rarity and, instead of the previous effect,

create 100d100 gp worth of wealth when used to kill a creature of CR 10 or greater. Once that effect has occurred, it cannot occur again until 1 month has passed.

Heartfinder (+3) – Piercing Weapon Only. When you hit a surprised creature with this weapon, it must succeed on a DC 20 Constitution saving throw or take double damage from your attack.

Additionally, while you hold the weapon you can take a bonus action to learn the current hit points of a single creature you can see within 300 ft. Once you have used this feature, you cannot use it again for 24 hours.

Holy/Unholy (+2). When you hit a celestial (if unholy), fiend (if holy) or an undead (either holy or unholy) with this weapon, that creature takes an extra 2d10 radiant damage (if holy) or 2d10 necrotic damage (if unholy).

Additionally, while you hold the weapon it creates an aura in a 10 ft. radius around you. You and all creatures friendly to you have advantage on saving throws against spells and magical effects. If you have 17 or more levels in the cleric or paladin class, the radius of the aura increases to 30 ft.

Hurling (+1) – Melee Weapon Only. The weapon has the thrown property with a normal range of 20 ft. and a long range of 60 ft. When you hit with a ranged attack using this weapon, it deals twice the weapon's damage dice, rather than the base weapon damage. If you are not incapacitated, the thrown weapon returns to your hand at the end of that turn.

Keen (+2). Your attacks with this weapon score a critical hit on a roll of 19 or 20.

At Higher Rarities. Rarer versions of this weapon score a critical hit on an 18-20. Such weapons have a +4 increase to their rarity.

Leadership (+2) – Melee Weapon Only. While you hold this weapon, allies within 60 ft. of you have advantage on saving throws against being frightened and charmed.

Additionally, while you hold the weapon you can take 1 minute to give a rousing speech. For the duration of that speech you have proficiency in Intimidation and Persuasion, and advantage on Charisma ability checks.

Lucky (+1). While this weapon is in your possession, you gain a +1 bonus on saving throws. Additionally, you weapon has the following property:

Luck. While the weapon is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw, and you must use the results of this role. This property can't be used again until the next dawn.

At Higher Rarities. Rarer versions of this weapon have the ability to change reality to improve the fortunes of its wielder. Such weapons have a +5 increase to their rarity, and gain the following property.

Wish. The weapon has 1d4-1 charges. While holding the weapon, you can use an action to expend 1 charge and cast the spell *wish* from it. Once you have cast *wish* in this manner, this property can't be used again until the next dawn. If the weapon has no charges remaining, it crumbles to dust.

Merciful (+1). When damage from this weapon reduces a creature to zero hit points, it instead reduces it to 1 hit point and the creature is knocked unconscious for 8 hours.

Nemesis (+4) – Ranged Weapon Only. When you use this weapon to make an attack, you can designate a creature you can see as your nemesis until it dies or until 24 hours have passed. You can only have one nemesis at a time, and you cannot designate a new nemesis while your current one lives.

If your nemesis is hit by the weapon it takes an extra 3d6 damage and you have advantage on attack rolls against the nemesis. The nemesis gains no benefit from any cover short of total cover against attacks from this weapon and you don't have disadvantage on attacks against the target due to long range (when applicable).

Curse. The weapon is cursed. While your nemesis lives you have disadvantage on attack rolls against creatures other than your nemesis.

Phasing (+3) – Melee Weapon Only. This weapon can open magical portals, allowing you to make attacks against enemies from a safe distance. As a bonus action you can open a small magical entrance portal within 5 ft. of you and another magical exit portal within 5 ft. of an unoccupied space you can see within 60 ft. These portals last until the end of your turn, during which time you can make attacks through the

entrance portal against any targets within reach of your weapon as though you were in the space occupied by your exit portal.

Quicksilver (+1). The weapon has the finesse property and while you hold the weapon and your movement does not provoke attacks of opportunity.

Screaming (+2) – Ranged Weapon Only. This weapon magically imbues its ammunition with sonic power. When you hit a target with this weapon, the ammunition becomes lodged in the target and emits an earsplitting shriek for 1 minute that can be heard up to 500 ft. away. A target under this effect cannot be hidden from creatures that can hear the shriek. A creature can take an action to attempt a DC 16 Wisdom (Medicine) check to remove the ammunition from the target, which causes the shrieking to end immediately.

Seeking (+2). When you miss an attack with the weapon, you instead hit but deal the minimum damage on the attack's damage dice.

Slaying (+1). This weapon is magically enchanted to slay creatures of a specific type (such as dragons, fiends, or undead). When you hit a creature of that type with the weapon, the creature takes an extra 3d6 damage of the weapon's type.

Speed (+1). As a bonus action on each of your turns, you can make one attack with the weapon.

Additionally, while you hold the weapon your speed is increased by 10 ft.

Spellbreaker (+4). This weapon can overcome any magical defense. When you make an attack with the weapon spells or magical effects cannot impose disadvantage on or reduce the damage of the attack.

Additionally, you may forgo one of your weapon attacks to attempt to end a spell or magical effect within reach or range of the weapon. When you do so, make an attack roll as though you were attacking with the weapon. If the result of your attack is greater than 10 plus the spell's level, the effect ends.

Spirit (+3). The weapon is imbued with mystical ki, and is always considered a monk weapon.

Additionally, while you hold the weapon your Ki save DC is increased by 2.

Sniping (+2) – Ranged Weapon Only. On each of your turns while you hold the weapon, if you spend movement and take no actions other than the attack action, your range for the weapon is doubled and you have advantage on attack rolls with the weapon until the end of that turn.

Storm (+3) – Ranged Weapon Only. As an action, you can make a ranged weapon attack with this weapon against a creature you can see within range. When you do so, you can choose any number of creatures within range of the weapon that you can see to also be the target of that attack (using the same attack roll as the original target, unless doing so would prevent you from having disadvantage on the attack, in which case you make the attack roll again and pick the lower result).

Sundering (+3) – Bludgeoning Weapon Only. Attacks made by this weapon deal double damage to objects and structures.

Additionally, when you score a critical hit with this weapon against an object or structure, the spell *earthquake* is cast immediately centered on the target. You are immune to the effects of this spell, which lasts for its full duration and has a spell save DC of 20.

Transforming (+1). As a bonus action while you hold the weapon, you can transform the weapon into another simple or martial weapon of your choice. Regardless of the form it takes, the weapon retains any magical properties unless such properties would not ordinarily be possible to exist on such a weapon (for example, a *transforming maul of sundering* cannot benefit from its *sundering* property if it assumes the form of a greatsword). In such cases the property is suppressed until the weapon assumes a form that can benefit from the property.

Twin (+1) – Melee, One-Handed Weapon Only. While hold the weapon you can take a bonus action to speak its command word, which creates a second, identical weapon. If you do not have a free hand to hold the second weapon it falls to the

ground. While you hold both weapons you can take a bonus action to speak its second command word, merging the weapons together as one. If the second weapon leaves your possession for more than 1 hour it vanishes, and you can never have more than two of the same weapons at a time using this feature.

Vampiric (+2) – Melee Weapons Only. When you deal damage to a flesh and blood creature, you gain temporary hit points equal to half the damage dealt. These temporary hit points lasts until you finish a short or long rest.

Venomous (+1). As an action while you hold the weapon, you can magically coat it in noxious green poison for 1 minute. When you hit a creature with the weapon while it is coated in poison, the effect ends and the target must succeed on DC 20 Constitution saving throw or take 2d10 poison damage and be poisoned for 1 minute. Once this feature has been used, it cannot be used again for 24 hours.

At Higher Rarities. Rarer versions of these weapons exist. Such weapons deal 20d10 poison damage on a failed save and the target is poisoned for 24 hours. Such weapons have a rarity increase of +5.

Vorpal (+5) – Slashing Melee Weapon Only. Creatures are vulnerable to damage dealt by this weapon.

Additionally, when you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it cannot survive without the head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with the weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Warning (+1). While the weapon is on your person, you have advantage on initiative rolls. Additionally, you and any of your allies within 30 ft. of you can't be surprised unless incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within 30 ft. of you if you are sleeping naturally when initiative is rolled.

Wounding (+2). When a flesh and blood creature takes damage from this weapon, you deal damage with this weapon, the creature's maximum hit points are reduced by the amount of damage taken. A creature so afflicted regains hit points lost in this manner when it finishes a short or long rest.

Additionally, when you hit a creature with an attack from this weapon, you wound the target. At the start of each of the wounded creature's turns it loses 1d4 hit points for each time you have wounded it in this manner. At the end of each of its turn's, an affected creature can attempt a DC 16 Constitution saving throw, ending all wounds on a success. Alternatively, a creature within 5 ft. of the wounded creature (including itself) can take an action to attempt a DC 16 Wisdom (Medicine) check, ending all wounds on a success.

ARMOR AND SHIELDS

A warrior without armor might as well be naked, though barbarians and monks have been known to disagree. When enhanced by magic, a suit of armor or robust shield can be the most powerful tool in an adventurer's arsenal. They can save the life of even the foolhardiest hero and provide unique improvements to one's combat potential. Presented here is a basic system for creating customized armors and shields for your campaign. As a DM you can use this system to reward your players with unique and powerful items that serve as meaningful game play tools. This system includes design and crafting guidelines, determining an item's enhancement bonus, and any enchantments it has, all of which is fully detailed below.

Armor And Shield Item Enchantments (By Rarity, Then By Name)			
+1 Rarity	+2 Rarity	+3 Rarity	+4/+5 Rarity
Aquatic (+1)	Adamantine (+2)	Animated (+3)	Enhancement* (+4)
Bastion (+1)	Arrow Catching (+2)	Blossoms (+3)	Living (+4)
Bladed (+1)	Cavalier (+2)	Enhancement* (+3)	Resistance* (+4)
Blinding (+1)	Dragon Scale (+2)	Etherealness (+3)	Retribution* (+4)
Elven Weave (+1)	Enhancement (+2)	Fortification (+3)	Fortification* (+5)
Glamoured (+1)	Enigma (+2)	Indomitable (+3)	Golem (+5)
Resistance (+1)	Ghost (+2)	Invulnerability (+3)	Grandeur (+5)
Retribution (+1)	Mithril (+2)	Mirrored (+3)	Olympian (+5)
	Phoenix (+2)	Peace (+3)	Resistance* (+5)
	Resistance* (+2)	Resistance* (+3)	Retribution* (+5)
	Retribution* (+2)	Retribution* (+3)	Spellguard* (+5)
	Sacred (+2)	Shadow* (+3)	
	Seductive (+2)	Spellguard (+3)	
	Shadow (+2)	Wildskin (+3)	
	Survival (+2)		
	Watchful (+2)		
	Zephyr (+2)		

ARMOR CRAFTING AND DESIGN

Crafting magical armor requires the skill of an artisan level blacksmith. In the event a DM allows a PC to craft their own magical armor, certain prerequisites must be met in order to forge the item. Each armor has at least one of the following components as a part of the crafting process in order to be made, in addition to a large amount of time and effort on the crafter's part. Each armor has a Composition, a Temper, and a Detailing, the details of which are found below.

Composition. Armor needs to be made of something, and in the case of magical armor, a very special something. The material used to make magical armor can be a mysterious metal that fell from the sky, the scales of an ancient dragon, or even the wood from a mystical tree. However, the type of armor that is being crafted may require

* Indicates the enchantment is available at higher rarities

materials of a specific nature (crafting leather armor cannot be done with alchemically treated gold for example). What kind of materials are available is unique to each game world, but should always be very rare to find and process into a suitable state for crafting. Processing this material is more difficult depending on the rarity of the armor that would be crafted with it, requiring a Wisdom (Artisan’s Tools) check and a considerable of time. Depending on the nature of the armor, only certain tools may be suitable to create the armor. A general guide for this process is found in the table below.

Processing Armor Composition		
Rarity	Wisdom (Artisan’s Tools DC)	Time (In Strenuous Activity)
<i>Uncommon</i>	12	24 hours
<i>Rare</i>	15	1 week
<i>Very rare</i>	19	1 month
<i>Legendary</i>	24	6 months
<i>Epic</i>	30	1 year
<i>Mythic</i>	40	2 years

Forging. Once an armor’s base material has been created, it must be shaped in a forging process. This is the most physically intensive and dangerous part of creating shields and armor, requiring a smith (or team of smiths) to apply every ounce of their skills. Such an act can involve anguished hours next to a blazing forge, tanning arcane leather in noxious chemicals, or firing plates of indestructible ceramic with powerful magic. Each process is unique to the intended properties of the armor and the nature of its composition. Creating a *+1 mirrored breastplate* may involve hardening the steel in a forge of blue flame to create the +1 bonus to AC, while the *mirrored* property might require binding enchanted glass to the metal.

Detailing. Once an armor or shield has been forged, the creator must detail the item to both draw out its magical potential and do justice to its powerful nature. Such detailing often takes the form of inscribed magical runes, masterful artistic carvings, or even socketing gems and other supplemental materials. The detailing of a shield or armor is the signature of its creator, and is almost always unique to their design sensibilities and skills. For example, dwarves may carve their clan history into

armors they forge, while wood elves would embed diamonds in the shape of unique constellations they are fond of observing.

SAMPLE ARMOR

The following example has been created from the rules presented here and serves as a sample of what kind of items can be created using this system.

+1 Bladed Plate Armor Of The Phoenix

Armor (Plate), epic (requires attunement)

Composition. This armor is composed of steel stained crimson with dye extracted from phoenix feathers. The blades covering its shape are raptor claws taken from gigantic birds.

Forging. This armor was forged in a natural conflagration on the elemental plane of fire, using only elements and tools that could be found in the wild. The blades are magically enchanted by a brass dragonborn sorcerer for durability and longevity.

Detailing. Fire elementals detailed the armor, scorching the metal to bring out a spectrum of colors while retaining a natural aesthetic. It is as though the armor was willed into existence by the very Plane of Fire.

Enchantments

Enhancement. You gain a +1 bonus to AC while wearing the armor.

Bladed. While wearing the armor you can use it a weapon which you are considered proficient in. The armor has a reach of 5 ft. and deals 1d8 slashing damage on a successful hit.

Phoenix. While wearing the armor you have advantage on Death Saving throws.

Additionally, if you are killed while wearing this armor, you instead survive and are restored to your hit point maximum, and the armor is destroyed.

ENCHANTMENT

Some magical armors have mystical enchantments that grant them unique properties. The effects of these properties and the increase they apply to armor's rarity are detailed below, presented alphabetically, listing the rarity increase in a bonus in parenthesis after the enchantment name and restrictions on the type of armor to which the enchantment can be applied after that. Some enchantments even exist at higher rarities, improving their effects in accordance with increases in their rarity.

Adamantine (+2) – Metal Armor Only. While wearing the armor, any critical hit against you becomes a normal hit.

Animated (+3) – Shield Only. While holding the shield, you can speak its command word as a bonus action to cause it to animate. The shield then leaps into the air and hovers in your space, protecting you as though you were wielding it and following you as you move. The shield remains animated for 1 minute, until you use a bonus action to end the effect, or until you are incapacitated. If you are able to hold the shield when the effect ends, it returns to your hand, otherwise it falls to the ground.

Aquatic (+1) – Armor. While wearing the armor you have a swimming speed equal to your walking speed. In addition, when you start your turn underwater and have zero hit points, the armor causes you to rise 60 ft. toward the surface.

Arrow-Catching (+2). While wearing the armor or holding the shield you gain a +2 bonus to AC against ranged attacks (in addition to the item's other bonuses to AC). In addition, whenever an attacker makes a ranged attack against a target within 5 ft. of you, you can take a reaction to become the target of the attack instead.

Bastion (Rarity Increase +1). While wearing the armor or holding the shield, while you are not incapacitated you can provide half cover to any creature of your size or smaller within 5 ft. of you.

At Higher Rarities. Rarer versions of this armor or shield provide superior cover to creature's or your size or smaller within 5 ft. of you. An item that provides three quarters cover increases the item's rarity increase to +2, while an item that provides total cover increases item's rarity increase to +4.

Bladed (+1). A bladed armor or shield is covered in razor sharp edges. While the armor is worn or the shield is being carried, it can be used as a weapon which you are considered proficient in. The item has a reach of 5 ft. and deals 1d8 slashing damage on a successful hit. If the item is a shield, it also has the thrown property with a range of 20/60.

Blinding (+1) – Shield Only. While holding this shield you can speak the command word as a bonus action to cause the shield to shed bright light for 60 ft. and dim light for an additional 60 ft. When a creature that can see the shield starts its turn in the area of bright light, you can force it to make a DC 16 Constitution saving throw or become blind for 1 minute. Once a creature has succeeded on a saving throw against this effect, it is immune to the effect for 24 hours. Once you have activated the shield, you cannot activate it again for 24 hours.

Blossoms (+3). This armor or shield is covered in living vines that grow magically. At the start of each dawn while you are attuned to the item, you can command the vines to blossom into a flower chosen from the options below. You gain the benefits produced by the flower until the next dawn

Blossoming Flower Effects

Flower	Effect
Dhalia	You have proficiency in Strength saving throws
Gazania	You have proficiency in Intelligence saving throws
Lily	You have proficiency in Charisma saving throws
Lotus	You have proficiency in Wisdom saving throws
Orchid	You have proficiency in Dexterity saving throws
Rose	You have proficiency in Constitution saving throws

Cavalier (+2). While you wear this armor or hold this shield, are not incapacitated and are mounted, you reduce all damage your mount takes by half (rounded down). Additionally, when you roll initiative and your mount has an Intelligence of 3 or greater, you can choose to have it take its turn immediately before, during, or after your turn.

Dragon Scale (+2) – Scale Mail Only. While wearing this armor, you have advantage on saving throws against dragons and are immune to one type of damage that is determined by the kind of dragon that provided the scales. This damage type is always the same damage type as the dragon's breath weapon (if the dragon's breath weapon deals multiple types of damage, the DM chooses which type).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you. Once you have used this feature, you cannot use it again for 24 hours.

Elven Weave (+1) – Armor Only. You are considered proficient with this armor, even if you would ordinarily lack proficiency.

Additionally, you can don and doff the armor in half the normal time.

Enhancement Bonus (+2). You have a +1 bonus to AC while wearing the armor or holding the shield.

At Higher Rarities. Rarer versions of these weapons increase the bonus to AC while wearing the armor or holding the shield. For each increase in rarity, the bonus to AC increases by +1, to a maximum of +3.

Enigma (+2) – Armor Only. While wearing this armor any distinguishing traits you possess are magically concealed, making you indistinguishable from an ordinary and unremarkable member of your species.

Additionally, creatures cannot sense your thoughts, establish telepathic contact with you, or detect you with spells from the divination school.

Etherealness (+3) – Armor Only. While wearing this armor you can speak its command word as an action to gain the effect of the *etherealness* spell. This effect lasts for 10 minutes, until you remove the armor, or until you speak the command word again. Once you have used this property, you cannot use it again for 24 hours.

Fortification (+3) – Armor Only. While wearing this armor, you reduce damage you take from weapon attacks by 5.

At Higher Rarities. Rarer versions of this armor increase the damage it reduces damage you take from weapon attacks. For each rarity increase, the damage reduced increases by 5.

Ghost (+2) – Armor Only. While wearing this armor your form is ghostly and transparent. You can move through other creature and objects as though they were difficult terrain. If you end your turn inside an object, you are immediately shunted to the nearest unoccupied space and take 1d10 force damage for every 5 ft. moved in this manner.

Glamoured (+1) – Armor Only. While wearing this armor, as a bonus action you can speak the armor’s command word and cause it to assume the appearance of a normal set of clothing or other kind of armor. You determine the armor’s appearance, including color, style, accessories, but the armor retains its normal bulk and weight. The illusion lasts until you use this property again or remove the armor.

Grandeur (+5) – Armor Only. While wearing this armor your Intelligence, Wisdom, and Charisma scores are increased by 2, as does your maximum for each score. Additionally, enemies that can see you wearing the armor have disadvantage on attack rolls against you.

Curse. The armor is cursed. While wearing the armor you cannot be hidden or invisible, and you cannot willingly attack a surprised creature.

Indomitable (+3). While you wear the armor or hold the shield, are not incapacitated and are on the ground, you cannot be pushed, thrown, dragged, magically teleported, or otherwise forcibly moved from your space against your will.

Invulnerability (+3). While wearing the armor or holding the shield you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, you can take an action to make yourself immune to bludgeoning, piercing, and slashing damage from nonmagical attacks for 10 minutes or until you are no longer wearing the armor or holding the shield. Once this feature has been used, it can’t be used again for 24 hours.

Living (+4) – Armor Only. This armor is alive and exists in a symbiotic relationship with its wearer. While wearing the armor your hit point maximum increases by 50. Additionally, you magically regain 50 hit points when you don the armor. Once you have regained hit points in this manner, you cannot do so again until you finish a long rest.

Finally, while wearing the armor you have advantage on saving throws against the poisoned, stunned, and unconscious conditions, and are immune to disease.

Mirrored (+3). While wearing the armor or holding the shield, if you are targeted by an attack, spell, or effect that targets only you, you can take a reaction to change the target to another creature of your choice that you can see within range. If there are no other eligible targets within range, the effect fails. Once you have used this feature, you must finish a short rest before you can use it again.

Mithril (+2) – Any Metal Armor. The armor does not impose disadvantage on Dexterity (Stealth) checks and does not have a Strength requirement. Additionally, if the armor has a maximum Dexterity bonus to AC, that bonus maximum is increased by 2.

Olympian (+5) – Armor Only). While wearing this armor your Strength, Constitution, and Dexterity scores are increased by 2, as does your maximum for each score. Additionally, while you wear the armor your carrying capacity is multiplied by 10.

Curse. The armor is cursed. While wearing the armor you cannot gain benefits from short rests. If you remove the armor this effect persists for 24 hours or until you finish a long rest, whichever comes first.

Peace (+3). While wearing this armor or holding this shield, creatures are unwilling to attack you or affect you with harmful effects unless you have attacked or subjected them to a harmful effect within the last 24 hours. A creature immune to the charmed condition is immune to this effect.

Phoenix (+2) – Armor Only. While wearing the armor you have advantage on Death Saving throws.

Additionally, if you are killed while wearing this armor, you instead survive and are restored to your hit point maximum, and the armor is destroyed.

Resistance (+1). While wearing the armor or holding the shield you have resistance to one type of damage of any of the following types, determined by the item's creator: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

At Higher Rarities. Rarer versions of this armor or shield gain an additional resistance to one type of damage chosen from the options above. For each additional damage type, the rarity of the armor increases by 1. An armor of this type that attains *epic* rarity in this manner has resistance to all damage types from the options above.

Retribution (+1) – Armor Only. While wearing this armor, a creature that touches you or hits you with a melee attack while within 5 ft. of you takes 1d6 damage of one of the following types: acid, cold, fire, lightning, or thunder.

At Higher Rarities. Rarer versions of this armor increase the damage dealt to creatures that touch or hit you. For each rarity increase, the damage dealt by the armor increases by 1d6.

Sacred (+2). This armor or shield is dedicated to a powerful deity and inscribed with wards against an alignment: chaotic, evil, good, lawful, or neutral. While wearing the armor, creatures of that alignment have disadvantage on attack rolls and ability checks against you.

Additionally, at the start of each of your turns if you are below half your maximum hit points, you regain 5 hit points.

Seductive (+2) – Armor Only. While wearing this armor you have proficiency in Charisma (Persuasion) checks and your proficiency bonus is doubled for any ability check you make using Persuasion.

Additionally, while wearing the armor when you spend 1 minute in private conversation with another creature it must succeed on a DC 18 Wisdom saving throw

or become charmed for 1 hour. At the end of the effect a creature charmed in this manner becomes aware it was under the influence of magic.

Finally, the armor is always considered appropriate formal ware for any gathering within high society.

Shadow (+2) – Armor Only. While wearing this armor you are invisible while completely within darkness.

At Higher Rarities. Rarer versions of this armor make the wearer invisible in both dim light and darkness. Such armors have a rarity increase of +3.

Spellguard (+3). While wearing this armor or holding this shield you have advantage on saving throws against spells and magical effects, and spell attacks against you have disadvantage.

At Higher Rarities. Rarer versions of this armor or shield provide superior protection against magic. In addition to the properties detailed above, while wearing the armor or holding the shield you have resistance to damage from spells and magical effects. Such items have a rarity increase of +5.

Survival (+2) – Armor Only). While wearing this armor you are immune to the effects of nonmagical weather, including Extreme Cold, Extreme Heat, and other natural effects. The armor supplies an hour of breathable air if you are in an environment where you cannot breathe, and grants you darkvision out to a range of 300 ft.

Additionally, by speaking the command phrase (no action required) the armor magically produces enough food and water to sustain you for 48 hours in the form of bland nutrient bars. Once you have used this feature, you cannot use it again until a week has passed.

Titan (+5) – Plate Only. While wearing this armor your speed cannot be greater than 15 ft. and your Armor Class becomes 22.

Additionally, you are immune to spells and magical effects of 6th level or lower unless you wish to be affected.

Curse. This armor is cursed. If your Strength is ever less than 20 while wearing the armor you are incapacitated, and your speed cannot be greater than zero.

Watchful (+2) – Shield Only. While holding this shield you have truesight out to 60 ft., and advantage on initiative rolls and Wisdom (Perception) checks.

Wildskin (+3) – Armor Only. If you change your shape into another creature while wearing this armor, you can choose to have the armor appear on your new form, shaped and suited for a creature of its dimensions and type. Doing so grants you the armor’s bonuses and penalties while in that form.

Zephyr (+2) – Armor Only. While wearing the armor you have a fly speed equal to your walking speed, but only when you are moving. If you end a turn in the air and nothing else is holding you aloft you immediately fall.

ARCANA

Spellcasters have little use for arms and armor but can call upon formidable arcane weaponry that better complement their fighting style. These items take the form of staves, rods, and wands, and can possess a wide array of formidable properties. Presented here is a system for adding these weapons to your game, including rods, staves, and wands. The following section details the kind of properties these items can have and a process for creating custom items to perfectly suit your game’s needs. This system includes design and crafting guidelines, determining an item’s enhancement bonus, its spellcasting trait, and any enchantments it has (if any).

Note that arcana items are intended for characters and creatures with the ability to cast spells. Many of their enchantments and effects force affected targets to make saving throws without providing a specific save DC. This save DC is always the wielder’s spell save DC and creatures that lack that feature cannot attune to arcana items.

Arcana Item Enhancements (By Rarity, Then By Name)				
+1 Rarity (Uncommon)	+2 Rarity (Rare)	+3 Rarity (Very Rare)	+4/+5 Rarity (Legendary/Epic)	+6 Rarity (Mythic)
Arcana (+1)	Bestial (+2)	Arcana* (+3)	Bestial* (+4)	Elder* (+5)
Colors (+1)	Brotherhood (+2)	Colors* (+3)	Colors* (+4)	Infection* (+6)

Elementalist (+1)	Channeling (+2)		Cosmic Control (+4)	Spellcasting (Zenith) (+6)
Enhancement (+1)	Colors* (+2)	Elementalist* (+3)	Dread (+4)	Time* (+6)
Mischief (+1)	Death (+2)	Enhancement* (+3)	Geomancy (+4)	Time* (+6)
Spellcasting (Minor) (+1)	Detonation (+2)	Life (+3)	Spellcasting (Supreme) (+4)	
	Enhancement* (+2)	Miraculous Mayhem (+3)	Songs (+4)	
	Infection (+2)	Miraculous Mayhem (+3)	Striking* (+4)	
	Secrets (+2)	Pact Making (Masterful) (+3)	Archdruid (+5)	
	Spellcasting (Greater) (+2)	Spellcasting (Masterful) (+3)	Archmagi (+5)	
	Striking (+2)	Striking* (+3)	Colors* (+5)	
		Storm (+3)	Elder (+5)	
	Toxic (+2)	Vermin (+3)	Hierophant (+5)	
			Spellcasting (Ultimate) (+5)	
			Striking* (+5)	
			Time (+5)	

ARCANA CRAFTING AND DESIGN

Crafting powerful magical staffs is art that can only be performed by those of exceptional talent and powerful magic. In the event a DM allows a PC to craft an arcana item, certain prerequisites must be met to contain the potent magic of the item. Each has at least one of the following components that must be supplied in order to be crafted, in addition to a large amount of time and effort on the crafter's part. Each arcana has a Core, a Body, and a Focus, the details of which are found below.

Core. Because an arcana item generates its own magic, that energy must come from somewhere. The core of the arcana is that somewhere, and is the most vital party of any design. An arcana core is typically a component from a powerful creature, carefully harvested, preserved, and finally processed before integrating it into the arcana item's design. Such components must typically be thematic to the arcana item; a *staff of the fire elemental* that can cast several fire spells may have phoenix

down as a core, or even the ground up heart of an ancient red dragon. The CR of the creature that provides the component is roughly proportional to the rarity of the staff, as detailed in the table below.

Arcana Core Component By Rarity	
Rarity	CR Creature Component Range
<i>Uncommon</i>	6 – 8
<i>Rare</i>	9 – 12
<i>Very rare</i>	13 – 17
<i>Legendary</i>	18 - 23
<i>Epic</i>	24 – 30 or Epic 1 - 10
<i>Mythic</i>	Mythic 1 - 10

Body. An arcana item’s body makes up the majority of its composition and is typically crafted from rare materials that are magical in nature. The wood of a treant, stone from a dwarven tomb, or even the bones of a lich are all examples of suitable material. The rarer the arcana item, the more unusual and difficult to find the material of its body. Most body materials are thematic to the nature of the item. For example, a *staff of the archdruid* should not be made from demon leather, with catastrophic consequences for even trying to put such an abomination together.

Focus. Every arcana item needs a channel through which its magical energy can be focused. For most, this takes the form of a gem or precious material faceted to the item’s head. Such materials must be carefully treated, polished, or cut to best focus magical energies. The rarer the item, the more expensive the focus, the general guidelines of which can be found in the table below.

Arcana Focus Component By Rarity	
Rarity	Focus Cost Range
<i>Uncommon</i>	1,000 gp
<i>Rare</i>	5,000 gp
<i>Very rare</i>	10,000 gp

<i>Legendary</i>	16,000 gp
<i>Epic</i>	23,000 gp
<i>Mythic</i>	100,000 gp

SAMPLE ARCANA

The following example has been created from the rules presented here and serves as a sample of what kind of items can be created using this system.

+2 Greater Spellcasting Staff Of The Fire Elementalist

Staff, epic (requires attunement)

Core. A carved fang of a balor serves as the core for this staff.

Body. The body of the staff is carved from rosewood, stained in the fiery blood of efreeti. Words of power are carved across the body in the language of ignan.

Focus. A fire opal molded into the shape of the sun serves as the focus of the staff and is embedded in the staff's head.

Enchantments

Enhancement. While you are attuned to the staff you have a +2 bonus to spell attack rolls and your spell save DC.

Fire Immunity. While you hold this staff you are immune to fire damage.

The staff has 20 charges and regains 1d6+2 charges every 24 hours.

Spells. You can use an action to cast one of the following spells from the staff, expending a number of charges according to the spell used. You use your spell save DC and spell attack bonuses for spells you cast with the staff.

Cantrips: Control Flames¹ (0 charges), Firebolt (0 charges)

Other Spells: Fireball (3 charges plus 1 charge per spell level beyond 3rd, up to 6th level), Fire Shield (4 charges), Gaseous Form (3 charges), Hellish Rebuke (1 charge plus 1 charge per spell level beyond 1st, up to 6th level), Investiture of Flame² (6

¹ This spell can be found in the official 5E supplement, XGE

² This spell can be found in the official 5E supplement, XGE

charges), *Scorching Ray* (2 charges, plus 1 charge per spell level beyond 2nd, up to 6th level).

SPELLCASTING

Some arcana items can be used to cast spells. Such items have charges, and a list of spells that can cast through the magic of the staff by expending some of its charges. To cast a spell with the arcana item, a creature must be holding it and attuned to the item. Creatures without the ability to cast spells cannot attune to an arcana item with this feature.

Casting a spell with the arcana item takes an action and expends a number of charges equal to the level the spell is cast at (cantrips can be cast at will, while Epic spells require 11 charges for a Tier 1, 14 for a Tier 2, or 18 for a Tier 3 Epic spell), up to the maximum spell level permitted by the item. You can cast spells from an arcana item at higher levels, provided you have enough charges to do so and you do not exceed the staff's maximum spell level. Such an arcana item has a number of charges according to its spellcasting capacity, and regains a number of charges every 24 hours, also according to its spellcasting capacity. If an arcana item with charges ever reaches zero charges, its magic fades and it permanently loses its spellcasting feature.

The capacity for an arcana item's spellcasting feature increases its rarity according to the table below, and a such an item "knows" a number of spells according to its capacity. The DM decides what spells an item "knows", which can never be at a higher level than the arcana item is able to cast. Many items "know" spells centered around a specific theme, such as fire, healing, or necromancy. Spells can be chosen from any class spell list and require no material components in order to be cast. Spells cast from the arcana item use the spell save DC of the creature attuned to it.

	Arcana Spellcasting Capacity				
Name	Spell Level	Number Of Charges	Spells "Known"	Charge Recharge Rate	Rarity Increase
Minor	Cantrips – 3 rd	10	4	1d4+1	+1
Greater	Cantrips – 6 th	20	8	1d6+2	+2
Masterful	Cantrips – 8 th	30	13	1d8+3	+3

Supreme	Cantrips – 9 th	50	20	1d12+4	+4
Ultimate	Cantrips – Tier 2 Epic	70	20 non-Epic and 3 Epic	1d12+8	+5
Zenith	Cantrips – Tier 3 Epic	100	24 non-Epic and 7 Epic	20	+6

ENCHANTMENT

Some items have mystical enchantments that grant them unique properties. The effects of these properties and the increase they apply to an item’s rarity are detailed below. If the effects of an arcana item require charges in order to be used, it must have a spellcasting feature that grants it enough potential charges to make use of that enchantment. Some enchantments even exist at higher rarities, improving their effects in accordance with increases in their rarity.

Arcana (+1) - Requires Charges. This enchantment allows the arcana’s wielder to be protected against a certain school of magic, which is determined by its creator from the following schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, transmutation.

While holding the item, when you fail a saving throw against a spell from the item’s school you can take a reaction and expend 5 charges to turn your failed save into a successful one.

At Higher Rarities. Rarer versions of these items afford great protection against magic. When holding such an item, when you fail a saving throw against a spell from any school you can take a reaction and expend 5 charges to turn your failed save into a successful one. Such items have a rarity increase of +3.

Archdruid (+5) – Staff Only. While this staff is on your person or absorbed into the form of a creature you take, you retain your class Spellcasting feature regardless of whatever form you assume. Additionally, spells you cast using that feature with a casting time of an action or bonus action can be cast without the need for somatic, verbal, or material components.

Finally, while you hold the staff, beasts are always friendly toward you unless they are your enemies.

Archmagi (+5). While you hold this item you are immune to non-Epic spells and magical effects produced by creatures with a spellcasting ability score lower than yours.

Additionally, while you hold the staff creatures with an Intelligence score lower than yours have disadvantage on saving throws against spells and magical effects produced by you.

Bestial (+2) – Staff Only. You can use an action to speak the staff’s command word and throw it to the ground within 10 ft. of you. The staff immediately becomes a specific beast of CR 5 or lower, loyal to you, which is determined at the time of the staff’s creation. You can take a bonus action to speak the command word again to return the staff to its normal form in a space formerly occupied by the beast.

On your turn you can mentally command the beast as long as it is within 60 ft. of you and you aren’t incapacitated. You decide what actions the beast takes and where it moves during its next turn, or you can issue it a general command, such as “attack my enemies” or “guard this location”.

If the beast is reduced to 0 hit points, it dies and the staff reverts to its normal form. Once the staff has transformed into the beast or is killed, it cannot transform again until 24 hours have passed.

At Higher Rarities. Rarer versions of this staff can transform into a specific beast whose CR is between 6 and 10. Such staffs have a rarity increase of +4.

Brotherhood (+2) – Wand Only. As a bonus action you can split the rod into two parts, each of which you must hold in a free hand. You can cast spells with somatic components while holding both parts of the wand. Additionally, when you cast a spell with a cast time of 1 action, you may use the magic of the wand to cast that spell again as a bonus action (provided you have the necessary spell slots and components to do so). If you drop a part of the wand while it is split, the wand is made whole but cannot be split again until 24 hours have passed.

Channeling (+2) – Requires Charges. This enchantment allows you to convert the item’s charges into non-Epic spell slots, or vice versa. As a bonus action while you hold the item you can expend a number of its charges to gain a special non-Epic spell

slot of a level equal to the number of charges expended. This spell slot lasts until you finish a short or long rest, or until 24 hours have passed.

Additionally, as a bonus action while you hold the wand you can convert your highest-level unexpended non-Epic spell slot into charges for the wand. The wand regains a number of charges equal to the spell slot's level but can never have more than its maximum charges.

Colors (+1). This enchantment endows an item with one of the following colors, determined by its creator at the time of its construction: red, orange, yellow, green, blue, indigo, or violet.

As an action while you hold the item, you fire a ray of color by making a spell attack against a creature you can see within 300 ft. On a hit, the target is affected by the color according to the details below.

Red. The target takes 10d6 fire damage.

Orange. The target takes 10d6 acid damage.

Yellow. The target takes 10d6 lightning damage.

Green. The target takes 10d6 poison damage.

Blue. The target takes 10d6 cold damage.

Indigo. The target is restrained for 1 minute. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the effect ends. If it fails its save three times, it is permanently turned to stone and petrified. The successes and failures need not be consecutive.

Violet. The target is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded.

Once this item has used one of its colors in this manner, it cannot use that color again until 24 hours have passed.

At Higher Rarities. Rarer versions of this item have multiple colors. For each color beyond the first, the staff has a +1 increase to its rarity. A staff of *epic* rarity has all seven colors, and are typically called prismatic or prism items.

Cosmic Control (+4) – Rod Only. While you hold the rod you can take an action and expend a spell slot to generate a single powerful magical phenomenon of a celestial nature, chosen from the options below.

- **Black Hole.** You cause a dark singularity to appear in an unoccupied space you can see within 120 ft. The singularity generates a powerful gravitational field in a 10 ft. radius sphere plus an additional 10 ft. per level of the spell slot expended to produce the effect. Everything not firmly attached to the ground in the area must succeed on a DC 20 Strength saving throw or be pulled to the nearest unoccupied space to the singularity.

- **Comet.** A comet descends from the sky and lands on a point you can see within 300 ft., producing an explosion in a 30 ft. radius sphere. Anything in the area of the explosion must succeed on a DC 20 Dexterity saving throw or be knocked prone and take 1d10 fire and 1d10 bludgeoning damage, plus an additional 1d10 fire and 1d10 bludgeoning damage per level of the spell slot expended to produce the effect, or half as much on the success.

- **Shooting Star.** A radiant star projects from the rod's head and strikes a creature you can see within 60 ft which takes 5d4+5 radiant damage. This effect produces an additional star per level of the spell slot expended beyond 1st level, which can strike the same target or another creature within range.

Death (+2). While you are holding this item, spells and magical effects affect you as though you were undead instead of your normal creature type. Additionally, undead of an Intelligence of 4 or lower are friendly toward you unless they are your enemies, and you have advantage on Charisma ability checks against undead with an Intelligence of 5 or higher.

Finally, if you are slain while holding the item and your body remains intact, you rise as an undead in 24 hours. As an undead you no longer need to eat, drink, or breath, your creature type changes to undead and you have immunity to poison damage.

Dread (+4). While you are holding the item you have advantage on Charisma (Intimidation) checks against creatures that can hear you.

Additionally, at the start of each of your turns you can issue a decree (no action required) to any number of creatures that can hear you. Until the start of your next turn if a creature that heard you attempts to do anything that would violate your

decree, it must succeed on a Wisdom saving throw or become frightened for as long as you can see it.

Detonation (+2) - Requires Charges. While you are holding the item, as an action you can destroy it and generate a colossal explosion in a 60 ft. radius sphere centered on it. Creatures in the affected area must succeed on a Dexterity saving throw against your spell save DC or take force damage equal to 20 multiplied by the number of charges the item has remaining, or half as much on a success, while objects and structures take this damage automatically. Anything reduced to zero hit points by this effect is disintegrated. If you succeed on this saving throw you instead take no damage and are transported to a random place of existence somewhere in the multiverse.

If the item is ever destroyed while it has charges, this effect occurs immediately.

Elder (+5) Wand Only. While you are holding this wand non-Epic spells of 1st level or higher that you cast are treated as though you had cast them at four levels higher, up to a maximum of 9th level.

Cursed. The wand is cursed. When you attune to the wand you cannot unattune from it and immediately become unattuned if you are willed. Additionally, you can only become attuned to the wand by killing a creature already attuned to the wand.

At Higher Rarities. Rarer versions of these wands are deadly tools that are exceptional for magical dueling. When While holding such a wand, if you are affected by a spell you can choose to expend a spell slot or Epic spell slot (no action required) of the affecting spell's level or Epic spell Tier. When you do so, you become immune to the affecting spell for its duration. These wands are often called a hallowed elder and have a rarity increase of +7.

Elementalist (+1). While holding this item you are immune to damage of an elemental nature, which is determined by the item's creator at the time of its creation, chosen from the following options: acid, cold, fire, lightning, or thunder.

At Higher Rarities. Rarer versions of these items also absorb elemental energies. While holding such an item, when you would take damage you would be immune to thanks to the item, you may take a reaction to gain temporary hit points equal to half the damage you would have taken (rounded down, before applying your damage

immunity). These temporary hit points lasts until you finish a short or long rest. Such items have a rarity increase of +3.

Enhancement Bonus (+1). While you hold the item, you have a +1 bonus to spell attacks and your spell save DC increases by 1.

At Higher Rarities. Rarer versions of these items increase the bonus to spell attack rolls and your spell save DC. For each increase in rarity, the bonus to attack and damage rolls increases by +1, to a maximum of +3.

Geomancy (+4). While you hold the item you have a burrow speed equal to your speed, can travel through solid rock in this manner as though it were difficult terrain, and have tremorsense out to a range of 60 ft.

Additionally, while holding this item, when you cast a spell that must affect an area on the ground you can choose to double the dimensions of the affected area.

Hierophant (+5) – Staff Only. While holding the staff, you can take an action to call down a pillar of energy in a 5 ft. radius cylinder that extends infinitely into the sky. When you do so, you must expend a number of spell slots whose combined slot level cannot be greater than your character level. Creatures of your choice within the area of the cylinder must succeed on a Constitution saving throw versus your spell save DC or take 1d8 radiant or necrotic damage (your choice) per level of the combined spell slots expended.

Additionally, while you hold the staff you can spend 1 hour of strenuous activity entreating a deity or godlike entity you worship for aid. Should the deity answer your call, the spell *wish* is cast on your behalf as though you had cast it. The first time you use this feature in a year, the call is always answered.

Infection (+2). While holding this item, when you affect a single enemy creature with spell with a duration of 1 minute or greater, you can choose to increase the duration of the spell to 1 month. If you use this feature again while a previous spell's duration is increased in this manner, the previous spell immediately ends.

At Higher Rarities. Rarer versions of this item allow its wielder to infect their enemies with even more virulent magic. When you increase the duration of spell using this item, previous spells benefiting from this effect end. Additionally, when you increase the duration of a spell using this item, you can choose to increase the

duration to permanent. When you so, the affected spell immediately ends if you use this feature again. Arcana items such as this have their rarity increased by +6 and are often titled pandemic items.

Life (+3). While holding this item, when you magically cause a creature to regain hit points, the creature regains the maximum amount of hit points possible from the magical effect.

Additionally, while the item is on your person your proficiency bonus is doubled for any Wisdom (Medicine) ability checks you make.

Miraculous Mayhem (+3). While holding this item, as an action you can point it at a creature within 120 ft. of you that you can see. You decide whether the effect will be weal or woe, rolling a d10 and consulting the appropriate table as detailed below. If an affected target must make a saving throw, the DC is always equal to your spell save DC.

Each time you use this feature you must succeed on a Wisdom saving throw. The DC of this saving throw is 10, but increases by one for each time you have succeed on the saving throw. The increase the save DC ends when you finish a long rest. On a failure the magic of the staff retaliates against you, subjecting you to each Woe effect from the Miraculous Mayhem Table simultaneously and instantly.

Miraculous Mayhem Table		
D20	Weal Effect	Woe Effect
1	The target's walking speed is increased by 100 until the end of its next turn.	The target is thrown 3d100 ft. in a straight line in a random direction. If the target encounters something that would prevent its movement, the effect ends and the target takes 1d6 bludgeoning damage for every 10 ft. of movement prevented.
2	A meal of nutritious pasta force feeds itself to the target, equivalent to one days rations. The target is cured of any poisons	The target is entangled by ropes of thick pasta noodles, becoming restrained for as long as it is entangled by the noodles. The noodles are an object with an AC of

	and immediately regains 10d10 hit points.	8 and 40 hit points and is vulnerable to piercing damage.
3	The target is incased in a giant balloon (AC 10, 1 hp), granting it a fly speed of 60 ft. (hover). The balloon is transparent and the creature inside has total cover against everything outside the balloon, and vice versa.	The target must succeed on a Constitution saving throw or inflate to comical proportions for 1 minute. While so inflated a creature's base walking speed cannot be higher than 15 and it cannot take the Dash action.
4	The target's weapon attacks are imbued with jubilant energy for 1 minute. When the target scores a critical hit with a weapon attack, the target of the attack takes an additional 2d10 radiant damage from the attack and is blinded until the end of its next turn.	The target must succeed on a Wisdom saving throw or be cursed for 1 minute. While so cursed, when the target would score a critical hit on a melee weapon attack in stead attempts to give the target a hearty pat on the back, provoking an attack of opportunity in the process.
5	The target is invisible to enemy creatures for 1 minute	The target is invisible to allied and friendly creatures for 1 minute.
6	The target is surrounded with a sweet, pleasant aroma in a 30 ft. radius sphere for 1 minute. Creatures in the area have advantage on Constitution, Wisdom and Intelligence saving throws.	The target is afflicted with a catastrophic stench for 1 minute. A creature so afflicted must succeed on a Constitution saving throw at the start of each of its turns or be unable to take actions and instead spend that time retching. A creature that cannot smell is immune to this effect.
7	The target begins dancing with extraordinary grace for 1 minute. Attacks against the creature have disadvantage and the creature's movement does not provoke attacks of opportunity. Additionally, the target has advantage on Dexterity saving throw and ability checks. This effect ends early if the target	The target must succeed on a Dexterity saving throw or slip on a physics defying banana peel and fall prone. When the target falls prone it is buried in an avalanche of bananas, which deal 10d10 bludgeoning damage to the target before vanishing.

	becomes grappled, restrained, or incapacitated.	
8	Until the start of the target's next turn, the next attack it makes can target any number of creatures of its choice within 120 ft.	Until the end of its turn, anything the creature tries to hold falls out of its grip and it cannot grapple other creatures.
9	The target's size category increases to Gargantuan for 1 minute and its equipment magically enhances to accommodate its new size for the duration. A creature so enlarged has a Strength of 30 until the effect ends.	The target must succeed on a Wisdom saving throw have its sized reduced to Tiny for 1 minute. A creature so reduced has a Strength of 4.
10	The target explodes in a cataclysm of fire, vanishing along with all its equipment. At the start of the creature's next turn it reappears, slightly smoldering, in an unoccupied space of your choice within 120 ft. When the target reappears it is restored to its hit point maximum.	The target is cursed to be struck by lightning for 1 minute. When the target takes an action it must succeed on a Dexterity saving throw or take 6d6 lightning damage, or half as much on a success.

Mischief (+1) – Wand Only. This wand doubles as a set of Thieves Tools and can be used to perform any task those tools would be required to perform using only the hand holding the wand.

Additionally, while you carry the wand on your person but do not hold it, the wand cannot be discovered by creatures searching you unless you will it.

Mysteries (+3) – Rod Only. While you hold this rod non-Epic creatures cannot remember your name or specific details about you. Epic creatures attempting to remember your name or specific details about you must succeed on a Wisdom saving throw against your spell save DC, becoming immune to the item's effects for 1 hour on a success.

Additionally, as an action you can touch a creature within reach that has asked you a question you do not know the answer to. If the creature knows the answer, it communicates the answer to you immediately by the most efficient method possible. If the target is not willing to be touched by the rod, you must make a melee spell attack using the rod as a part of the action, gaining the benefits on a successful hit.

Pact Making (+3) – Rod Only. While holding the rod you have a +10 bonus to Charisma ability checks against celestials and fiends.

Additionally, as an action while you hold the rod you can cast *magic circle*, *gate*, and *planar binding* instantaneously and exclusively in that order. Both *gate* and *planar binding* spells must be targeted inside the *magic circle*. The *magic circle* is always inverted (to contain the creature you call with *gate*) and the creature you call with *gate* must always be a celestial or fiend. Once you have used this feature you cannot use it again until 1 week has passed.

Secrets (+2). While you hold this item and are hidden, you can cast a spell with only verbal components in an inaudible whisper, preventing you from revealing your location through sound and allowing you to remain hidden (though the effects of the spell may still reveal your location)

Additionally, as a bonus action, you can tap the item on an object or Medium size or smaller within reach and magically disguise it as something else. The object takes on an appearance of one of similar size, but otherwise is indistinguishable from the form it takes, fooling even tactile and auditory senses. You can affect up to seven objects simultaneously with this feature. If you affect an eighth object, you choose which one of the other affected objects will assume its normal form.

Striking (+2) – Staff Only. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

When you hit a target with the staff you can expend a spell slot of third level or lower to deal force damage to the target, in addition to the weapon's damage. The extra damage is 1d6 for each spell level of the slot expended.

At Higher Rarities. Rarer versions of this staff grant a bonus to attack and damage rolls made with it, and increases the maximum spell slot level you can expend for extra force damage on a hit. This bonus is +1 for each increase in the staff's rarity,

along with the capacity to expend a spell slot of one level higher for each increase in rarity.

Songs (+4). While you hold this item you always speak in a melodic tone. Additionally, when you cast a spell that would target a creature you can see, you can instead target a creature that can hear you within range.

Storms (+3). While you hold this item, you are always under the effect of a *control weather* spell for as long as you have line of sight to the sky.

Additionally, while the item is on your person and when you cast a spell that would deal cold, fire, necrotic, or radiant damage, you can choose to instead deal lightning or thunder damage .

Finally, while you hold the item, when a creature fails a Constitution saving throw against a spell you have cast and takes lightning or thunder damage on a failure, it must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.

Time (+5). While you are attuned to the item you are immune to the effects of aging and cannot be magically aged.

Additionally, while you hold the item you have two bonus actions or two reactions, which is chosen by the item's creator at the time of its creation.

At Higher Rarities. Rarer versions of this item grant its wielder two bonus action *and* two reactions, instead of either/or. Such items are titled aeonic and have a rarity increase of +6.

Toxic (+2). While you hold the item you are immune to poison damage and the poisoned condition.

Additionally, while the item is on your person when a creature fails a saving throw against one of your spells it becomes poisoned for 1 minute. While poisoned in this manner, a creature loses 5d10 hit points at the start of each of its turns and can make a Constitution saving throw against your spell save DC at the end of each of its turns, ending the effect on a success. On a creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours.

Vermin (+3). While you hold this item you are surrounded in a cloud of buzzing vermin in a 15 ft. radius sphere that moves with you and is centered on you. The area is heavily obscured for creatures other than you, though a wind of 10 miles per hour or greater disperses the vermin and suppresses the effect for as long as the winds are present in the area.

Additionally, immediately after you cast a spell with a range of touch, you can take a bonus action to send out a swarm of insects to deliver the spell. When you do so, you must designate a target whose position you are aware of within 60 ft., which the swarm flies to by the most direct route. If the swarm takes damage en route to the target, it dies and the spell fails. If the swarm reaches the target, it delivers the spell as though you had been in range of the target.

NEW 5E BASE CLASS: ELEMENTALIST

Her face contorted with rage, the elf slammed her stony fist into the orc. The greenskin's body crumpled beneath the impact, felled by a single blow. Turning to face the remaining horde, four more earthen limbs emerged from the woman's torso, while she cracked her knuckles in anticipation

The halfling drifted through the air with a gleeful laugh, holding aloft the golden idol. Each time he neared the ground a blast of air would launch him skyward, staying just out of reach of the angry kobolds swarming below. No matter how many arrows were loosed, none could find their target as providential winds kept the thief safe from harm.

Three days ago the Wayfarer Inn was consumed in a colossal blaze. Witnesses state that a half orc had been seen striding forth from the inferno, commanding the deadly flames. No bodies were recovered from the ruins. The fire had burned so hot that not even that night's profits had survived.

Scientists, warriors, and spiritualists, elementalists use their formidable intellect to master the fundamental components that make up the world. When an elementalist sees the strength of the mountain, the fury of a hurricane, the beauty of fire, or the grace of a river, it recognizes more than a natural wonder. These are tools that can be used with deadly precision, accomplishing miraculous magical achievements that leave other adventurer's speechless.

Primal Forces

While scientific elements such as potassium or carbon exist in a world of fantasy, they are not necessarily the fundamental building blocks of a universe filled with dungeons and dragons. In most settings, the traditional elements of earth, fire, air, and water are essential components that have a special magic in their own right. Many magical powers can call upon these elements: druids use the natural aspect of the elements, clerics use divine power to command them, while other spellcasters bind them with magic. Elementalists are different. Each understands that an element is one of the most basic and powerful forces in the multiverse. While others trouble themselves with mercurial otherworld patrons, troublesome deities, convoluted spells, or mother nature, elementalists wield some of the purest expressions of magic ever witnessed. How elementalists accomplish this extraordinary feat is the subject of much debate. Each approach is unique, though all elementalists share in the belief that an appropriate perspective and deep understanding of the elements is essential to their craft. The most powerful of elementalists treat these mighty forces as extensions of themselves, controlling a roaring inferno or titanic earthquake as naturally as one would breath.

Inspiring Wonders

Many a soul has been touched by the wonders of the natural world. Elementalists take this a step farther, becoming inspired by powerful demonstrations of natural power. It is this inspiration that drives elementalists to adventure, seeking out new elemental shapes to imitate and command. A storm elementalist that witnesses a catastrophic lightning storm may spend years attempting to command such power, immersing themselves in the cacophonous experience of such an event countless times until their understanding unlocks new potential. This attitude has afforded elementalists a reputation for being extreme eccentrics, prone to diving headfirst into whatever calamity presents itself. The wise treat elementalists with considerable caution and respect, while the foolish mistake their adventurous nature as hotheaded recklessness.

Learning by doing is an elementalists creed, and veterans are among some of the knowledgeable persons across the planes. A water elementalist could give a weeklong lecture about the exact properties, forces, and morphologies of waves, while an earth elementalist can identify the origin, age, and composition of stone at a glance. Elementalists have little use for books or libraries, unless it's a fire elementalist looking to test the combustibility of paper. Their formidable intellect is focused toward what is in front of them, and the secrets of their powers is shared

only with their most trusted compatriots. A powerful elemental is one who has mastered every detail of their chosen element, proving their understanding with titanic displays of elemental power.

Elementalists are changed by their practice, adopting the virtues of elements they master in the form of personality traits. As the elements possess a diverse pool of characteristics, so do those that master them. An earth elemental may be as stubborn as a block of granite, or as welcoming as fertile earth from a prosperous farmland. This change in personality is no coincidence. As an elemental grows to understand their element, they become more of a reflection of its nature. The greatest of elementalists are transcended; a perfect synergy of flesh and elemental power.

Creating An Elemental

When you create an elemental, what element you wish to command is as much a gameplay decision as it is storytelling. Every aspect of your life will be affected by your relationship with the elements, so don't discount the virtues of choosing an element for roleplaying opportunities. Some races may even have an inherent affinity for certain elements, influenced by their culture and birthplace. For example, while an air elemental dwarf may be uncommon in a standard fantasy setting, earth elementalists are cultural icons in dwarven society. If your element choice is not reflective of your race's natural tendencies, you will want to have a good reason for why your character chose that element. A triton that walks the path of a fire elemental may have abandoned their people's ways, choosing to rebel against the cultural norms they found suffocating.

How your character became an elemental is equally important. Most elementalists begin their journeys with an intense experience in which they saw something most others could not. While others ran from horrors of a forest fire, your awestruck character saw destructive glory. As your character laid foundations for an abbey, an epiphany – such crude methods were an insult to the earth. Whatever moment opened the elemental door for your character, it was where your unique intelligence set you apart from all but the most exceptional. Often, only others of your ilk can understand the nuance of experience required to get where you are, making you part of an exclusive club whose strength benefits from its diversity of experiences and perspectives.

Quick Build

If you are new to making an elemental or short on time, you can follow these suggestions to get started. Intelligence is essential to being a successful elemental,

with your next highest ability score influenced by what kind of elemental you wish to be. Earth elementals like to be in melee, benefiting from Strength, Dexterity, and Constitution. Water elementals are more flexible in their party contribution, benefiting from Constitution and Wisdom. Air elementals tend towards Dexterity, while fire elementals leverage Charisma to best use their abilities. Generally, choose the shapes unique to your elemental affinity, and focus on making best use of them as you build your character.

CLASS FEATURES

As an elemental you gain the following class features:

Hit Points

Hit Dice: 1d6 per elemental level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points per Level: 1d6 (or 4) + your Constitution modifier per elemental level after 1st.

Proficiencies

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Investigation, History, Medicine, Nature, Perception, Persuasion

The Elementalist								
Level	Proficiency Bonus	Features	Elemental Influence	Elemental Shapes Known				Pr Po
				Basic	Advanced	Expert	Master	
1 st	+2	Elemental Affinity, Nexus of Power, Primordial Energy	30 ft. + 10 ft. times Constitution Modifier	2	-	-	-	
2 nd	+2	Friend of the Elements	30 ft. + 10 ft. times Constitution Modifier	2	-	-	-	
3 rd	+2	Elemental Empowerment	30 ft. + 10 ft. times Constitution Modifier	3	-	-	-	
4 th	+2	Ability Score Improvement	30 ft. + 10 ft. times Constitution Modifier	3	-	-	-	
5 th	+3		30 ft. + 20 ft. times Constitution Modifier	3	1	-	-	
6 th	+3	Elemental Affinity Feature	30 ft. + 20 ft. times Constitution Modifier	3	1	-	-	
7 th	+3	Elemental Allies	30 ft. + 20 ft. times Constitution Modifier	3	2	-	-	
8 th	+3	Ability Score Improvement	30 ft. + 20 ft. times Constitution Modifier	3	2	-	-	
9 th	+4		30 ft. + 20 ft. times Constitution Modifier	3	2	1	-	
10 th	+4	Elemental Affinity Feature,	30 ft. + 30 ft. times	3	2	1	-	

		Hybrid Elements	Constitution Modifier					
11th	+4		30 ft. + 30 ft. times Constitution Modifier	3	2	2	-	
12th	+4	Ability Score Improvement	30 ft. + 30 ft. times Constitution Modifier	3	2	2	-	
13th	+5		30 ft. + 30 ft. times Constitution Modifier	3	2	2	1	
14th	+5	Elemental Affinity Feature	30 ft. + 30 ft. times Constitution Modifier	3	2	2	1	
15th	+5		30 ft. + 40 ft. times Constitution Modifier	4	2	2	1	
16th	+5	Ability Score Improvement	30 ft. + 40 ft. times Constitution Modifier	4	2	2	1	
17th	+6		30 ft. + 40 ft. times Constitution Modifier	4	3	2	1	
18th	+6	Elemental Affinity Feature	30 ft. + 40 ft. times Constitution Modifier	4	3	2	1	
19th	+6	Ability Score Improvement	30 ft. + 40 ft. times Constitution Modifier	4	3	2	1	
20th	+6	Mind Over Matter	30 ft. + 50 ft. times Constitution Modifier	4	3	2	1	

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple melee weapon
- A small fragment of a pure element, contained in a glass bottle
- (a) a dungeoneer's pack or (b) an explorer's pack
- A quarterstaff

Elemental Affinity

At 1st level you develop a natural affinity for one of four elements of your choice: air, earth, fire, or water. Each elemental affinity is detailed at the end of the class description. Your choice grants you features at 1st level, and again at 6th, 10th, 14th, and 18th level.

Nexus Of Power

At 1st level your understanding of the building blocks of the universe allow you to precisely manipulate the elements. These manipulations, called shapes, come in four categories of power; basic, advanced, expert, and master.

Shapes. Shapes are elemental magical effects similar to spells, commanded and controlled by your Intelligence. To create a shape, you must be conscious and be able gesture both forcefully and intricately, requiring at least one free hand. You create shapes by expending your primal power, paying the primal power cost in the shape's description before the shape can be created.

Prerequisites. Some shapes are only available to elementalists of a specific elemental affinity. You cannot learn a shape for which you do not meet the prerequisites.

Range. The farther an element is away from you, the more difficult it is to manipulate, and all shapes have a range that is determined by the distance at which you can affect elemental forces. This distance is called your area of element influence, which is calculated as follows.

30 ft. radius sphere centered on you, plus 10 ft. times your Constitution modifier
--

When you create a shape, you cannot target anything outside of this area, though shapes you create can effect space beyond this area, just as long as their origin was somewhere within your area of influence.

At 5th level, 10th, 15th, and 20th level, the radius of this feature increases according to your class progression table.

Duration. Each shape has a duration that indicates how long its effects last, which can be expressed as instantaneous or longer. Note that elementalists do not need to concentrate on a shape to maintain its effects for a duration, but have other restrictions that influence their shapes ability to persist, which are detailed below.

- If you have created a shape, and then create another of that shape before the duration of the first ends, the first shape immediately ends.
- If you fall unconscious while one or more of your shapes are in effect, those shapes immediately end.
- As an action you dismiss any shape you created, ending its effect instantly.

Augmenting. All elemental shapes can be improved or expanded, but only by experienced elementalists or 3rd level or higher. The details of augmenting are found in your Elemental Empowerment feature detailed later in this section.

Shapes Known

At first level, you learn two basic shapes. Your shape options are detailed at the end of the class description. When you gain certain elemental levels, you learn additional shapes according to your class progression table.

Shaping Ability

Intelligence is your ability score for your elemental shapes, as your understanding of the elements and their properties correlates to your mastery over them. You use your Intelligence modifier whenever a shape refers to your shaping ability. Additionally, you use your Intelligence modifier when a shape requires a saving throw DC or is used to make an attack.

Elemental Shape DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

If you create an effect with a spell save DC or spell attack using your elemental features, you may instead use your elemental shape DC.

Sidebar- The Magic Of Elementalism

Elementalists use their sharp intellects to engineer complex elemental shapes. It is a simple matter to make the elements move, but transforming them into complex tools and weapons takes real creativity. However, you may disagree as to why elementalists use Intelligence for their shaping ability. Perhaps Wisdom may be more appropriate, as one must understand and “feel” the elements in order to use them. Even Charisma could be a viable alternative, as an elementalist uses their force of personality to command the elements into shape. We chose Intelligence for the sake of balance, as it is an underrepresented ability score in the realm of 5th Edition. It also makes elementalists feel unique, with their power coming from a discipline that is less common among other classes.

However, if a different style of elementalists exist in your campaign, you may choose to alter an elementalists shaping ability to either Wisdom or Charisma. As long as you change nothing else about the elementalist, this change has very little impact on class balance. Wisdom is considered a strong ability score, so any elementalist using that as their shaping ability will have a slight edge over other elementalists.

Primordial Energy

At 1st level, you call upon the latent elemental energy found in all matter. This energy allows you to manipulate the elements and is called primal power.

Primal Power

You have 4 primal power, and you gain more as you reach higher levels, as shown in the Primal Power column of the elemental table. You can never have more primal power than shown on the table for your level. You regain all expended primal power when you finish a long rest.

Friend Of The Elements

At 2nd level, your relationship with the elements allows you converse more easily with them. You learn a language according to your elemental affinity, as detailed in the table below, and have advantage on Charisma ability checks against elementals.

Friend Of The Elements Table

Affinity	Language
Air	Auran
Earth	Terran
Fire	Ignan
Shadow	Deep Speech
Water	Aquan

Elemental Empowerment

Starting at 3rd level, you learn gains the necessary skills to empower your elemental shapes by strengthening your connection to the elements. To augment a shape, you must first attune yourself to the elemental energies around you – synchronizing your mind, body, and spirit. At the start of each of your turns you can choose to immediately expend all of your movement (if any), instead spending that energy focusing your mind. When you do so you are considered empowered until the start of your next turn or until you augment an elemental shape (whichever comes first).

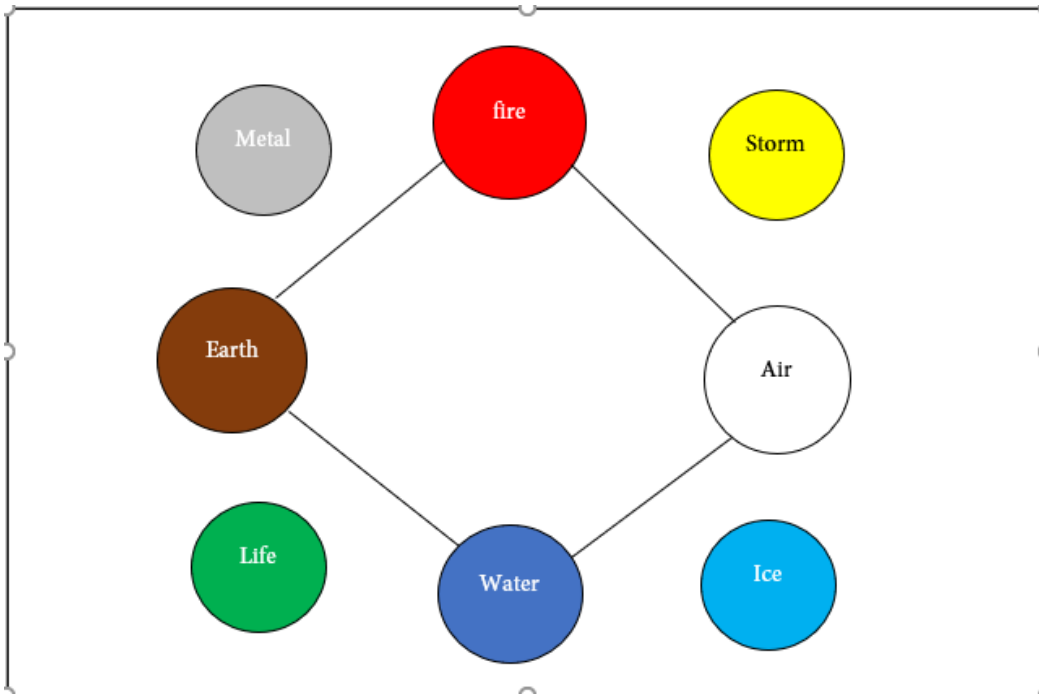
If you create a shape while empowered, you can expend additional primal power as detailed in the augmenting section of its description. You can augment a shape multiple times in a single creation, provided you have both the necessary primal power to do so, and the total primal power expended to create and augment the shape does not exceed your elemental level.

Elemental Allies

At 7th level, you can call upon low elementals to serve you in battle. As an action you can expend 9 primal power to cast the spell *conjure minor elementals* without the need for any components. Elementals you create using this feature must always be of a type associated with your elemental affinity (ex: earth elementalists will always create elementals composed of earth, such as earth mephitis or earth elementals). If you are empowered when you use this feature, you can choose to end your empowerment and expend additional primal power to increase the level of the spell. For every 4 primal power you expend in this manner, you increase the level of the spell by two. You cannot expend an amount of primal power greater than your elemental level in this manner.

Hybrid Elements

Starting at 10th level, you can choose to no longer pursue the path of a pure elemental affinity, and instead study a complex variant of your elemental affinity, called a hybrid element. Hybrid elements combine two different elements into a unique whole that is difficult to control: ice, life, metal, and storm. If you make the choice to learn a hybrid element, you no longer gain your elemental affinity features as you advance as an elementalists, instead gaining your hybrid affinity features as detailed later in this class section (though you still retain elemental



affinity features you have already gained). You cannot choose a hybrid element that is not associated with your elemental affinity.

Example: Earth elementalists cannot choose ice or storm as their hybrid affinity, as neither of those elements contain earth. The elements associated with each hybrid affinity is detailed in the graphic below, which is determined by the two closest elemental affinities to the hybrid affinity

Mind Over Matter

At 20th level, you can maintain your elemental shapes with the power of your focused mind. When you create a shape with a duration of 1 minute or longer, you can choose to concentrate on the shape (as though you were concentrating on a spell) to maintain its effect. When you do so, the shape persists for as long as you maintain concentration on it.

ELEMENTAL AFFINITIES

Each elemental is committed to mastering a single element – typically the one for which they have the most affinity. Elementals that share affinities often engage in friendly rivalries and share insight gained from their affluence with their chosen element. Each views their affinity as the ideal element, and, while tolerating the presence of other elementals, rarely get along with those following an opposing affinity. The enmity between fire and water elementals or earth and air elementals is legendary, as they are incompatible on almost every level. The list of elemental affinities available to an elemental is detailed below and are organized alphabetically.

AIR

Air elementals are swift warriors who specialized in manipulating battlefield and enemy alike with the power of the wind. Most air elementals come from races and persons who value freedom and flexibility, quick to change their mind and adapt to any situation. Confident and self-assured, as an air elemental you are a fearless explorer, always traveling with the wind at your back. There is nothing you cannot overcome, thinking your way out sticky situations that would foil brute force. Those who view the air element as weak are quick to reassess their perspective after seeing you in action, especially once their lungs are devoid of oxygen. This is a lesson you readily share with any earth elemental who crosses your path, for those ponderous brutes always fail to appreciate the efficacy of your approach to life.

Guiding Winds

Starting at 1st level, as an action you can hurl a blast of air at a creature within your Elemental Influence's area. You make a ranged spell attack against the target, and deal 1d6 bludgeoning damage on a successful hit.

When you take this action, you can instead target an ally within your Elemental Influence's area, guiding their attacks with powerful winds. Until the end of its next turn, when that ally next makes a ranged weapon attack, it has advantage on the attack roll and deals an extra 1d6 bludgeoning damage on a successful hit.

In either case, this damage increases by 1d6 at 6th level, and again at 10th, 14th, and 18th levels.

Ways Of Air

Your close relationship with air taught you many things. At 1st level you gain proficiency in *Calligrapher's Tools*

Additionally, as an action you can subtly manipulate the air in your Elemental Influence's area. These effects are always harmless, can only affect a 5 ft. cube of area, and cannot interfere with the properties of magical effects; only natural ones. Examples of such effects include generating a gust of wind, blowing a cool breeze, or manifesting a tiny tornado in the palm of your hand.

Spirit Of Adventure

At 6th level, you start each day with an unquenchable hunger for adventure and the wind at your back. After you finish a long rest, you have advantage on Dexterity saving throws and ability checks. This benefit lasts until you finish a short rest or gain a level of exhaustion.

Windweaver

At 10th level, on each of your turns if you spend movement to move at least 25 ft. away from the space you started your turn in, you become empowered, as per your Elemental Empowerment feature.

Grace Of The Wind

By 14th level your body moves as effortlessly as the wind itself. You gain proficiency in Acrobatics and Dexterity saving throws.

Master Air

At 18th level you have mastered the element of air, gaining almost complete control over the air in your area of Elemental Influence. At the start of each of your turns you can choose to affect that area and cause one of the following effects.

- End any light or strong winds in the area.
- Create a light or strong wind in a direction of your choice

Creatures of your choice within the area are immune to the effects of this feature.

EARTH

As an earth elemental, you are as unshakable as stone and twice as durable. Earth elementalists see all problems as surmountable through time and effort, overcoming obstacles with determination and raw power. Most elementalists in this field come from races with strong affinity for the earth and order. Many earth elementalists take pride in their bodies, eschewing the comforts of civilized life for the steady embrace of stone. More than any other elementalists, those with an affinity for earth make their element part of their bodies, mantling their forms in unbreakable rock and striking with stony fists. When you commit to a course of action as an earth elemental only the most extreme of forces can hope to stop you. You love a challenge, so those that flee or dance around problems often bother you.

Stone Mantle

Starting at 1st level, when you finish a long rest you can coat your skin in a thick layer of solid stone. When you do so, you gain temporary hit points equal to four times your elemental level. These temporary hit points cannot be replaced by temporary hit points from another source unless you will it.

Additionally, when you would make an unarmed strike you can instead make a melee spell attack. The damage of this attack is equal to your unarmed strike damage plus your Strength and Intelligence modifiers.

Ways Of Earth

Your close relationship with the earth has inspired the craftsman in you. At 1st level, you gain proficiency in *Mason's Tools*.

Additionally, as an action, you can subtly manipulate the earth around you within your Elemental Influence's area. These effects are always harmless, can only affect a 5 ft. cube of area, and cannot interfere with the properties of magical effects; only natural ones. Examples of such effects include a making a stone slide around the floor, creating a chair out of stone, or extracting gold ore from unworked rock.

Rock Solid

At 6th level, your mind and body are especially durable against effects that would law you low. You have advantage on saving throws against effects that would cause you to be incapacitated, paralyzed, petrified, stunned, or unconscious on a failure.

Seismography

Starting at 10th level, you can sense the vibrations in the earth to detect the precise location of creatures. While you are standing on the ground, you have tremorsense out to a range of 15 ft. At 18th level, the range of your tremorsense increases to 30 feet.

Earthen Might

At 14th level, the strength of stone becomes infused with your body. You gain proficiency in Athletics and Strength saving throws.

Master Earth

At 18th level, you have mastered the element of earth. You gain a burrow speed equal to your walking speed, and can burrow through solid rock at half your burrow speed. When you burrow in this manner, you do not disturb any material you pass through. If you end your turn inside a solid object after burrowing in this manner, you must immediately expend 5 primal power or be shunted to the nearest unoccupied space.

FIRE

Danger surrounds a fire elemental. Few creatures can live comfortably with fire; a vicious and unpredictable element. You must keep a tight leash on the flames that sprout from your fingertips lest you immolate yourself and everything you care about. Most fire elementalists are wild souls, barely able to contain the enthusiasm each holds for the nature of their craft. While always destructive, fire elementalists understand the importance of burning away the underbrush to start anew and prevent future conflagrations. Fire is the most complex of the elements, and, to coexist with the simpler creatures, you must understand its many facets. Whether you are a purifier, searing away evil with columns of flame, or a pyromaniac who just wants to watch the world burn, at every fire elemental's core is a hunger that makes you ambitious in all walks of life. Only the mercurial and reserved water elementalists can dampen your enthusiasm, and for this reason you rarely tolerate their presence.

Enduring Ember

At 1st level, you can fan the flames within you for additional power. When you finish a short rest you can expend a number of your Hit Dice, up to your Intelligence modifier, rolling those Hit Dice and regaining primal power equal to the total amount

rolled. Once you have used this feature you must finish a long rest before you can use it again.

At 10th level, when you use this feature you can instead expend and roll a number of Hit Dice equal to twice your Intelligence modifier and regain primal power equal to the total amount rolled.

Ways Of Fire

Your love of fire and how to use it has inspired you to take up artistic crafts. At 1st level you gain proficiency in *Glassblower's Tools*.

Additionally, as an action you can subtly manipulate fire within your Elemental Influence's area. These effects are always harmless, can only affect a 5 ft. cube of area, and cannot interfere with the properties of magical effects; only natural ones. Examples of such effects include lighting a candle, extinguishing a fireplace, or burning a symbol into a piece of wood.

Fireproof

At 6th level, your constant exposure to flames has granted you resistance to fire damage. At 14th level, you instead have immunity to fire damage.

Pour It On

At 10th level when you create a shape that deals damage and augment it, the first time the shape deals damage, it deals extra damage equal to the amount of primal power expended to augment the shape.

Fury Of The Flames

At 14th level the roaring power of fire is reflected in your personality. You can proficiency in Intimidation and Charisma saving throws.

Master Fire

At 18th level, you have mastered the element of fire. When you would deal fire damage in an area, you can choose to also damage unattended objects and structures in that area.

WATER

Proudest and most determined of the elements. Water elementalists reflect this trait in every action they take. As a refined and elegant water elemental, you understand that no problem can withstand a cunning solution from a brilliant mind. Water elementalists are a flexible lot, able to adapt to any situation. They can aid allies and foil enemies with brilliant elemental creatures, while retaining a sense of dignity on the battlefield. Beneath each water elemental is the overwhelming potential for destruction, unleashed only in the direst straits where there is no time for precision. As you adventure as a water elemental, your effortless efficiency makes you uniquely valuable, superior to all others, but most especially those who recklessly wield elemental fire.

Siphon

Starting at 1st level, you can draw lifegiving water from enemies and gift it to allies. As an action, you can make a melee spell attack against a creature, dealing 1d4 necrotic damage on a successful hit. When you deal damage to a creature with this feature, you may cause an ally within range of your Elemental Influence to regain a number of hit points equal to the damage dealt.

This damage increases by 1d4 at 6th level, and again at 10th, 14th, and 18th levels

Ways Of Water

The subtleties and beauty of water has inspired you to take up the sciences. At 1st level you gain proficiency in *Alchemist's Supplies*.

Additionally, as an action you can subtly manipulate water in your Elemental Influence's area. These effects are always harmless, can only affect a 5 ft. cube of area, and cannot interfere with the properties of magical effects; only natural ones. Examples of such effects include creating a moving sculpture in a pond, making a stream flow uphill, or proving shelter from the rain.

Tidewalker

At 6th level, your affinity with water grants you a swim speed equal to your walking speed and you can breath underwater.

Crushing Tide

At 10th level, creatures have disadvantage on the first saving throw they make against shapes you have augmented.

Wisdom Of The Waves

At 14th level the flexible nature of water defines your understanding of the world. You gain proficiency in Insight and Wisdom saving throws.

Master Water

At 18th level, you have mastered the element of water in the area of your Elemental Influence, granting you the following benefits.

- You have blindsight out to a range equal to your area of Elemental Influence. However, this sense is based on your ability to detect liquid water, such as blood or other fluids. Creatures that are not at least partially composed of fluids cannot be perceived with this sense.
- When you or an allied creature is affected by one of your shapes in the area, the affected creature can take a reaction to move up to 10 ft. without provoking an attack of opportunity.

HYBRID ELEMENTAL AFFINITIES

Elementalists who only seek to master a single elemental are closed minded in your eyes. By studying the ways of other elemental affinities, you have learned how to combine elements into powerful new shapes that the so called “pure” elementalists could never master. This more progressive approach to elementalism is reflected in the personality of its practitioners, who often choose to identify themselves based on their new hybrid affinity. For example, former air and fire elementalists identify much more strongly with their storm elementalist brethren than those that are stuck wielding only fire or air.

ICE

If you select ice as your hybrid element, when you would gain your elemental affinity features as you advance as an elemental, you instead gain the following features.

Ice Elementalism

At 10th level you have learned how to seamlessly weave the hybrid element of ice into your shapes, granting you the following benefits.

- When you create a shape that deals damage, you can choose to have deal it cold damage instead of its normal damage type.
- You are immune to cold damage.

Ice Age

At 14th level, as an action you can fill your area of elemental influence with freezing fog for 4 hours. The following effects occur within your area of elemental influence for the duration or until you dismiss the effects as an action.

- The temperature drops to extreme cold.
- The entire area is lightly obscured.
- Nonmagical fires are extinguished.

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

Frozen Doom

When a creature you can see fails a saving throw against one of your elemental shapes, you can take a reaction and expend 5 primal power to attempt to freeze the creature solid. The target must succeed on a Constitution saving throw or be paralyzed until it takes fire damage or it is exposed to temperatures higher than 32 degrees Fahrenheit for 1 hour. At the end of each of its turns, an affected creature can repeat the Constitution saving throw, ending the effect on a success.

LIFE

If you select life as your hybrid element, when you would gain your elemental affinity features as you advance as an elemental, you instead gain the following features.

Life Elementalism

At 10th level, you can imbue your shapes overflow with elemental life. When you create a shape, you regain hit points equal to the amount of primal power you expended creating and augmenting it (when applicable).

Additionally, when you create a shape that deals damage, you can designate a number of creatures you can see up to your Intelligence modifier to be immune to damage dealt by that shape.

Bountiful Paradise

At 14th level, as an action you can flood your area of elemental influence with vitalizing energy for 1 hour. The following effects occur within your area of elemental influence for the duration or until you dismiss the effects an action.

- Allied creatures in the area can finish a short rest in half the usual time as long as they remain within the area for the entire duration of the rest.
- Allied creatures that finish a short rest in area are cured of any poisons or disease.

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

Lifebringer

At 18th level, you can use the element of life to bring a creature back from the dead. As an action, you can touch the body of a creature and expend 18 primal power. Doing so restores the creature to life at its maximum hit points, cures all disease, closes all wounds, and neutralizes all poisons, but does not replace damaged or missing organs and limbs.

METAL

If you select metal as your hybrid element, when you would gain your elemental affinity features as you advance as an elemental, you instead gain the following features.

Metal Elementalism

At 10th level, you can increase the deadly power of your elemental shapes by adding the metal element. When you create a shape that deals damage, you can choose to have it deal bludgeoning, piercing, or slashing damage instead of its normal damage type.

Additionally, when you touch an object made of metal, you learn its current hit points and AC.

Arsenal

At 14th level, you are proficient in light, medium, and heavy armor that is made of metal.

Heavy Metal

At 18th level, when a creature that fails a saving throw against one of your shapes by 10 or more and takes bludgeoning, piercing, or slashing damage on the failure, it instead takes double that damage.

STORM

If you select storm as your hybrid element, when you would gain your elemental affinity features as you advance as an elemental, you instead gain the following features.

Storm Elementalism

At 10th level, you can charge your shapes with the fury of a storm. When you create a shape that deals damage, you can choose to have it deal lightning or thunder damage instead of its normal damage type.

Additionally, you have resistance to lightning and thunder damage.

Ride The Lightning

At 14th level you can travel through the skies on a bolt of lightning. By spending 10 minutes in focused meditation during which time you take no other actions or move from your space, you are magically teleported to an unoccupied space near a location you have seen on the same plane. Both your departure and arrival areas must be beneath open sky, and your departure and arrival are heralded by a loud but harmless lightning strike.

You can choose to bring up to seven willing creatures along with you, each of which must be touching you when you depart.

Gathering Storm

At 18th level, your body crackles with electrical power when you wield the elements. When you expend primal power, record the amount of primal power expended, which represents the power of the storm building within your body. This effect is cumulative. Each additional time you expend primal power you can choose to add the amount expended to the amount you have recorded. As an action, you can make a melee or ranged spell attack against a creature within your area of elemental influence, discharging the electrical energy on a hit. The target takes lightning damage equal to the amount you recorded, the energy is expended, and the recorded primal power expended reset to zero. This energy is also lost if you finish a long rest.

ELEMENTAL SHAPES

Elementalists can learn the elemental shapes presented here. If an elemental shape lists an elemental affinity or a level, those prerequisites must be met in order to learn the shape.

Variant - Elemental Spellcasting

Elementalism is a different type of magic, but in practice elemental shaping isn't too different from spellcasting. The shapes presented here are diverse and powerful, but with the right amount of effort an elementalist may be able to learn to replicate the effects of a spell in lieu of learning a shape. Of course, any spell an elementalist learns must be appropriate for its elemental affinity (*fireball* is a good spell for a fire elemental to cast, but *mage armor* is not). The DM must approve which spells you wish to learn, along with whether or not you are allowed to use this gameplay variant, which is called elemental spellcasting.

When an elementalist would learn an elemental shape, they may instead learn two spells from any class spell list, of a level detailed in the chart below. A spell learned by an elementalist in this manner is considered an elemental shape instead of spell, following the rules of elemental shaping detailed in this document. Additionally, each spell has a primal power cost determined by its level, as detailed in the chart below. A spell's level can be increased by augmenting it. For every 2 primal power expended augmenting a spell, its level increases by 2.

Elemental Spellcasting

Elementalist Level	Maximum Spell Level	Primal Point Cost
1 st	1 st	2
3 rd	2 nd	3
5 th	3 rd	5

7 th	4 th	6
9 th	5 th	7
11 th	6 th	9
13 th	8 th	10
15 th	8 th	11
17 th	9 th	13

Basic Shapes

The following basic shapes are presented in alphabetical order.

Ball

Primal Power Cost: 2

Shaping Time: 1 bonus action

Duration: 1 minute

You create a 5-foot diameter floating sphere of dense element in an unoccupied space you can see within your area of Elemental Influence. As an action, you can command the ball to move up to 30 feet and make a single melee spell attack against a creature within 5 feet of it. On a successful hit, the target takes 2d6 damage of type corresponding to your elemental affinity, detailed below.

Additionally, the shape gains the following property according to your elemental affinity:

- **Air.** The ball deals bludgeoning damage. Additionally, creatures hit by the ball must succeed on a Strength saving throw or be knocked prone.
- **Earth.** The ball deals piercing damage. Additionally, when shape ends the ball explodes in a 30-foot radius sphere. Each creature in the area must attempt a Dexterity saving throw, taking damage as though it were hit by an attack from the ball, or half as much damage on a success.
- **Fire.** The ball deals fire damage. Additionally, when you take an action to move the ball it can move up to 60 feet instead of 30 feet.
- **Water.** The ball deals slashing damage. Additionally, when the shape ends, the ball explodes in a 30-foot radius sphere, and you roll the ball's spell

attack damage dice. Creatures of your choice in the area of the explosion regains a number of hit points equal to the amount rolled.

Augment. When you create this shape while empowered, you can expend additional primal power. For each 3 primal power so expended, you create an additional elemental ball in an unoccupied space you can see within your area of elemental influence. When you take an action to move a ball created in this manner, can choose to move all balls created by this effect and make a single melee spell attack with each of them.

Blast

Prerequisites: Earth Affinity

Primal Power Cost: 1

Shaping Time: 1 action

Duration: Instantaneous

You unleash a blast of elemental energy from your body in a 15-foot cone. Creatures in the area must succeed on a Dexterity saving throw or take 3d6 damage, or half as much on a success of type corresponding to your elemental affinity, detailed below. Additionally, the shape gains the following property according to your elemental affinity.

- **Air.** The effect deals thunder damage. Additionally, on a failed save, creatures completely and unattended objects not tied down within the area are pushed away from you to the end of the cone or until they encounter a solid object.
- **Earth.** The effect deals bludgeoning damage. Additionally, any ground in the area becomes difficult terrain.
- **Fire.** The effect deals fire damage. Additionally, on a failed save a creature is blinded until the start of its next turn.
- **Water.** The effect instead deals half of the damage rolled as bludgeoning damage to enemies in the area (rounded down). Creatures of your choice in the area regain a number of hit points equal to the other half of the damage (rounded up).

Augment. When you create this shape while empowered, you can expend additional primal power. For every 2 primal power so expended, the size of the cone increases by 15 feet and the damage increases by 2d6.

Combustion

Prerequisites: Fire Affinity

Primal Power Cost: 2

Shaping Time: 1 action

Duration: 1 round

You infect a creature you can see within the area of your elemental influence with an explosive charge. At any time you can take a reaction to cause the charge to explode from the target in in a 5-foot radius. Creatures in the area must attempt a Dexterity saving throw, taking 3d10 fire damage on a failed saving throw, or half as much on a success. If you have not expended the charge in this manner before the duration ends, the charge explodes at the end of its duration.

Augment. When you create this shape, you can expend additional primal power. For every 3 primal power so expended, the duration of the effect increases by 1 round. Additionally, at the beginning of each of your turns while the effect persists, the damage dealt when the charge explodes is increased by 3d10.

Droplets

Prerequisites: Water Affinity

Primal Power Cost: 2

Shaping Time: 1 bonus action

Duration: 1 minute

You conjure three spheres of water that orbit your head for the duration. When you cause an allied creature you can see within range of your Elemental Influence to regain hit points, you can expend one or more of the spheres to cause the creature to regain an additional 1d8 hit points for each sphere expended.

Augment. When you create this shape while empowered, you can expend additional primal power to conjure an additional sphere of water for every 2 primal power expended in this manner.

Launch

Primal Power Cost: 1

Shaping Time: 1 bonus action

You project a blast of elements that throws you into the air. The shape pushes you in a straight line in a direction of your choice up to 30 ft. At the end of your movement you land on your feet unless you fell at the end of that movement. Additionally, this shape creates the effects according to your elemental affinity:

- **Air.** If you fall at the end of the movement, your rate of descent slows to 30 ft. per round for 1 minute. If you land before the duration ends, you take no falling damage, land on your feet, and the effect ends.
- **Earth.** If you make a melee spell attack immediately at the end of the movement provided by this shape, you deal an additionally 1d4 damage on a successful hit for every 10 ft. you traveled via this shape.
- **Fire.** You create a 10-foot radius blast of flame centered on the space you occupied when you created this shape. Creatures within the area must succeed on a Dexterity saving throw or taking 1d4 fire damage for every 10 feet the shape attempted to throw you.
- **Water.** Instead of throwing you, the shape throws a willing creature of your choice within the area of your Elemental Influence.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 1 primal power so expended, you increase the distance of the launch by 10 feet.

Obsidian Armaments

Prerequisites: Earth Affinity

Primal Power Cost: 2

Shaping Time: 1 bonus action

Duration: 10 minutes

You coat your limbs in a layer of obsidian for 10 the duration. While so coated, your unarmed strikes are magical and you can make an attack with your unarmed strike as a bonus action.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, your unarmed strike damage is increases by 1d4 for the duration of the shape.

Shield

Primal Power Cost: 1

Shaping Time: 1 reaction, which you take when you take damage from a source you can see.

Duration: Instantaneous

You generate a swirling barrier of elemental energy around you, reducing the damage you take from the triggering effect by 1d12. Additionally, the shape gains the following property according to your elemental affinity.

- **Air.** If the damage was from a ranged weapon attack and you reduce the damage you take from the triggering attack to zero with this shape, you may change the target of the attack to a creature within 60 feet of you. Instead of using the attack's original attack roll, you must make a ranged spell attack with the weapon or ammunition as part of the same reaction, dealing the attack's damage and causing its effects on a success.
- **Earth.** Until the start of your next turn you have half cover from attacks and effects outside of your space.
- **Fire.** Creatures within 5 feet of you take fire damage equal to the amount of damage reduced.
- **Water.** A creature of your choice within your area of elemental influence that would also take damage from the triggering effect is also affected by this shape, reducing the damage it takes by the amount rolled by this shape.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, the damage reduced by the shape increases by 1d12.

Trail

Primal Power Cost: 2

Shaping Time: 1 action

Duration: 1 minute

You create a pathway composed of the elements from your feet in a 60-foot-long, 5-foot-wide line that is an inch tall. The pathway gains the following property according to your elemental affinity:

- **Air.** The pathway is composed of swirling air. You (and only you) can walk upon the pathway as though it were solid ground and while standing on the pathway, you are considered to be flying.

- **Earth.** The pathway is composed of solid stone or earth, and is an object with an AC of 15 and 80 hit points. While you are on the pathway and are not incapacitated, you cannot be teleported or moved unless you allow it.
- **Fire.** The pathway is composed of shimmering flames. While you are on the pathway, you are always empowered as per your elemental empowerment feature. Additionally, creatures that come into contact with the pathway for the first time in a round takes fire damage equal to your elemental level.
- **Water.** The pathway is composed of clear blue water. When an enemy creature comes into contact with the pathway for the first time in a round it must succeed on a Strength saving throw or be pushed to one end of the pathway (your choice which end).

Augment. When you create this shape while empowered, you can expend additional primal power. For every 2 primal power so expended, you can increase the length of the line by 30 feet or the width of the line by 10 feet.

Updraft

Prerequisites: Air Affinity

Primal Power Cost: 1

Shaping Time: 1 action

Duration: Instantaneous

You generate a tremendous blast of air in a 5-foot square you can see within your area of Elemental Influence. Unsecured creatures completely within the area must attempt a Strength saving throw, being thrown 30 feet straight upward on a failed saving throw, or half as far on a success.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 2 primal power so expended, you increase the area of the effect by one 5-foot square and the height affected creatures are thrown by 20 feet.

Wall

Primal Power Cost: 2

Shaping Time: 1 action

Duration: Permanent

You create a straight wall of elements on a solid surface that must be completely within your area of Elemental Influence. You can make the wall up to 30 ft. long, 10 ft. high, and 1 ft. thick. The properties of the wall are determined by your elemental affinity, as detailed below. Sections of the wall that leave your area of elemental influence vanish instantly.

- **Air.** The wall is composed of swirling air, and is invisible. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss (boulders hurled by giants or siege engines, or similar projectiles are unaffected.).
- **Earth.** The wall is composed of heavy stone and is a structure. Each section 10 ft. section of the wall is an object with an AC equal to your elemental save DC and 30 hit points. Additionally, the wall does not vanish when it leaves your area of Elemental Influence.
- **Fire.** The wall is composed of roaring flames, and is opaque. Creatures passing through the wall for the first time on a turn or that starts its turn within the wall must succeed on a Dexterity saving throw or take 2d8 fire damage.
- **Water.** The wall is composed of rising water and is translucent. At the start of each of your turns the wall moves away from you at a speed of 20 feet. Creatures that the wall encounters during this movement must succeed on a Strength saving throw or be pushed ahead of the wall for the remainder of its movement. Creatures attempting to move into the wall must use their swim speed (if any) or swim through it and the interior of the wall is considered difficult terrain.

Augment. When you create this shape while empowered, you can expend additional primal power to increase the size of the wall. For every 1 primal power so expended, you can increase the length of the wall of 10 ft. or the height of the wall by 5 ft.

Advanced Shapes

The following advanced shapes are presented in alphabetical order.

Bind

Primal Power Cost: 5

Shaping Time: 1 action

Duration: 1 minute

You attempt to entrap a creature you can see within your area of Elemental Influence with elemental bonds. The target must succeed on a Strength saving throw or become restrained for 1 the duration. A target so restrained can repeat the saving throw at the end of each of its turns, ending the effect on a success. Additionally, the shape gains the following property according to your elemental affinity:

- **Air.** While affected by the shape, the target is lifted off the ground and floats weightlessly in its space. While affected in this manner, if the target is shoved (as per the shove melee special attack), it can be pushed up to an additional 15 ft.
- **Earth.** While affected by the shape and on the ground, the target cannot be forcibly moved from its space by nonmagical means. If the target is in the air when you affect it with this shape, it falls to the ground and cannot become airborne again for the duration of the effect.
- **Fire.** While affected by the shape, the target's is wracked by agonizing pain. When it attempts to speak, it must first succeed on a Constitution saving throw or instead emit only agonized screams for the remainder of that turn. Additionally, affected creatures cannot have resistance to fire damage, and affected creatures immune to fire damage instead takes half damage from effects that deal fire damage.
- **Water.** While affected by the shape, the target cannot regain hit points and has disadvantage on Intelligence, Wisdom, and Charisma saving throws.

Augment. When you create this shape while empowered, you can expend additional primal power. For each 5 primal power so expended, you can target an additional creature within range.

Bolt

Primal Power Cost: 3

Shaping Time: 1 action

Duration: Instantaneous

You call down three elemental bolts from above, each of which land in different 5-foot spaces you can see within your area of elemental influence. Creatures in those spaces take 1d8 damage of type corresponding to your elemental affinity, in addition to other effects detailed below:

- **Air.** The shape deals bludgeoning damage and pushes affected creatures 5 ft. away from the affected space.
- **Earth.** The shape deals piercing damage. Targets standing on the ground take 1d10 damage per bolt that affects them, instead of 1d8.
- **Fire.** The shape deals fire damage, and each bolt deals additional fire damage equal to your shaping ability modifier.
- **Water.** If an allied creature would take damage from a bolt, it instead takes no damage and regains 1d8 hit points.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 2 primal power so expended, you can create an additional bolt.

Bubble

Prerequisites: Water Affinity

Primal Power Cost: 4

Shaping Time: 1 bonus action

Duration: 1 minute

You wrap a friendly creature you can see within your area of elemental influence in a bubble of clear liquid for the duration. The target gains 20 temporary hit points for the duration of the shape and has partial cover from everything outside the bubble, and vice versa. The bubble moves with the creature when the creature moves, and is translucent – allowing creatures to see both into and out of the bubble (though proportions are considerably distorted). As a bonus action you can dismiss the bubble or cause it to fly up 30 feet, moving the creature within. This shape immediately ends if the target’s temporary hit points granted by this shape are reduced to zero.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, the target gains an additional 10 temporary hit points and when you take a bonus action to move the bubble, it can move an additional 5 feet.

Plasma Ray

Prerequisites: Fire Affinity

Primal Power Cost: 5

Shaping Time: 1 action

Duration: Special (See description)

You fire a beam of superheated plasma at a creature you can see within your area of elemental influence, making a ranged spell attack against the target. On a hit, the target takes 2d10 fire and 2d10 radiant damage and you project a continuous stream of plasma between you and the target. On each of your turns you use your action to make a ranged spell attack against the target, dealing 2d10 fire and 2d10 radiant damage on a successful hit. A target reduced to 0 hit points from this effect is reduced to a fine ash. The effect ends after 1 minute has passed, if you become unable to see the target, or if you do not take an action to maintain the effect.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, a successful hit with the shape deals an additional 1d10 fire and 1d10 radiant damage.

Stone Block

Prerequisites: Earth Affinity

Primal Power Cost: 4

Shaping Time: 1 bonus action

Duration: 1 hour

You cause a stone block to erupt from the ground in an unoccupied space within 5 feet of you. The block is a 5 ft.-by-5 ft. cube, a Medium object, has an AC equal to your elemental save DC, and 80 hit points. When you make a successful melee attack against the block, you may record the damage and push the block up to 60 feet away from you in a straight line along the ground. If the block encounters a creature along its path, the creature must succeed on a Dexterity saving throw or take bludgeoning damage equal to your attack's damage. If the encountered creature is the block's size or smaller, it must succeed on a Strength saving throw or be pushed ahead of the block for the remainder of its movement, otherwise the block's movement ends.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, all the block's dimensions increase by 5 feet.

Suffocate

Prerequisites: Air Affinity

Primal Power Cost: 4

Shaping Time: 1 action

Duration: 10 minutes

You surround a creature you can within your area of elemental influence in a layer of thin air that prevents it from breathing for the duration. The target must attempt on a Constitution saving throw, holding its breath on a successful saving throw, or immediately begin to suffocate on a failure. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 4 primal power so expended, you can target an additional creature within range.

Upgrade

Primal Power Cost: 4

Shaping Time: 1 action

Duration: 1 minute

You augment your form with elemental power, creating new extremities out of primal material. The type and nature of your new extremities are determined by your elemental affinity, detailed below.

- **Air.** You form a pair of wings composed of graceful air, which increase your walking speed by 30 feet. Additionally, you float just above any surface you are standing on and can move along vertical surfaces or across liquids without falling during your turn.
- **Earth.** You create a pair of powerful arms composed of earth. Each arm works just like your normal arms, providing you with an extra free hand. When you take the attack action, you may make an additional attack for every pair of arms you created with this shape.
- **Fire.** You create a pair of eyes formed of burning flames that floats just in front of your face. When you create a pair of eyes in this manner, you may choose a single creature you can see within range. For the duration of the shape, that creature cannot be hidden from you and has disadvantage on saving throws against you.
- **Water.** You create a tentacle of glistening water that protrudes from your back. The tentacle has 20-foot reach and can deliver effects with a range of touch at

that distance. Additionally, when you create a tentacle using this shape, you gain a special reaction for its duration. This reaction can only be used to make a melee spell attack against a creature that would provoke an opportunity attack from the tentacle. On a successful hit, the target is grappled by the tentacle, with an escape DC equal to your elemental save DC.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 5 primal power so expended, you create an additional set of extremities of the type detailed above.

Vortex

Primal Power Cost: 5

Shaping Time: 1 action

Duration: 1 minute

A spiraling mass of elements appears in a 20 foot radius that is 5 feet high centered on a point you can see on the ground within your area of elemental influence. Until the effect ends, the area is difficult terrain and any creature that starts its turn within the area must succeed on a Strength saving throw or take 4d6 damage of a type according to your elemental affinity and be pulled 10 feet toward the center of the effect. This shape has the following properties according to your elemental affinity.

- **Air.** The shape can be centered on a point you can see within the area, instead of a point on the ground. Additionally, the effect deals thunder damage and any creatures within the effect are deafened for as long as they remain within the area.
- **Earth.** The effect deals bludgeoning damage. Additionally, a creature starting its turn within the vortex must succeed on a Strength saving throw or have its speed reduced to 0 until the end of its turn.
- **Fire.** The effect deals fire damage. Additionally, if a creature starts its turn in the center of the effect's area, damage it takes from the vortex is doubled.
- **Water.** The effect deals bludgeoning damage. Additionally, creatures of your choice are immune to all effects of the shape.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, you can increase the radius of the effect by 10 feet and the damage of the effect by 1d6.

Expert Shapes

The following expert shapes are presented in alphabetical order.

Aftershock

Prerequisites: Earth Affinity

Primal Power Cost: 8

Shaping Time: 1 bonus action

Duration: Instantaneous

You release a devastating seismic wave in your area of elemental influence. Creatures in the area that took damage from you that turn must succeed on a Constitution saving throw or be knocked prone.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power you expend, a single creature knocked prone by the effect is also stunned until the start of its next turn.

Cyclone

Prerequisites: Air Affinity

Primal Power Cost: 8

Shaping Time: 1 action

Duration: 1 minute

You project a whirling cyclone from your hand in a line that extends to the end of your area of elemental influence and is 5 feet wide. The cyclone lasts for 1 minute, and as an action you can point the cyclone in a direction of your choice. When a Medium or smaller creature comes into contact with the cyclone for the first time in a round, it must succeed on a Strength saving throw or be thrown away from you to the end of the line, or drawn toward the closes unoccupied space to you (your choice), landing prone in either case. This shape ends if you do not have a free hand available to project the cyclone or if you become incapacitated.

Augment. When you creature this shape while empowered, you can expend additional primal power. For every 4 primal power expended, you increase width of the line by 5 ft. and the maximum size of a creature the cyclone can affect increases by one size category.

Flood

Prerequisites: Water Affinity

Primal Power Cost: 9

Shaping Time: 1 action

Duration: 1 minute

You flood your area of elemental influence with water that is 5 ft. deep. The water appears on the ground and flows in directions determined by the terrain. Water from this shape that flows outside of your area of elemental influence vanishes, and any water that leaves the area is magically replenished instantly. The area is considered difficult terrain for creatures without a swim speed. Additionally, while you are completely submerged within the water created by the flood, you are always empowered, as per your Elemental Empowerment feature. The shape immediately ends if no area of your elemental influence is in contact with the ground.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 2 primal power so expended, the depth of the flood increases by 5 ft.

Gift

Primal Power Cost: 8

Shaping Time: 1 action

Duration: 1 minute

You touch a willing creature within reach, mantling it in elemental energy and granting it a powerful boon for the duration. The target gains proficiency in a single saving throw of its choice that you are also proficient in, and advantage on saving throws against your elemental shapes. Additionally, it gains the following properties according to your elemental affinity.

- **Air.** The target's walking speed increases by 10 ft.
- **Earth.** While it is not incapacitated, the target cannot be forcibly moved or teleported unless it allows it.
- **Fire.** When the target succeeds on a saving throw against one of your shapes and would take damage on a success, it instead takes no damage.
- **Water.** When the target regains hit points from your shapes, you regain an equal amount of hit points. This effect cannot occur more than once per turn.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 6 primal power you expend, you can target an additional willing creature with this shape.

Meltdown

Prerequisites: Fire Affinity

Primal Power Cost: 9

Shaping Time: 1 action

Duration: 1 minute

You superheat a single object or creature you can see within the area of your elemental influence for the duration. At the start of each of its turns, the target must succeed on a Constitution saving throw or lose 8d6 hit points, or half as much on a success, and its hit point maximum is reduced by an amount equal to the hit points lost. This reduction ends if the target is affected by a *greater restoration* or *heal* spell. A target reduced to zero hit points by this shape is melted down into charred remains. This shape ends if the target succeeds on three Constitution saving throws against the effect over the course of its duration.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 5 primal power expended, you increase the hit points the target loses increases by 8d6.

Meteor

Primal Power Cost: 8

Shaping Time: 1 action

Duration: Instantaneous

You conjure an elemental explosion centered on a point you can see within your area of elemental influence. The explosion is a 20 ft. radius sphere, and has properties according to your elemental affinity.

- **Air.** Creatures in the area must succeed on a Constitution saving throw or take 8d10 bludgeoning damage and be knocked unconscious until the start of their next turn. A successful save halves the damage and prevents being knocked unconscious.

- **Earth.** Creatures in the area must succeed on a Dexterity saving throw or take 8d10 piercing damage, or half as much on a success. Additionally, the area of the explosion is filled with a thick cloud of dust for 1 minute, and is considered heavily obscured for the duration or until a strong wind disperses it.
- **Fire.** Creatures in the area must succeed on a Dexterity saving throw or take 4d10 fire damage and 4d10 radiant damage, or half as much on a success. Additionally, on a failed save a creature is pushed away from the center to the edge of the explosions' area.
- **Water.** Creatures of your choice in the area must succeed on a Dexterity saving throw or take 4d10 bludgeoning damage, or half as much on a success, and other creatures of your choice in the area regain 4d10 hit points.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 4 primal power so expended, you can create an additional explosion, whose affected area cannot include the area of another explosion created by the shape.

Shatter

Primal Power Cost: 7

Shaping Time: 1 action

Duration: Instantaneous

You attempt to shatter the bonds of magic with your elemental power. As a part of creating this shape you must choose a creature, object, or magical effect within your area of elemental influence. If the target is or is under the effects of a spell, you must attempt on an Intelligence ability check, immediately ending the spell on a success. The DC equals 10 + the spell's level. The target is or is affected by multiple spells, you must attempt to end the highest level spell possible. Additionally, on a successful check the shape gains the following benefits according to your elemental affinity.

- **Air.** If the target of the shape is a creature it is pushed 30 ft. in a straight line in a direction of your choice.
- **Earth.** If the target of the shape is a creature, it cannot cast non-Epic spells until the end of its next turn. If the target of the shape was an object, it becomes vulnerable to damage until the start of your next turn.

- **Fire.** If the target of the shape is a creature or object it takes 1d10 fire damage per level of the spell ended by the shape.
- **Water.** You regain 1d6 hit points per level of the spell ended by the shape.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, you can choose an additional target for the shape or attempt to end an additional spell on a target of the shape.

Weapon

Primal Power Cost: 9

Shaping Time: 1 action

Duration: 10 minutes

You forge a weapon fashioned from powerful elements, which appears in your free hand and lasts for the duration. You are considered proficient with the weapon, and when you would make a weapon attack with it, you instead make a spell attack. The weapon has properties according to your elemental affinity.

- **Air.** The weapon is a longbow, and on a successful hit does an additional 5d8 thunder damage. Additionally, the range of the weapon is doubled.
- **Earth.** The weapon is a maul, and on a successful hit does an additional 2d6 piercing damage. When you score a critical hit with the weapon, the target becomes vulnerable to damage for the remainder of that turn.
- **Fire.** The weapon is a whip with a reach equal to your elemental influence, and on a successful hit does an additional 8d4 fire damage.
- **Water.** The weapon is a trident and deals an additional 3d6 piercing damage on a successful hit. Additionally, if you throw the trident it returns to your hand at the end of that turn.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, you gain a +1 bonus to attack and damage rolls with the weapon.

Master Shapes

The following master shapes are presented in alphabetical order.

Bloodshaping

Prerequisite: Water Affinity

Primal Power Cost: 12

Shaping Time: 1 action

Duration: 1 minute

You attempt to manipulate the liquid within the body of a flesh and blood creature you can see within your area of elemental influence. The target must succeed on a Constitution saving throw or be unable to voluntarily move or take actions for the duration. On each of your turns you can take an action to control the target's body like a puppet, forcing it to immediately take an action of your choice that it would ordinarily be able to take on its turn. If you do not have a clear idea what the creature is capable of (such as whether it can cast specific spells), you cannot force it to take any actions associated with those capabilities. At the start of each of its turns, the target can attempt a Constitution saving throw, ending the effect on a success.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 5 primal power so expended, you can choose to either target an additional creature within range, or force an affected creature to attempt Constitution saving throws to end the effect at the end of its turn, instead of at the start.

Cloud Call

Prerequisite: Air Affinity

Primal Power Cost: 12

Shaping Time: 1 action

Duration: 10 minutes

You fill your area of elemental influence with thick, fluffy clouds for the duration or until you dismiss it as an action. Allied creatures in the area are lightly obscured and have half cover. Additionally, if you move while this shape is in effect, the clouds move with you and cannot be dispersed by any wind unless you allow it. Finally, while this shape is in effect you are always empowered (as per your elemental empowerment feature).

Inferno

Prerequisite: Fire Affinity

Primal Power Cost: 11

Shaping Time: 1 action

Duration: Instantaneous

You generate a conflagration of epic proportions. Creatures, objects, and structures of your choice that you can see within your area of elemental influence catch fire. This fire is magical, and can only be extinguished by magical means or if its outside your area of elemental influence. At the end of each of your turns, anything on fire from this shape takes 5d6 fire damage.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 3 primal power so expended, the damage dealt by the shape increases by 1d6.

Smite

Primal Power cost: 11

Shaping Time: 1 bonus action

Duration: 1 minute

You gather elemental power within your body for the duration, which can be unleash when you strike an enemy. When you hit with a melee or ranged attack before the duration ends have the attack deal an additional 14d6 damage. Once you have used this benefit the shape ends. Additionally, the shape gains the following benefits according to your elemental affinity.

- **Air.** The additional damage from the shape is bludgeoning damage. If the target is a creature it must succeed on a Strength saving throw or drop anything it is holding. Any objects dropped in this manner are thrown 30 ft. away from the target in a direction of your choice.
- **Earth.** The additional damage from the shape is piercing damage. If the attack was a melee attack and the target was a creature, the target is grappled with an Escape DC equal to your elemental save DC.
- **Fire.** The additional damage from the shape is fire damage. If the attack scores a critical hit you gain 11 primal power, up to your maximum.
- **Water.** The additional damage from the shape is acid. If the target of the attack was a creature it must succeed on a Constitution saving throw or deal

half damage for one minute. At the end of each of its turns an affected creature can repeat the saving throw, ending the effect on a success.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 9 primal power so expended, you gain an additional use of the shape's benefits before it ends (but no more than once per turn).

Pillar

Primal Power Cost: 12

Shaping Time: 1 action

Duration. 1 minute.

You generate a tremendous pillar of elements within your area of elemental influence, which is a 15 ft. radius cylinder with a height that extends up to the end of your elemental influence. The pillar has the following properties according to your elemental affinity:

- **Air.** The pillar is an empty vacuum devoid of air. Sound cannot pass through the area, nor can creatures fly in the area via non-magical means, instead falling immediately. Additionally, creatures in the area cannot breath, and any creatures in the area holding their breath lose 10d8 hit points at the start of each of their turns as the gas inside their lungs rapidly expands.
- **Earth.** The pillar is a column of dense stone that emerges from the ground, which is an object with an AC equal to your elemental save DC and 200 hit points. While you are in contact with the pillar, you are always empowered, as per your elemental empowerment feature.

If the pillar appears beneath a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar as it ascends. A creature can choose to fail the save. If the pillar is prevented from reaching its full height because of a solid obstacle, a creature on the pillar takes 10d8 bludgeoning damage and is restrained. A creature so restrained can take an action to attempt a Strength or Dexterity check (its choice) against your elemental save DC freeing itself on a success. A creature so freed must move off of the top of the pillar or become restrained again at the end of that turn.

- **Fire.** The pillar is a tornado of blazing fire. A creature standing in the area where the pillar appears or within the area at the start of its turn must succeed on a Dexterity saving throw or take 10d8 fire damage, or half as much on a success.

- **Water.** The pillar is a column of flowing water. When a creature enters the area for the first time in a round, you can choose for it to either regain 6d8 hit points, or attempt a Strength saving throw. On a failed save a creature is thrown 60 ft away from the pillar in a straight line, and takes 6d8 bludgeoning damage if it collides with a solid object or surface over the course of that movement.

Augment. When you create this shape while empowered, you can choose to expend additional primal power to augment the shape. For every 4 primal power so expended, the radius of the cylinder increases by 15 ft.

Resonating Crystal

Prerequisite: Earth Affinity

Primal Power Cost: 10

Shaping Time: 1 action

Duration: 1 minute

You forge a perfect crystal in an unoccupied space you can see within your area of elemental influence that lasts for the duration. The crystal hovers in the space, and is an object with an AC of 15 and 50 hit points. When you or allied creature within 30 ft. of the crystal takes damage, they instead take no damage and the crystal loses a number of hit points equal to the damage that would have been dealt. When the crystal is reduced to zero hit points, it shatters and any remaining damage the crystal would have prevented is instead dealt to the original targets. The crystal always prioritizes reducing damage dealt to creatures closest to it.

Augment. When you create this shape while empowered, you can expend additional primal power. For every 2 primal power so expended, the crystals hit points when created increases by 10.

VILLAINOUS SUBCLASSES

VILLAINOUS ELEMENTAL AFFINITY - SHADOW

Before there was light, there was darkness. Crushing, all encompassing, and malevolent. All other elements stand in defiance of this truth, deluding those who seek their power. Shadow elementalists know better. They have seen the darkness and learned its mysterious ways. The element of shadow is unlike all others;

oppressive as the ocean depths and as dangerous as an angry dragon. To be its master you must become as shadow, learning to mimic others with unearthly precision. This imitation is no form of flattery. The shadowy reflections you create are but a twisted mockery of the originals, made all the more dangerous by your elemental power. Other elementalists are nothing before the shadow and are fools to think they have chosen the superior element.

Shadowy Reflection

Starting at 1st level, you must choose an element you can specialize in mimicking with your elemental shadow. You must choose either air, earth, fire or water, which is considered a shadow element for you. You can learn elemental shapes as though you were a member of that elemental affinity (ex: if you chose air as your shadow element you can learn elemental shapes exclusive to air elementalists).

When you create an elemental shape you must use one your shadow elements as that shape's elemental affinity. When you do so, the shape becomes a warped and shadowy echo of that element. Any damage that would be dealt by the elemental shape is necrotic or psychic damage (your choice) instead of its normal damage type. Additionally, if a creature attempts a saving throw other than an Wisdom saving throw against one of your elemental shapes, it instead attempts an Wisdom saving throw (the DC remains the same).

Finally, at 10th level, you do not choose a hybrid element via your Hybrid Elements feature. Instead, you may select a second elemental affinity to be a shadow element for you.

Dark Puppet

You can manipulate other creature's shadows and even cause it to attack its source. As an action you can target a creature you can see within your area of elemental influence and take control of its shadow until the start of your next turn. The shadow remains attached to the creature, but otherwise does your will; making gestures and moving as you see fit.

When you take control of a creature's shadow you can cause the shadow to attack the target. When you do so, the shadow makes a melee spell attack using your spell attack bonus against the target. On a successful hit the target takes 1d10 necrotic or psychic damage (your choice). This damage by 1d10 at 6th level, and again at 10th, 14th, and 18th levels.

Nightbringer

At 6th level you are at home in the darkness and can even cast the land around you into shadow. You have darkvision out to the range of your area of elemental influence. Additionally, as an action you can expend 5 primal power to fill your area of elemental influence with magical darkness for 1 minute.

Umbral Power

At 10th level your elemental shapes can snuff out the light. When you create an elemental shape that affects an area, you can choose for any nonmagical sources of light in the area to be immediately extinguished. Magical sources of light in the area that are not daylight are instead suppressed for 1 minute.

Additionally, as a bonus action you expend 9 primal power to become invisible for 1 hour. This invisibility ends early if you attack, cast a spell, or create an elemental shape.

Cunning Of The Shadows

By 14th level the element of shadow has integrated into your mind and body, granting you extraordinary skill. You gain proficiency in deception and stealth. If you are already proficient in either skill, you instead double your proficiency when any ability check you make that uses that skill.

Master Shadow

At 18th level you have mastered the element of shadow, allowing you to crush your enemies with its overwhelming power. You have advantage on attack rolls against creatures in darkness and creatures in darkness have disadvantage on saving throws against your elemental shapes.

VILLAINOUS ARTIFICER SPECIALIZATION - FRAGTOLOGIST

Where some see cataclysmic fireballs, others see glorious entropy. Inspired by this and other spectacular acts of destruction, a cabal of artificers has turned their talents towards spreading mayhem and destruction. These are the fragtologists, the justifiably feared and ferociously reckless masters of explosions. While artificers have always had the capacity to turn their creative genius toward violence the fragtologist has perfected it as an art form. Few can appreciate a fragtologist's lack

of subtly. The answer to most problems is an explosion and the answer to everything else is a bigger explosion. Collateral damage is an occupational hazard of a fragtologist, whose pursuit of ever escalating acts of destruction puts them at odds with all but the most understanding of companions. Unsurprisingly, the career of a villain is a very attractive option to a fragtologist. Even if there are only two people left in the world, someone will always need something blown up.

Tools Of The Trade

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing the tools of your trade.

Proficiencies. You gain proficiency with alchemist's supplies and brewer's supplies. You also acquire alchemist's supplies and brewer's supplies at no cost as a result of your expertise in your field.

Crafting. You can hand craft specialized explosive material for your personal use. Crafting 1 lb of material requires 1 hour of strenuous activity, a successful Intelligence (Alchemist or Brewer's supplies) check, with a DC depending on the type of explosive material you are crafting. The types of explosive material you can create are detailed in Fragtology Materials table detailed below. You cannot attempt to craft an explosive material you do not meet the required artificer level for and you must pay the development cost when creating the material, regardless of whether you succeed or fail.

Explosive material created in this manner is inert and useless unless applied in specific ways, which are detailed later in this section.

Fragtology Materials				
Explosive Material	Required Artificer Level	Crafting DC	Development Cost	Damage
Nitrosil	3 rd	13	10 gp	3d6 fire
F - 42	6 th	16	200 gp	6d6 acid
Arcanium Powder	14 th	24	1,000 gp	12d6 thunder

Fragtologist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Fragtologist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Fragtologist Spells ³	
Artificer Level	Spell
3 rd	<i>burning hands, catapult</i>
5 th	<i>pyrotechnics, shatter</i>
9 th	<i>erupting earth, slow</i>
13 th	<i>blight, fire shield</i>
17 th	<i>immolation, telekinesis</i>

Demolition Charge

At 3rd level you can shape explosive material you create via your Crafting feature into deadly, weaponized demolition charges. 1 lb of explosive material is enough to create 10 demolition charges and each charge weighs ½ lb. Only you have the expertise to use your demolition charges safely. If another creature attempts to use one a demolition charge immediately explodes.

A demolition charge deals damage based on the material used to construct it, which is detailed in the Damage column of the Fragtology Materials table. When demolition charges explode, they do so in a 15 ft. radius sphere that deals the charge's damage to all objects and structures in the area. Creatures in the area must succeed on a Dexterity saving throw versus your spell save DC or take the charge's damage, or half as much on a success. Demolition charges can be used in the following ways:

³ Some spells in this list can be found in the official 5E supplement, XGE

- As an action you can throw a demolition charge up to 30 ft. into a space you can see. When the demolition charge enters the space it immediately explodes.
- As an action you can place a demolition charge in an unoccupied space within 5 ft. of you and light its fuse. You determine how long the fuse is timed for, up to one minute. When the fuse runs out of time the charge immediately explodes. Once lit a fuse can only be extinguished by magically created water.

Explosive Engineering

At 6th level you have learned to combine multiple demolition charges into a single massive explosive. As an action you can place one of your demolition charges in an unoccupied space and begin linking it to other demolition charges. Additional demolition charges you link to the configuration must be at least 15 ft. away from other demolition charges and you can only have 10 demolition charges linked at a time. As an action you can light the fuse of the linked charges, which has a timer of up to 1 minute before the entire configuration explodes.

Additionally, immediately before you place one of your demolition charges you can take a bonus action to coat it with sticky glue. A charge so coated can be stuck to any surface or creature. To stick a demolition charge to a creature you must succeed on a melee spell attack as a part of placing the charge. Removing a stuck demolition charge can be done by a creature within 5 ft. succeeding on a DC 15 Strength (Athletics) check.

Arcane Catalyst

At 14th level you can infuse your demolition charges with powerful magic. When you place a demolition charge you can expend an artificer spell slot of 1st level or higher to magically augment the demolition charge, granting it one of the following benefits:

- **Enhanced Intensity.** The demolition charge deals extra damage. The extra damage is 2d6 for a 1st level spell slot, plus 1d6 for each level higher than first.
- **Blasting Boost.** The area affected by the demolition charge is increased. The radius is increased by 10 ft. for a 1st level spell slot, plus an additional 5 ft. for each level higher than first.
- **Shaped Charge.** Certain creatures are protected against the effects of the demolition charge. A creature of your choice within the affected area automatically succeeds on its saving throw against the demolition charge for a

1st level spell slot, plus an additional creature of your choice for each spell level higher than first.

NEW EPIC SUBCLASS OPTIONS: ORDER DOMAIN AND CIRCLE OF SPORES

The following options are subclass features for 26th level Epic characters. Circle of Spores druids and Order domain clerics, which are presented in alphabetical order.

CLERIC: ORDER DOMAIN

Expanded Order Domain Spells	
Spell Level	Order Domain Spells
6 th	<i>globe of invulnerability, mass suggestion</i>
7 th	<i>forcecage, temple of the gods</i>
8 th	<i>dominate monster</i>
9 th	<i>time stop</i>

You add the Epic spell *enslave* to your Epic spell list.

Additionally, your Divine Spark allows you to project a magical aura of axiomatic power, balancing the universe and granting you the following benefit: Until your Divine Spark is expended you generate an aura of lawful energy in a 60 ft. radius sphere centered on you. When a creature in the affected area rolls a d20 and rolls higher or lower than an 11, you can choose to instead have it roll an 11 (no action required). A creature cannot be affected by this feature more than once per turn.

DRUID: CIRCLE OF SPORES

At 26th level you can craft a potent epic disease by cultivating a strain of enhanced spores. The disease is magical in nature and has a save DC against its effects equal to your spell save DC. Creatures attempting to identify the disease, along with its nature and properties must succeed on a Wisdom (Medicine) check versus your spell save DC.

When a creature takes necrotic or poison damage from you, it is exposed to the disease and must succeed on a Constitution saving throw or become infected. A creature that succeeds on this saving throw is immune to the effects of your disease for 24 hours. Creatures that would ordinarily be immune disease cannot be immune to your disease, but have advantage on saving throws against it. At the end of each long rest, a creature infected by your disease can attempt a Constitution saving throw. Once it has succeeded on three saving throws made in this manner, it is

cured of the disease. Regardless of your design, your disease cannot be cured, or its effects prevented by non-Epic effects.

You design your fungal disease, using the process detailed below. Cultivating a strain of fungus takes 1 week of strenuous activity. If you cultivate a second strain of the disease, your other strain dies out immediately and creatures infected with that strain are immediately cured.

Building A Fungal Strain

Each fungal strain you develop has four components: a vulnerability effect, a symptoms effect, and a pandemic effect. You can pick which effects apply to your disease from the options below, but at your DMs discretion you may gain additional options, particularly if you have access to rare and deadly fungi from which to cultivate your strain.

Vulnerability Effect

Your disease gains one of the following features of your choice.

Flesh Eating Spores. An infected creature is vulnerable to necrotic damage. Additionally, if it is immune to necrotic damage, it is instead resistant.

Toxic Mycelium. An infected creature is vulnerable to poison damage. Additionally, if it is immune to poison damage, it is instead resistant.

Symptoms Effect

Your disease gains one of the following features of your choice.

Atrophied Muscles. It takes 1 week for the diseases symptoms to manifest in an effected creature. The creature's muscles wither away, greatly reducing its strength and reflexes. Its Strength and Dexterity scores are reduced by two at the end of every day after the symptoms manifest. A creature whose Strength or Dexterity is reduced to zero by this effect dies instantly.

Brutal Hemorrhaging. It takes 1d4 hours for the diseases symptoms to manifest in an infected creature.

The infected creature begins bleeding profusely from every orifice constantly. At the end of every hour after symptoms begin to manifest, the infected creature's maximum hit points is reduced by 10. A creature whose maximum hit points is reduced to zero by this feature explodes.

Fungal Zombification. It takes a day for the diseases' symptoms to manifest in an infected creature. The infected creature had Epic disadvantage on saving throws and ability checks and is covered in strange fungal lesions. If the creature is killed but its body remains intact, it is instead restored to half its hit point maximum (rounded down), its creature type changes to plant, and its Intelligence becomes 1. While in this state the creature is friendly toward you, and cannot regain hit points.

Hearing Voices. It takes 2d4 days for the disease's symptoms to manifest in an infected creature. The infected creature hears your voice in its head constantly, which urges it to act in a violent and psychotic manner. If the creature does not kill at least one other creature every 24 hours, it immediately takes 70 (20d6) psychic damage.

Living Death. It takes 1 month for the diseases symptoms to manifest in an infected creature. The creature becomes permanently paralyzed and the disease can no longer be cured by non-Deific sources.

Extreme Hypothermia. It takes 1d4 hours for the disease's symptoms to manifest in an infected creature. The infected creature's body temperature lowers dramatically, making it more difficult to act. The creature cannot take bonus actions or reactions, and its speed cannot be greater than 15 ft.

Pandemic Effect

Your disease gains one of the following features of your choice.

Contact. The disease spreads on contact. A creature that comes into direct physical contact with a creature displaying symptoms of the disease must succeed on a Constitution saving throw or contract the disease.

Air Borne. The disease spreads throughout the air. A creature displaying symptoms of the disease contaminates the area around it in a 30 ft. radius sphere with infectious spores. Creatures that breath within the area without proper filtration or protection must succeed on a Constitution saving throw or contract the disease.

Ingestion. A creature displaying symptoms of the disease contaminate food and drink it comes into contact with. A creature that ingests contaminated food or drink must succeed on a Constitution saving throw or contract the disease.

EPIC PRESTIGE CLASSES

The following prestige classes are presented in alphabetical order.

EPIC ARTIFICER: THE ARCHANIC

The battlefield was a smoldering hellscape. Acrid smoke choked the air and toxic alchemical flames cast sickly green light. The dead were beyond counting, their charred remains barely recognizable after direct exposure to arcane energy. At the center of the devastation stood the archanic. Those who had derided her posh outfit and noble demeanor barely were robbed the time to acknowledge their mistake before being annihilated. Surveying her handiwork, countess Kaya Thul gave a wry smile. "Well now, I'd call that test a smashing success. Shame they couldn't last longer."

Technology and magic are limited only by creativity, intelligence, and power. Artificers know this better than any other, pushing the boundaries of both fields to the extreme. Those who go far enough discover the means to merge the two into a seamless whole. The staggering power of magic combines with the genius potential of technology in perfect symbiosis, and those who wield this newfound “arcatechnology” are the esteemed arcanics. When might fails, nature withers, and gods falter, arcanics bring their fantastic machines to bear. No problem is too complex for an arcanic’s intellect. All it takes it takes is the proper tool, some elbow grease, and of course a powerful infusion of magic.

In Nexus: Research Commons for the Advancement of Arcatechnological Brilliance

Artificers new to Nexus inevitably make their way to the Research Commons for the Advancement of Arcatechnological Brilliance (or RCAAB for short). This collection of towers contains dozens of laboratories linked by bridges, skyways, and questionable teleportation devices. Within these hazardous halls, hundreds of aspiring artificers conduct experiments in increasingly reckless attempts to get the attention of their peers. Every now and again, a powerful artificer achieves an extraordinary breakthrough and unleashes their Epic potential. These privileged few are mere artificers no longer. They are arcanics, Epic masters of magical technology. Arcanics are an Epic prestige class available for artificers, the details of which can be found below. Additional details and nature of Epic prestige classes can be found in the *Epic Legacy Core Rulebook*.

PREREQUISITES

An arcanic’s understanding of magic and technology in combination is masterful, creating artifacts that defy belief. This skill goes beyond any level of education. A career as an arcanic requires creativity, intellect, and magical talent that greatly exceeds that of most artificers. Few can even begin to understand the complexity of your designs, or the intricacies of your artifice. To walk the path of the arcanic, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Artificer Level 20.** Only artificers possess the necessary knowledge and expertise to master arcatechnology. Combining technology and magic into such an effective whole is dangerous for all but the most talented artificers. All others lack the necessary talents to dangerous degrees.
- **Slay an Epic Foe.** At the DM’s discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your

adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.

- **Epic Trial: The Grand Fabrication.** An archanic is a creator of things that have yet to be imagined. Inspiration, cunning, and creativity are just as essential to an archanic as food, air, and water. Occasionally, a burning desire to build inspires a powerful artificer, and a creation must be tested and developed. The implications of this experiment are staggering. It may reveal a unique process to bind magic to matter, or invent a secret alloy that allows for even more complex arcane machines. Whatever the construction, its design must be unknown to any significant body of knowledge, and be suitably difficult as to take at least a year and a day to create a working model. This test of skill and ability pushes an artificer into a new mode of thinking; The way of the archanic, whose genius and skill can be used to improve or build mechanical wonders beyond conception or understanding.

CLASS FEATURES

As an archanic, you gain the following class features:

Hit Points

Hit Dice - 1d8 per archanic level

Hit Points - 1d8 (or 5) + your Constitution modifier per archanic level

Proficiencies

Saving Throws - You gain proficiency in one saving throw of your choice.

Ability Score Increase

At 21st, 23rd, 25th, 27th, and 29th level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

Epic Feat

At 21st, 25th, and 29th level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a

single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

Arcatech Infusions

At 21st level you can combine magic and technology seamlessly, creating arcatechnoly. When you infuse an item using your Infuse Item feature, you can choose to augment it into an arcatech version of that item. The item permanently gains the following properties, in addition to the properties granted by the infusion.

- The item becomes a complex mechanism, with its powers rooted in equal parts magic and technology. Only you can ever use the item; in the hands of other creatures is a mechanical marvel beyond their comprehension.
- The item becomes a tool of your choice in which you are proficient in, and you can use the item as a spellcasting focus as long as you are holding or wearing the item.
- As an action you can touch the item and infuse it, as per your Infuse Item feature.

In addition, your spellcasting skills continues to improve as you gain levels as an archanic. You gain improved spell slots per level, and you learn additional spells from the archanic spell list according to your class progression table. These spells are also considered artificer spells for you.

Archanic Spell List			
6th Level <i>Globe of Invulnerability</i> <i>Guards and Wards</i> <i>Heal</i> <i>Magic Jar</i> <i>Move Earth</i> <i>Programmed Illusion</i> <i>True Seeing</i>	7th Level <i>Etherealness</i> <i>Magnificent Mansion</i> <i>Mirage Arcane</i> <i>Regenerate</i> <i>Resurrection</i> <i>Simulacrum</i> <i>Symbol</i>	8th Level <i>Antimagic Field</i> <i>Antipathy/Sympathy</i> <i>Clone</i> <i>Control Weather</i> <i>Demiplane</i> <i>Mind Blank</i> <i>Telepathy</i>	9th Level <i>Gate</i> <i>Power Word Heal</i> <i>Prismatic Wall</i> <i>Time Stop</i> <i>True Polymorph</i>

Level	Class Features	Proficiency Bonus	Fantastic Machines	Spells Known	Spell Slots per Spell Level
1	Ability Score Increase, Arcane Technology, Epic Feat	+6	-	-	4/3/3/3/2/1
2	Fantastic Machines	+6	1	2	4/3/3/3/2/1
3	Ability Score Increase	+7	1	3	4/3/3/3/2/1/1
4	Mass Production	+7	2	4	4/3/3/3/2/1/1
5	Ability Score Increase, Epic Feat	+7	2	5	4/3/3/3/2/1/1/1
6	Master Specialist	+7	3	6	4/3/3/3/2/1/1/1
7	Ability Score Increase	+8	3	7	4/3/3/3/2/1/1/1/1
8	Efficient Artisan	+8	4	8	4/3/3/3/2/2/1/1/1
9	Ability Score Increase, Epic Feat	+8	4	9	4/3/3/3/2/2/2/1/1
10	Grand Architect	+8	5	10	4/3/3/3/2/2/2/1/1

Fantastic Machines

At 22nd level you learn a schematic to build a fantastic machine, a magical device of genius design, the details of which can be found in the Fantastic Machine section of this book. You know a number of different schematics to create fantastic machines according to the Fantastic Machine Schematic column of your class progression table. You can have a number of Fantastic Machines built equal to half your archanic (not artificer) level, rounded down. Many archanics have personal styles, unique technology, or other signature elements that distinguish their fantastic machines from lesser works (or those of other archanics). Only you possess the intellect and understanding to use your fantastic machines. In the hands of others, they are useless.

Each Fantastic Machine has a construction time that indicates how many days that must be spent to complete it. You must conduct eight hours of strenuous activity working on the machine to complete one day's worth of construction.

Wondrous Infusions

At 24th level your infusions can be miraculous improvements upon magical items, instead of mere prototypes. You can infuse magical items as well as nonmagic ones using your Infuse Item feature. You can have a number of infused magic items equal to half your archanic level, rounded down, which count towards your total number of infused items you are allowed to have.

Master Specialist

At 26th level, your specialization reaches its zenith, forging your weapon and tools into unstoppable demonstrations of the combined might of magic and science. You gain the following features according to the Artificer Specialization you selected when advancing as an artificer.

Alchemist

As an Epic alchemist, chemistry and magic is a dangerous combination you have mastered to an unsettling degree. When you use a potion you can also cast a non-Epic artificer spell with a casting time of 1 action or 1 bonus action. The spell must be cast with a spell slot using your spellcasting feature as a part of using the potion. Spells cast in this manner only have somatic components (the act of drinking the potion) and cannot be countered by spells or magical effects (such as *counterspell*).

Additionally, when your Alchemical Homunculus dies and you can see it, you may take a reaction to cause its body to explode in a 30 ft. radius sphere of alchemical

acid. Creatures in the area must succeed on a Dexterity saving throw versus your spell save DC or be coated in acid for 10 minutes. A creature so coated takes 55 (10d10) acid damage at the start of each of its turns. A creature can remove the acid by immersing itself in another liquid or taking an action to scrape it off. Objects and structures in the area are also coated in the acid and take 55 (10d10) acid damage at the end of each minute they remain coated.

Archivist

You have merged mechanical and biological intelligence, transforming your own mind into a symbiotic organ with tremendous psychic power. When you use your Artificial Mind feature to manifest a mind, you may instead infuse the area around you in a 300 ft. radius sphere with its presence. The mind is treated as if it were manifested within the entire area, though there is no physical indicator of its presence.

Additionally, when you take the Attack action, you may forgo an attack you would make with that action to instead use your Information Overload feature.

Artillerist

You are a masterful engineer on the battlefield and can operate almost any piece of siege equipment independently. When you take an action to operate a piece of siege equipment, your action counts for up to four actions to operate the equipment (such as taking an action to load, and action to aim, and an action to fire the equipment).

Additionally, when you create an object that is not a magical item, you can choose to fortify it with your magic. To do so you must expend one of your artificer spell slots of 1st level or higher, and the object gains resistance to all damage and adds your proficiency bonus to any saving throws it makes. This benefit lasts for 24 hours before the magic fades.

Battle Smith

Your mastery of defense and armor-smithing allows you withstand almost any assault. Iron Defenders you create gain the following trait.

Bound. The defender is magically bound to you. As long as you and the defender are on the same plane of existence, you can telepathically command (no action required) the defender to take actions of your choice on its turn, which the defender

follows to the best of its ability. Additionally, if the defender is within 60 ft. of you, half of any damage you take (rounded up) is instead taken by the defender.

Additionally, you have learned how to create a special type of armor called golem armor (named after its propensity for making its wearer look like a golem), the statistics of which are detailed below.

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Golem	12,000	21	19	Impossible ⁴	250 lbs

Fragtologist

The knowledge and resources to make the most catastrophic of explosions is at your disposal. You can create plutgnomium explosive material which can be used to create Demolition Charges with your Tools Of The Trade feature. The details of creating plutgnomium are detailed in the Epic Fragtology Materials detailed below.

Epic Fragtology Materials				
Name	Required Character Level	Crafting DC	Development Cost	Damage
Plutgnomium	26	36	5,000 gp	20d6 arcane

Additionally, you learn how to create a dangerous and powerful Fantastic Machine, which does not count against the number of Fantastic Machine schematics you can know. This is the trifusion giga-bomb, a fantastic machine that only an Epic fragtologist would dare create.

Trifusion Giga-Bomb

Weight: 10 lbs

A trifusion giga-bomb is a weapon of mass destruction, forged from unstable matter and chaotic energy. A giga-bomb is a small object which always emits an ominous

⁴ Dexterity (Stealth) ability checks made while wearing Golem Armor are treated as though the wearer rolled a 1.

ticking. As an action, you can activate the giga-bomb, which begins a loud countdown in a language of your choice. The countdown starts from an amount of time you decide, up to a maximum of 1 hour. You (and only you) can stop the countdown by taking an action to disable the bomb. When the countdown reaches zero, the bomb explodes, destroying itself and emitting a 100 ft. radius sphere of arcane energy. Creatures in that area must succeed on a Constitution saving throw versus your spell save DC or take 40d10 arcane damage, or half as much on a success. Additionally, objects and structures in the area take 40d10 arcane damage. Magical objects and structures instead take half damage. For every 5 minutes the bomb counts down, the radius of the sphere when it explodes increases by 100 ft.

The explosion shatters planar space, leaving behind an empty void that has no properties (such as gravity) or matter that was unable to survive the explosion. This damage slowly repairs over time, at a rate of 100 cubic ft. per year.

Expedient Artisan

At 28th level, your experience creation thousands of devices allows you to swiftly create items in a fraction of the time it would normally require. When you attempt to create an item, object, or structure that would ordinarily require 2 or more hours of strenuous activity to complete, you can attempt an Epic Intelligence ability check with the appropriate tools to reduce the time required to 1 hour of strenuous activity. The DC of this check is 30, but the Dc increases by 2 for every 8 hours you are attempting to reduce the creation time by. On a failure, you must either spend the ordinary amount of time required or abandon the attempt to create the item. Once you have used this feature, you must finish a long rest before you can use it again.

Grand Architect

At 30th level you have achieved the height of creative genius. When you finish a long rest, you can choose to forget the knowledge required to build a fantastic machine from the Fantastic Machine list, and learn how to build a new one from that list. When you forget how to create a fantastic machine, any versions of that machine you have currently built become inert and cannot be used by you until you learn how to build it again.

FANTASTIC MACHINES

Fantastic machines are arcatechnological wonders of Epic power. All fantastic machines work similarly to magical items and are considered *artifacts* created by you. You need not attune to a fantastic machine to make use of its features, though you may do so if you wish. While attuned to a fantastic machine, you always know the precise location of said machine at all time unless it is concealed by Deific effects. Fantastic Machines are immune to the effects of non-Epic spells that would try to interfere with their properties or features, such as *antimagic field*. The list of fantastic machines you are able to learn how to create are detailed below.

BUILDING FANTASTIC MACHINES

Fantastic Machines are extremely complex devices made from rare materials, difficult to construct components, and unusual energy sources. For the purposes of simplicity and balance, creating a fantastic machine takes 16 hours of strenuous activity and a modest amount of materials worth 2,500 gp. Most of what makes a fantastic machine so special is talent, flair, and brilliance of the archanic who creates it.

However, at the DM's discretion creating a fantastic machine can become a much more involved process. They are artifacts after all, and making an artifact is an accomplishment of Epic proportions. Fantastic machines may require rare material components, requiring unique side adventures to ensure an archanic has all they need. Unusual gemstones, components from powerful creatures, and potent magic make for appropriate material components for a fantastic machine, typically around a combined 25,000 gp or more in value. Once an archanic has gathered the components, a daunting task still lies before them: How to assemble the fantastic machine? We recommend the assembly process require an Epic Intelligence ability check⁵ using a set of appropriate tools with a DC of at least 30, which performed over the course of week or longer, during which time the archanic spends 16 hours of strenuous activity each day assembling the machine. On a success the machine is assembled, while on a failure the components to build the machine are retained, but the weeklong assembly process must begin from scratch. As a DM feel free to adjust these values to fit your campaign. Remember: assembling a fantastic machine should be climatic and fun for the archanic player. Droll or tedious sessions where the archanic does nothing but work may seem logical, but it's not fun. Tailor the experience to ensure its enjoyable both for the Player and the table at large. Make an

⁵ Epic Legacy Core Rulebook pg 13 - 15

adventure out of it, involve other characters, and provide lots of opportunity for roleplay and drama.

Alchematronic Blendmaster

Weight: 20 lbs

The alchematronic blendmaster is an elaborate series of tubes, canisters, whirring gizmos, and strange fluids, amalgamated into a single backpack and dispensing sprayer. As an action while you are wearing the blendmaster and holding the dispenser in one hand, you can project a magical liquid in a 90 ft. line that is 5 ft. wide, or a 30 ft. cone, coating everything in the area with the fluid. After you have used this feature a number of times in a day equal to your Intelligence modifier, you must finish a long rest before you can use it again. The fluid you project is determined when you use the blendmaster, and replicates the effects of magical potions. The potion effects produced must be from the options below, but you may replicated other potion effects by feeding the potion into the blendmaster as a part of the action (consuming the potion in the process).

- **Biotic Juices.** Creatures in the affected area regain hit points as though they had consumed a *potion of supreme healing*. Other creatures in the area must succeed on a Constitution saving throw versus your spell save DC or take 10d4+20 acid damage, or half as much on a success.
- **Ablative Glue.** Creatures in the affected area are subjected to the effects of a *potion of resistance*. The type of damage the potion resists is chosen by you.
- **Invigorating Liquid.** Creatures in the affected area are subjected to the effects of a *potion of heroism*.
- **Vanishing Slime.** Creatures in the affected area are subjected to the effects of a *potion of invisibility*. Unwilling creatures can attempt a Wisdom saving throw versus your spell save DC to prevent the effect.

Arcane Hyper-Infuser

Weight: 1 lb

After months of work, you build an extraordinary device that can summon the power of Epic magic, called an arcane hyper-infuser. The infuser has 1 charge for every 2 levels of arcanic you have, and regains expanded charges whenever you finish a long rest. As an action while you hold the infuser, you can expend 1 charge to cast an Epic spell as a Tier 1 Epic spell, choosing from the spells listed in the Hyper Infuser Spells table. When you cast an Epic spell in this manner, you can expend an

additional charge to increase the tier of the Epic spell by 1 for each charge you expended.

Hyper-Infuser Spells: *Absorption, antimagic ray, genesis, spell sequencer, translocation*

Arcatech Proto-Rifle

Weight: 3 lbs

Name	Type	Damage	Weight	Properties
Arcatech proto-rifle	Ranged	5d10 piercing	3 lbs	Ammunition (range 400/800), loading, two handed

The rifle takes ammunition that only an archanic can make, which are magically treated mithril rounds that each cost 1 gp in raw materials. Additionally, when you create a round for the rifle you can spend an additional 4 gp and imbue it with potent energy, choosing one of the following damage types; acid, cold, fire, lightning, poison, or thunder. When you score a hit with the rifle using that round, it deals an additional 5d10 damage of that damage type.

Clockwork Limb

Weight: 2 lbs

After weeks of constructing minute clockwork components, you create an artificial arm that obeys your every command and is grafted onto one of your shoulders. This new limb magically functions flawlessly as if it were a part of your own body and provides the following benefits.

- If you are holding a weapon with your clockwork limb, as a bonus action you may make an attack with that weapon.
- If you are holding a magical item with the clockwork limb whose properties you can use by taking an action, you can also use those properties by taking a bonus action.
- You gain epic advantage on any ability check you make using your tools, as long as the hand on the clockwork limb is free to assist you.

Attaching or removing the clockwork limb requires 1 hour of strenuous activity.

Mechanized Battle Mail

Weight: 100 lbs

This fantastic machine is a suit that endows its wearer with great strength and power. The suit fits over your body, along with anything you are wearing. Donning and doffing the suit takes 1 minute. While you wear the suit, you gain the following benefits.

- **Booster Jets.** You have a fly speed of 90 ft., and can hover. You can fly in this manner for up to 1 hour each day before your power runs out, at which point you fall.
- **Heavy Reinforcement.** You have Epic advantage on Strength, and Dexterity saving throws and ability checks.
- **Strength Of Thought.** If your Strength score is lower than your Intelligence score, it is instead our Intelligence score. Additionally, your carrying and lifting capacity are calculated as though you were a Gargantuan creature.

Omnicombynamo

Weight: 5 lbs

This miraculous device is a living, beating, arcatech heart. When you create a creature or mechanical object (such as an Arcane Turret) via your artificer features or through a magic item (such as a manual of golems), you can choose to magically incorporate the fantastic machine into its construction. When you do so, the target gains the following traits and benefits.

- **Superior Engineering.** The target's hit point maximum increases by 30 times your archanic level.
- **Arcane Power.** The target gains a bonus to hit on weapon attacks equal to your Intelligence modifier. Additionally, once per turn when the target deals damage, it deals an additional 1d10 arcane damage for each level you have in archanic.

If the target containing the dynamo is killed or destroyed, the dynamo is not destroyed, but must be extracted from the target's remains (if any).

Recombulatron

Weight: 1 lb

This unusual mechanism appears as a small, magical toaster oven that sparks and crackles with magic. While you have the machine on your person, when you prepare your artificer spells, you may prepare any spells from the wizard spell list, in addition to your ordinary spell list. The recombobulatron “cooks” your magic, changing its nature into these new spells.

Additionally, when you use your Spell-Storing item feature to store a spell while you hold the recombobulatron, you may store a 3rd, 4th, or 5th level spell from your spell lists.

Spectrographic Polyscope

Weight: 1 lb

A spectrographic polyscope is an arcatech eyepiece with dozens of gemstone lenses, allowing the wearer to calculate, measure, and examine their environment with unrivaled precision. The polyscope can be easily integrated into any headwear or armor. While you wear the polyscope, you have truesight for as far as you can see, and immediately learn the strength and nature of any magical effects that you can see.

Additionally, at the start of each of your turns you can designate a creature you can see for the scope to analyze. When you analyze a creature in this manner, you learn its current hit points, any spells or magic effects it is currently benefiting from, and any magical items it is carrying.

Finally, if you use a magical item that forces a creature to make a saving throw with a DC lower than your spell save DC, you may instead have the item’s DC be your spell save DC.

Transmobile Siege Machine

Weight: 40 lbs (backpack form) 4,000 lbs (siege machine form)

This fantastic machine is a piece of siege equipment that folds up into a mechanical backpack for transportation. As an action you can place the equipment on the ground in an unoccupied space, which then immediately assembles itself into its siege machine form. In its siege machine form the fantastic machine has the following statistics.

Transmobile Siege Machine

Large Object

Armor Class (equals your spell save DC)

Hit Points: (20 times your character level)

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagic weapons

A Transmobile Siege Machine is an arcatech mechanism that can launch almost anything as a projectile, including creatures and even magic. The machine can accept any creature or object of Large size or smaller as ammunition, which can be fired using its Launch attack. To load a spell into the machine, a willing creature must be within 5 ft. of the machine and cast a spell with a range other than Self. The spell takes no effect and is instead loaded into the machine, which can fire the spell using its Spellstrike attack. The machine takes one action to load it, one action to aim it, and one action to fire it.

Launch. *Ranged Weapon Attack:* + (Your spell attack bonus) to hit, range 1000 ft/2000 ft., Each target within a 10 ft. square within range. *Hit:* Special (3d12 for each archanic level you have) bludgeoning. If the ammunition used was a creature, it also takes bludgeoning damage equal to the damage of the attack.

Spellstrike. The engine casts the loaded spell with a range of up to 2000 ft. The spell uses the caster's spell save DC, spell attack bonus, and any modifiers put into the spell when it was loaded (such as a sorcerer's metamagic).

As an action while touching the machine you can return it to its backpack form. Additionally, if the machine is reduced to zero hit points it immediately folds into its backpack form and cannot be used again until repaired.

War Matrix

Weight: 3 lbs

A thousand weapons packed into a modest clockwork device, the war matrix ensures that no archanic is unarmed on the battlefield. While in its default state, the matrix appears as a shield of interlocking mechanical components that are ready to fold and reshape at a moment's notice. As a bonus action while you hold the war matrix, you can transform it into non-magical simple or martial weapon of your choice. In addition to its normal properties, the weapon has the following properties.

- You are proficient in the weapon.

- You cannot be disarmed of the weapon unless the limb(s) holding the weapon are removed in the process.
- When you take the attack action, you may make an additional attack using the weapon, in addition to the attacks you would ordinarily make.
- The weapon is magical, and attacks with the weapon have a +3 bonus to attack and damage rolls.

EPIC ELEMENTALIST: AVATAR

Epic Elementalist

With each second the roaring grew louder. A tsunami of stone flowed across the war-torn fields before the dragon king's castle. All that stood before it were crushed, their bodies ground to oblivion by the churning vortex of screeching stone. The fortress wall that stood for ten generations could not hold and the screams of the dying echoed about the courtyard. From the silence and thick clouds of dust a figure emerged. Tall, powerfully built, with an arsenal of stony arms protruding from his body. The figure pointed up at the dragon king and beckoned with all six hands. His reign was at an end.

Before there was magic, gods, or heroes, there was primordial matter. From this roiling chaos the elements boiled forth to make up existence. This truth guides those that follow the path of the elementalists as they will matter and energy into form. Among these talented shapers there are those whose skill transcends even the artistry of the elementalists. These are avatars, shapers of reality and undisputed masters of the elements. An avatar sees existence for what it is; a collection of matter and energy forever in flux, begging to be molded by a brilliant mind. Through their magic avatars can raise continents, forge stars, drown cities, and purify worlds. To oppose an avatar's will is to oppose reality itself. A battle few are ever likely to win.

PREREQUISITES

Avatars don't just shape the elements, they will existence into any form or configuration they can be imagine. Doing so requires a knowledge of both matter and energy that is beyond the ability to language to describe or explain. Only fellow avatars or extraordinarily powerful elementalists truly understand how to wield such

power. An understanding you must achieve to count yourself among them. To begin this journey of discovery you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Elementalist Level 20.** Only through mastery of elementalism can you understand the ways of the avatar. Other classes or a lack of experience deprive you of the required insight to wield primordial power of the universe.
- **Slay an Epic Foe.** At the DM's discretion, you may be required to defeat a mighty opponent of tremendous power. This enemy must be the greatest threat you have ever faced and represent a tremendous achievement in your adventuring career. DMs are encouraged to make this foe a creature of great power that pushes your character to its limits. The creature need not be defeated single-handedly but should always be of considerable challenge.
- **Epic Trial: Primordial Truth.** Those that to become avatars must scour existence in pursuit of truth. Over the course of this journey an elementalist begins to understand this truth comes not from books or teachers, but through perception. Within the stubbornness of stone, fury of fire, elegance of water and whimsy of wind an elementalist can begin to glimpse the power behind it all. An ever changing current of matter and energy that twists and turns according to the whims of the universe. The longer the elementalist witnesses this process in the world about them, the greater their understanding becomes, until finally the truth is revealed. A "typical" journey of discovery like this takes at minimum a year and a day for an elementalist, with some requiring far longer.

CLASS FEATURES

As an avatar, you gain the following class features:

Hit Points

Hit Dice - 1d6 per avatar level

Hit Points - 1d6 (or 4) + your Constitution modifier per avatar level

Proficiencies

Saving Throws - You gain proficiency in one saving throw of your choice.

Ability Score Increase

At 21st, 23rd, 25th, 27th, and 29th level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

Epic Feat

At 21st, 25th, and 29th level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

Elemental Knowledge

Starting at 21st level, when you finish a long rest you can choose to forget any number of elemental shapes you know and instead learn new elemental shapes that you meet the prerequisites for. These new shapes count against the number of elemental shapes you can have known.

Surpassed Limits

At 21st level your power over the elements continues to expand alongside your knowledge. Your avatar level is added to your elemental level for the purposes of determining how much primal power you can expend to augment your shapes

Additionally, you gain additional primal power as you advance as an avatar, as detailed in the primal power per level column of your class progression table.

Finally, when you gain a level in this Epic prestige class you can choose to learn a single elemental shape of your choice from the Elemental Shape options for the elemental class. Shapes learned in this manner do not count against the number of elemental shapes you can have known.

Level	Class Features	Proficiency Bonus	Elemental Ingots	Primal Power
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1	Ability Score Increase, Elemental Body, Epic Feat, Surpassed Limits	+6	-	158
2	Primordial Ingots	+6	2	183
3	Ability Score Increase	+7	2	208
4	Elemental Ambassador	+7	4	233
5	Ability Score Increase, Epic Feat	+7	4	258
6	Affinity Mastery	+7	6	283
7	Ability Score Increase	+8	6	308
8	Supreme Influence	+8	8	333
9	Ability Score Increase, Epic Feat	+8	8	358
10	Avatar State	+8	10	400

Primordial Ingots

At 22nd level you can fashion elemental matter into pure elemental ingots of primordial energy, which you can then use to create shapes of staggering power. When you finish a long rest you create a number of these ingots according to the Elemental Ingot column of your class progression table. When created the elemental ingots orbit your head until they are expended or until you take a long rest, at which point they vanish.

When you create an elemental shape, you can choose to expend a single ingot and combine its energy with the shape. Doing so grants the shape the following benefits:

- The amount of primal power you can spend creating and augmenting the shape is doubled.
- The shape can be augmented as though you were empowered via your Elemental Empowerment feature.
- The shape is an Epic magical effect in addition to its ordinary properties.

Elemental Ambassador

At 24th level your understanding the elements has allowed you to travel across vast distances and even to other worlds. As an action you can expend 17 primal power and cast the spell *gate* as an elemental shape and Epic magical effect without the need for any material components. However, only you and creatures of your choice can pass through the gate.

Additionally, elementals are always friendly toward you unless you are enemies.

Affinity Mastery

At 26th level, you have mastered every aspect of your elemental affinity and achieved absolute synergy with your chosen element. You gain the ability to create a powerful Epic elemental shape according to the Elemental Affinity or Hybrid Affinity you selected when advancing as an elemental, which does not count against the number of elemental shapes you can know. An Epic elemental shape is an Epic magical effect, cannot be augmented, but otherwise follows the same rules of elemental shaping that ordinary shapes abide by.

- **Air.** Your body is as light as air granting you a fly speed equal to your walking speed. Additionally, You learn the following Epic elemental shape.

Jestream

Primal Power Cost: 25

Shaping Time: 1 action

Duration: 8 hours

When you move through the air your body is propelled by hurricane force winds. Your flying speed is quadrupled, your speed cannot be reduced, and you are immune to the grappled, paralyzed, and restrained conditions for the duration.

Earth. Your body has learned to endure punishment like a mountain. When you take a single instance of damage you reduce the damage taken by 10. Additionally, you learn the following Epic elemental shape.

Upheaval

Primal Power Cost: 25

Shaping Time: 1 action

Duration: Instantaneous

You slam your hand into the ground, causing it to erupt in a 120 ft. cone along the ground. Creatures in the must succeed on a Dexterity saving throw or take 65 (10d12) bludgeoning damage and are buried 30 ft. beneath the ground. A successful save halves the damage and prevents being buried.

Sidebar- New Condition: Buried

A buried creature is submerged beneath loose earth. While submerged, the creature cannot move and is restrained unless it has a burrow speed. While buried, a creature must hold its breath or begin to suffocate. A buried creature can take an action to attempt a DC 15 Strength (Athletics) check. On a success it is no longer restrained and can dig its way out by spending 4 ft. of movement for every 1 ft. it digs.

Fire. Your skin can shine like the sun. As an action you can cause your body to emit dim daylight that fills your are of elemental influence with bright light and destroys non-Epic sources of magical darkness in the area. This effect ends if you take an action to end it. Additionally, you learn the following Epic elemental shape.

Supernova

Primal Power Cost: 25

Shaping Time: 1 action

Duration: Instantaneous

The fire within you pours out in an uncontrollable cataclysm in a 1-mile radius sphere centered on you. Creatures, unattended objects and structures in the area take 25d6 fire damage. Additionally, when you create this shape you must expend any primal power you have remaining. For every 5 primal power expended in this way the damage of the shape increases by 1d6.

Ice. Your body emits an arctic cold that damages those who touch you without your permission. When a creature hits you with an attack and is within 5 ft. of you or

touches you, you can choose to make it takes 6d6 cold damage. Additionally, you learn the following Epic elemental shape.

Polar Lens

Primal Power Cost: 25

Shaping Time: 1 bonus action

Duration: 1 minute

You conjure an elegant ice crystal which floats in front of your chest and moves with you. The lens focuses your power, allowing you to augment your shapes more efficiently. While the ward is in effect each time you augment a shape to improve its effects, the amount of primal power you must expend is reduced by 1 (to a minimum of 1).

Life. You can empathically sense the elemental threads of life in other creatures. When an allied creature within your area of elemental influence is below its hit point maximum, you know its exact hit points, location, and can target the creature as though you could see it. Additionally, you learn the following Epic elemental shape

Lotus Blessing

Primal Power Cost: 25

Shaping Time: 1 action

Duration: 1 minute

You touch another creature, causing a magical white lotus flower to blossom upon its body, which lasts for the shape's duration. While its body is intact the target creature cannot die. Additionally, when the shape ends the target creature and each creature within 15 ft. of it regains 300 hit points.

Metal. You can treat the element of metal as an extension of your very body. You are proficient in martial weapons that are made of metal. Additionally, you can create elemental shapes while holding a weapon made of metal as though that was a free hand. Finally, you learn the following Epic elemental shape.

The Cube

Primal Power Cost: 25

Shaping Time: 1 action

Duration: Permanent

You form a cube of metal around a Gargantuan or smaller creature you can see within your area of elemental influence, which is an object with 250 hit points and an AC equal to your elemental save DC. The creature is completely encased by the cube, gains total cover from everything outside of the cube. As an action while the cube is in your area of elemental influence you can command the cube to reduce its size, crushing the creature within. A squeezed creature must succeed on a Constitution saving throw or take bludgeoning damage equal to half its hit point maximum. A creature slain by this damage is compacted into a cubic mass and the size of the cube is reduced by one size category. If the target creature escapes the cube by any means the shape immediately ends.

Shadow. You can infuse the corpses of those you slay with the element of shadow, placing them under your control. When you kill a non-mythic creature with an elemental shape you can take a reaction and expend an amount of primal power equal to its hit dice. When you do so, the creature is restored to “life” and restored to full hit points. The puppet is but a facsimile of the original creature, possessing no soul or will of its own. It is visually indistinguishable from the original creature except its eyes (if any), which become pools of inky darkness. The puppet has all the memories and knowledge of the original creature and can mimic it with near flawless precision. To that end the puppet has a passive (Charisma) Deception equal to your elemental shape DC to imitate the original creature unless you command the puppet to do otherwise. Your shadow puppet instantly dies if you use this feature again while your puppet is still alive.

The shadow puppet is in constant telepathic contact with you as long as both of you are on the same plane. The puppet follows your telepathic instructions without question (no action required) and cannot be compelled by any means to act in a manner contrary to those instructions. 24 hours after the puppet was created it dies and its body crumbles into black dust.

Additionally, you learn the following Epic elemental shape.

Hungering Dark. You create an umbral portal to the deepest, darkest pit of the Plane of Shadow. The portal must be created completely within your area of your elemental influence in an unoccupied space you can see. The portal is a circular opening 25 ft. in diameter. You can orient the portal in any direction you choose and the effect lasts for 1 minute.

The portal has a front and a back that you designate when creating the shape. When the portal is created, unnatural and hungry tentacles emerge. The tentacles make a melee spell attack against each creature within 120 ft. that is in front of the portal. On a successful hit, a target is grappled by a tentacle. At the end of each of your turns a creature so grappled must succeed on a Strength saving throw or be drawn 60 ft. toward the portal. If a creature is drawn into the portal by this movement it is instantly devoured by an unknown creature of deific power on the other side, never to be seen again. If a mythic or Deific creature would be drawn into the portal, it is instead not drawn in, loses half its hit point maximum and the shape ends immediately.

Storm. Your area of elemental influence is like a storm cloud, crackling with power. When you create an elemental shape that affects an area you can choose to create it from any space within your area of elemental influence, instead of your space. Additionally, you learn the following Epic elemental shape.

Crown Of Storms

Primal Power Cost: 25

Shaping Time: 1 action

Duration: 1 minute

The primordial ingots (from your primordial ingot feature) become supercharged with conductive energy. When you create an elemental shape you can immediately take a bonus action to expend one of your primordial ingots to immediately create that shape again. You do not need to expend any primal power to create the second shape, which is identical to the shape that preceded it, possessing the same properties and effects.

If you have no primordial ingots remaining this shape ends immediately.

Water. Your body becomes amorphous, giving it the flexible properties of water. You can squeeze through openings as small as an inch and diameter and are invisible when full submerged in water unless you choose not to be. Additionally, you learn the following Epic elemental shape.

Dancing Stream

Primal Power Cost: 25

Shaping Time: 1 action

Duration: 1 round

A clear stream of water erupts from your hand and begins leaping around your area of elemental influence. When a creature starts its turn and is within your area of elemental influence, the stream leaps to that creature. If the target is any enemy creature, it takes 10d10 acid damage. If the target is a friendly creature it regains 10d10 hit points. The stream can only affect a single creature once over the course of its duration.

Supreme Influence

At 28th level you can extend the range of your elemental influence across staggering distances. As an action you can expend any number of your primordial ingots, increasing the area of your elemental influence by an amount according to how many ingots you expended, the details of which can be found below. This benefit lasts for 1 hour.

- **1 Ingot.** The area of your elemental influence is doubled.
- **3 Ingots.** The area of your elemental influence increases to 1 mile.
- **5 Ingots.** The area of your elemental influence increases to 10 miles.
- **10 Ingots.** The area of your elemental influence encompasses the entire plane you currently occupy.

Avatar State

At 30th level you can achieve absolute oneness with existence and unleash the full power of the elements. As an action you can enter a state of enlightenment and understanding for 1 minute. While in this state you have access to the energy of the universe, drawing upon its infinite reserves of primal power to create and augment shapes. While in this state when you would expend your primal power, you do not expend your primal power and instead expend primal power the infinite primal power of the universe. When this state ends you gain 5 levels of exhaustion and must finish a long rest before you can use this feature.

EPIC RACES

If you are using the Epic Legacy system for 5th Edition, then you know that the term “Epic” refers to anything that is spectacular and exceptional in nature. Magic items, monsters, characters, and magic can all be Epic, possessing of staggering power and potential. However, not everything Epic is a god-killing tool of destruction or a

world-saving hero. Entire races can be considered Epic, born into lives with special abilities and advantages that clearly separate them from their non-Epic counterparts. Some of these races may be unusual offshoots of the “common” races. Groups such as dwarfs, elves, humans, and gnomes can have Epic examples among their ranks – as rare as they are powerful. The significance of these beings cannot be overstated, with abilities and inherent potential well beyond their ordinary kin. While it is for the DM to decide which Epic races are present in a fantasy setting, in a world already containing Epic power it’s not hard to imagine their existence. This section details a sampling of Epic race options based around the standard races presented in the 5th Edition core rules, along with suggestions for how to implement them in your game.

INTRODUCING EPIC RACES

Exceptional members of a race are not a new concept, even to Epic Legacy. For example the Paragon Epic feat distinguishes an NPC or character along the lines of species or lineage. Epic races are for those who want to take what they love about their character’s race to Epic levels, enhancing their favorite features and providing more storytelling opportunities along racial lines. While adventuring members of Epic races are more likely to ascend to Epic levels than their more-mundane racial counterparts, this is hardly guaranteed. Even a member of an Epic race has a tall ladder to climb before attaining the awesome power of an Epic prestige class.

Whether or not Epic race options are available to you as a character option is up to your DM, as is the manner in which those options are attained. Being allowed to play as an Epic race is a powerful advantage and should be considered carefully before implementing. Playing Epic Legacy games does not require that Epic characters be a member of an Epic race, so DMs shouldn’t feel pressured to bestow this gift on an Epic character for consistency’s sake.

The Many Faces of Epic Races

Because races are chosen upon character creation, allowing Epic races can be tricky. Should the Players get to choose Epic races at 1st level on the expectation they will become Epic? That could dramatically alter the balance of your non-Epic experience as the PCs unleash their significantly enhanced racial power. Alternatively, you can allow Epic characters to become members of an Epic race, but that may be a less attractive option due to how the Players built their characters based around the racial features their PCs already possess. To help you tackle these conundrums as a DM, presented below is a couple ways of introducing Epic races. You can use them at your discretion, but note that they can all be implemented individually or collectively as variant PC options, and both models are roughly equivalent in terms of how they

impact balance. Note that regardless of what form these Epic race options take, they all share one unifying feature granted to each member of an Epic race – you become an “Epic” creature. For details about the virtues of being considered an Epic creature, consult the *Epic Legacy Core Rulebook*.

Epic Racial Feats. The easiest way to allow a PC to become an Epic race is through the selection of an Epic racial feat. The Paragon Epic feat already does this to a certain extent, but a generic boost to your proficiency bonus may not be as interesting as making a half orc character more quintessentially half-orc. If you make this variant available to your players, when they would gain an Epic feat they may instead select a special Epic racial feat for which they meet the necessary prerequisites. Having an Epic racial feat is not necessary to be a member of an Epic subrace (see below), but combinations of both certainly exist. The details of each Epic racial feat can be found in the racial sections later in this document.

Epic Subraces. Being called an Epic Elf may not provide the level of personalization desired by a Player looking to explore Epic races. In such cases, they may be allowed to pick an Epic subrace when rolling a character. Note that providing a non-Epic character with this benefit is a pretty hefty mechanical advantage, so it’s wise to only allow this option if rolling 21st level or higher characters from scratch. In the event you want to take the risk and allow your Players to roll Epic race options at lower levels, consider how it may impact other players not taking those options, not to mention how it will throw off the balance of your encounters. Alternatively, you can allow Epic characters to become members of an Epic subrace through powerful magic, divine intervention, or similarly difficult process. If you don’t want to go through that kind of trouble, allowing a character to “evolve” into an Epic subrace instead of gaining an Epic feat is an easy alternative, and is roughly equivalent in terms of power.

BEHIND THE CURTAIN: EPIC RACES AND SUPREMACY

Race in RPGs can be a controversial issue. While in 5th Edition what is classified as a race is actually a species and therefore sensible to have different morphisms, the presentation nevertheless codes the different options along racial lines. As “race” is a part of the 5E system’s DNA, this book can’t address the issues that can cause. However, because we are expanding upon that system in an Epic capacity it’s important to speak to the issue of racial supremacy hanging over the concept of improved racial abilities. When using Epic races in your game, we encourage you to be thoughtful about how the subject is presented to ensure everyone at your table has a good time. While members of Epic races can certainly be proud of what they are or have become, using that as a tool of supremacy against other races is villainous

in the extreme. Most Nexians take a dim view of this attitude, which violates the spirit of personal growth and discovery that has sustained the city for centuries.

LIST OF EPIC RACES

The following Epic race options are presented in alphabetical order.

Epic Dwarves

The following options include an Epic racial feat, and two Epic subraces:

EPIC RACIAL FEAT: EPIC DWARF

Prerequisite: Dwarf

You drink harder, craft better, and avenge more ruthlessly than even the most belligerent of your race. Your racial traits are replaced or altered to include the following benefits:

Age. Your average lifespan is about 1,000 years.

Improved Dwarven Resilience (*Replaces Dwarven Resilience*). You are immune to poison and poison damage. Additionally, you are proficient in Constitution ability checks to imbibe libations.

Powerful Grudges. When you fail a saving throw or are hit by an attack from an enemy, you gain a grudge dice, which is a d20 that lasts until the end of your next turn. When you make an attack roll or an ability check against an enemy creature, you may expend and roll any number of your grudge dice in addition to any d20's you are already rolling. Instead of the result rolled by your d20s for the attack roll or ability check, you may instead choose a result rolled on one of your grudge dice.

Tremorsense. While you are on the ground, you have tremorsense out to 60 ft.

EPIC DWARF SUBRACE: ANCESTRAL

Once a generation or through powerful magic, a clan of dwarfs gives rise to a revered ancestral dwarf. These wise and powerful dwarfs can be born to any race of their kin, and each appearance is seen as a great omen, divine providence, and cause for

celebration. An ancestral dwarf is wizened and sagacious, born with many lifetimes of knowledge and experience. Ancestral dwarfs always have snow white hair that shines in bright light, and their piercing blue eyes are like chips of arctic ice. The words of an ancestral dwarf echo with the voices of generations, and dwarves of all clans and creeds listen to what they have to say. Ancestral dwarves have the following characteristics, in addition to their race's characteristics.

Ability Score Increase. Your Wisdom score increases by 2, up to a maximum of 30.

Dwarven Philosophy. When you attempt an Intelligence or Charisma saving throw, you may instead attempt a Wisdom saving throw. The DC of the saving throw remains the same.

Legacy of the Clans. You can cast the spell *commune* at will without the need for material components. When you cast this spell, instead of consulting a powerful deity, you instead consult the spirits of your ancestors (or the ancestors of a clan you belong to, in the event you have no ancestors). Due to their long lives and expansive histories, the collective knowledge of an entire dwarven line is roughly equivalent to that of an Intermediate Deity.

EPIC DWARF SUBRACE: GILDED

Within the chest of each gilded dwarf beats a magical gemstone heart. Descended from a prosperous clan that achieved riches beyond imagining, the gilded dwarves have become one with the treasures they so coveted. Their hair is alloyed with precious metals, while their eyes sparkle like faceted gems. Always up for a good fight, a round of drinks, or a bit of both, gilded dwarves can always be counted on to play fair, fight hard, and party harder. Their unusual biology has afforded gilded dwarves many advantages both on and off the battlefield, and their prosperity has allowed the clan to spread far and wide in pursuit of new things to spend money on. Gilded dwarves have the following characteristics, in addition to their race's characteristics.

Ability Score Increase. Your Strength or Dexterity ability scores increase by 2, up to a maximum of 30.

Deep Pockets. As an action, you can pull any Small or smaller object that rightfully belongs to you out of a pocket of anything you are wearing. This effect is

nonmagical, but can cross any distance or planar boundary. Gilded dwarves are unable to explain how this extraordinary feat is accomplished, they simply know how to do it.

Gemstone Heart. Your heart is a magical gemstone that both sustains your life and contains your soul. While your heart is intact, your soul cannot be forcibly removed or destroyed by non-Deific effects. Additionally, your heart functions in areas of antimagic, and is immune to spells and magical effects while you are alive. Gilded dwarves release the souls of their dead by shattering their gemstone hearts in a somber ritual.

Epic Elves

The following options include an Epic racial feat, and three Epic subraces.

EPIC RACIAL FEAT: EPIC ELF

Prerequisite: Elf

Noble in countenance and artistic in all endeavors, as an Epic elf you are the epitome of artistry and elegance. Your racial traits are replaced or altered to include the following benefits.

Effortless Grace. While you are not incapacitated, you have Epic advantage on Dexterity saving throws and ability checks.

Perfect Intuition. Your senses are always at their most acute, and you never fail to miss a detail. Your passive Insight, Investigation, and Perception scores are calculated as 20 + modifiers that normally apply to the check.

Sylvan Touch. Objects you are holding or wearing are considered magical and are immune to damage from non-magical sources.

Elder Elves

Whether it is forest, mountain, cave, or field, elves have always held an affinity for the natural world. However, a small host of elves felt the universe had more to offer than grassy fields and tranquil forests, instead turning their eyes heavenward in search of cosmic wonders beyond conception, becoming the legendary elder elves. Elder elves look down from their star flung homes and laugh at those who plod upon dull earth. This arrogance is well earned, for the elder elves have mastered powerful high magic and created wonderous, isolated societies beyond the reach of all but the

most powerful of beings. Few are ever permitted to walk the streets of their mysterious cities, and fewer still comprehend the depth of their might. Elder elves come in three subraces, each representing a subculture within elder elf society; the solari (sun elves), stellari (star elves), and lunari (moon elves).

EPIC ELF SUBRACE: SOLARI

With hair that shines like burnished metal, radiant eyes, and powerful commanding voices, the solari are the warrior champions of the elder elves. As unwavering as they are beautiful, solari elves are always eager to prove themselves to other creatures; especially other elves. These elves leave an impression wherever they go. Their raw charisma and dashing good looks is almost enough to forgive their demeaning arrogance. Solari elves have the following characteristics, in addition to their race's characteristics:

Ability Score Increase. Your Strength or Charisma ability scores increase by 2, up to a maximum of 30.

Elder Elf Physiology. You do not need to breathe, and you do not suffer any ill effects from aging.

Eyes of the Sun. Your eyes emit sunlight for 60 ft., and dim light for an additional 60 ft.

Lightborn. While you are completely within sunlight, you cannot have disadvantage or Epic disadvantage from non-Deific sources.

Star Warrior. You are proficient in all simple and martial weapons, all armor, and shields.

EPIC ELF SUBRACE: LUNARI

The mysterious scholars of the elder elves, the lunari are secretive bunch. A reflection of silent shining moons they love, the lunari are powerful agents of change. Their skin ranges from midnight black to pale white, while their hair and eyes are a dull silver. Even amongst elder elves the lunari prefer to be alone, finding greater comfort in the calm silence of the heavens than the petty lives of other beings. However, when a lunari elf chooses to make a difference in the world, they do so

with an unwavering commitment and mystic power. Lunari elves have the following characteristics, in addition to their race's characteristics.

Blindsight. You are permanently blind, and instead use a supernatural ability to sense movement to detect creatures around you. You have blindsight out to a range of 120 ft., but are blind beyond that radius. If your blindness ends, this feature is suppressed until you become blind again.

Elder Elf Physiology. You do not need to breathe, and you do not suffer any ill effects from aging.

Elven High Magic. You are practiced in the mystic arts of elven high magic. When you cast a spell that requires you see one or more target's within range in order to affect them with the spell, you instead do not need to see your target(s), though you must still be aware of their presence and which spaces they occupy.

Sylvan Brail. You can read and write a fey language for the blind commonly known as sylvan brail. Writing this language requires a medium able to form the smooth ridges and contours of its words.

EPIC ELF SUBRACE: STELLARI

The stellari are bold explorers and thrill seekers, searching the stars for new wonders to catalogue and witness. This enthusiasm makes stellari the most commonly encountered of the elder elves, leading many to believe they are the only members of the elusive subrace. Stellari excel at adventuring and are always on the lookout for a new star to follow. Their appearances vary greatly, covering nearly all combinations of skin, hair, and eye color to flamboyant excess. However, the blood of all stellari is an inky black mixed with tiny diamond-like stones. It is unwise to test for a stellari's true nature with violence. While these elves are lighthearted by nature, their elder elf arrogance quickly manifests in the face of knowing and blatant disrespect. Stellari elves have the following characteristics, in addition to their race's characteristics.

Ability Score Increase. Your Dexterity ability score increase by 2, up to a maximum of 30.

Celestial Wayfinder. You always know the directions toward locations, landmarks, or celestial bodies you are familiar with.

Elder Elf Physiology. You do not need to breathe, and you do not suffer any ill effects from aging.

Extreme Explorer. You have a climb and swim speed equal to your walking speed.

Survivor. When you are making death saving throws, you do not die until you fail five death saving throws instead of three.

Epic Halflings

The following options include an Epic racial feat and two Epic subraces:

EPIC RACIAL FEAT: EPIC HALFLING

Prerequisite: Halfling

Despite all your blessings and gifts, you are still as humble as ever. Nothing ever keeps you down for long, and you always know how to find the silver lining on a cloudy day. Your racial traits are replaced or altered to include the following benefits.

Fortune's Friend (*Replaces Lucky*). When you roll a 1 on an attack roll, ability check, or saving throw, you instead roll a natural 20.

Good Taste. When you consume fresh food or drink that is expertly prepared (typically requiring a Cooking Utensils ability check result of 20 or higher), you gain temporary hit points equal to your character level. These temporary hit points are lost when you finish a short or long rest.

Insatiable Curiosity. When you see a creature you have not seen before, you may immediately make a Wisdom (Insight) check (no action required). The DC of this check is equal to 10 plus the creature's CR. On a success, you deduce the creature's type, whether or not it is likely to be hostile toward you, as well as its damage resistances and immunities.

EPIC HALFLING SUBRACE: HEARTHKEEPER

Among halflings there are those whose affinity for hospitality and good living are legendary. These are the hearthkeeper halflings, experts extraordinaire in the art of having a good time. Boasting a stouter than average (for a halfling) body, violet eyes, and a booming voice that always seems to be the loudest in the room, hearthkeeper

halflings are probably the most likeable race there ever was. It is said the home of the hearthkeepers is a humble, hidden paradise never visited by non-halflings. This is only partly true, as the hearthkeepers hail from the demiplane of prosperity, which is almost completely inaccessible to outsiders. However, these halflings are more than happy to share their good fortune with those they befriend, putting the greatest emphasis on the virtues of hospitality, good food, and quality conversation.

Hearthkeeper halflings have the following characteristics, in addition to their race's characteristics:

Ability Score Increase. Your Constitution or Charisma ability score increases by 2, to a maximum of 30.

Expert Chef. You are proficient in Cook's Utensils, and your proficiency bonus is doubled for any ability check you make using those tools. Additionally, you can safely prepare and cook any organic material, regardless of its composition.

Super Metabolism. You can go without resting as long as there is food available. When you end a 24-hour period without finishing a long rest, you may instead eat a pound of food and drink a gallon of water to stave off the effects of exhaustion. After the first 24 hours, the amount of food and drink you must consume to stave off the effects of exhaustion increases by 1 pound of food and 1 gallon of water for each 24-hour period.

EPIC HALFLING SUBRACE: SIDHE

The sidhe are a dangerous race of halflings with close ties to powerful fey of the natural world. Also known as silent halflings, the sidhe live alone in dark forests where wild magic thrives and danger is around every corner. Due to their unusual powers of concealment, the sidhe are nigh impossible to find, and look very unfavorably on those who track them down. Each sidhe possesses pale green skin and large, almond eyes, though their hair varies wildly in color between blond, auburn, and brown. Its difficult to get a read on what a sidhe is feeling, making social interactions with them consistently unpleasant and awkward. Only around those that the sidhe believe trustworthy do they drop their guard, proving themselves as loyal and fun loving as any halfling.

Sidhe halflings have the following characteristics, in addition to their race's characteristics:

Ability Score Increase. Your Wisdom score increases by 2, to a maximum of 30.

Blessing Of Silence. Sidhe cannot generate sound by any of their actions and cannot deal thunder damage. Sidhe do not need to provide verbal components to cast spells, and cannot be detected through hearing.

Mystic Camouflage. On your turn, if you do not take any actions or move from your space, at the end of that turn you become invisible until you take any action or move (or are moved) from your space.

Sidhe Sign. You can “speak” a special kind of sign language called Sidhe Sign, which involves complex gestures with interlocking hands. Sidhe sign requires two free hands in order to “speak” it.

Epic Humans

The following option includes an Epic racial feat:

EPIC RACIAL FEAT: EPIC HUMAN

Prerequisite: Human

Is there anything you can't do? Whatever challenges get put in front of you, you will overcome them. It's just a matter of time, skill, and effort, and you've got all three. Your racial traits are replaced or altered to include the following benefits:

Epic Legacy. When future humans in your campaign setting (including PCs) take up the adventuring lifestyle in your name, they gain a +1 bonus to an ability score of your choice (chosen when you take this feat). A human cannot benefit from this feature more than once.

Human Ingenuity. When the DM asks you to make an ability check, you may use a skill of your choice in which you are proficient when making the check (The ability score associated with the check remains the same).

Epic Dragonborn

The following option includes an Epic racial feat:

EPIC RACIAL FEAT: EPIC DRAGONBORN

Prerequisite: Dragonborn

Your ancestry has shaped you into something new that rivals the most powerful of dragonkind. Your racial traits are replaced or altered to include the following benefits:

Draconic Aging (*Replaces Age*). Your lifespan is now similar to that of dragons, and you can live up to 1,000 years.

Epic Size (*replaces Size*). Your size is Large, you stand over 11 ft. tall, and your weight is around 600 pounds.

Improved Breath Weapon. When you use your breath weapon racial feature, you can choose to empower the effect; rolling a number of additional damage dice equal to your character level. After empowering your breath weapon in this manner, you gain a level of exhaustion, but can use it again before you must finish a short or long rest.

Improved Damage Resistance (*replaces Damage Resistance*). You have immunity to the damage type associated with your draconic ancestry.

Epic Gnomes

The following options include an Epic racial feat, and two epic subraces:

EPIC RACIAL FEAT: EPIC GNOME

Prerequisites: Gnome

You have more ideas in your head than you know what to do with, and there aren't enough hours in a day to finish your to do list. Other gnomes look up to you as a beacon of productivity and inspiration, and they couldn't be more right. Your racial traits are replaced or altered to include the following benefits:

Eidetic Memory. You can perfectly recall everything you have experienced, read, or heard with perfect precision. Additionally, your memories cannot be altered by non-Deific sources.

Masterful Cognition. If your Intelligence, Wisdom, or Charisma ability scores are lower than 13, they are instead 13.

Stroke Of Genius. When you attempt an Intelligence ability check, you can choose to add +20 to the result of the roll. Once you have used this feature, you cannot use it again until a week has passed.

EPIC GNOME SUBRACE: DREAMWALKER

Magic can do weird things to the mind and body. In the strange case of the dreamwalker gnomes, magic transformed a clan of ever experimental illusionists into a race completely disconnected from reality. The bodies of these gnomes are indistinct, as if viewed through a light fog, and their voices always seem to come from far away. Dreamwalkers interact with the world in a trance-like state, taking a whimsical or bemused interest in matters that other races would consider deadly serious. Many find dreamwalker gnomes to be frustrating, but the truth is the gnomes simply have a more flexible perspective of the world. They see concepts such as life, death, pain, and even love as just another illusion, albeit a poignant and powerful one. Whether the gnomes are correct in this assessment has yet to be proven, but their conviction in this belief is unsettling.

Dreamwalker gnomes have the following characteristics, in addition to their race's characteristics:

Ability Score Increase. Your Wisdom score increases by 2, up to a maximum of 30.

Dream Visitation. While you are sleeping, you can visit the dreams of other creatures that are also sleeping within 1 mile of you. You can only visit a single creature's dream at a time, and must always appear in the form you are sleeping in.

What Is Real? When you are affected by an enemy creature or harmful effect, you can choose to be instead be unaffected. Once you have used this feature, you must finish a long rest before you can use it again.

EPIC GNOME SUBRACE: MECHAMIND

When several generations of gnomes spends enough time around powerful magic and complex technology, a curious metamorphosis can occur. This exposure gradually transforms the gnomes into a new race gifted with starting affluence for all things magical and mechanical. Referred to as mechaminds by other races (the gnomes have their own word for themselves, but its too long and complex to be worth pronouncing), these gnomes value innovation and scientific achievement to an obsessive degree. Where even the most ambitious of wizard would pause and

consider the dangers of an experiment, mechaminds plow forward with reckless abandon. Those that get past their overenthusiastic nature find mechaminds to be spectacular companions who keep things interesting by any means necessary. A mechamind's skin is oily and dark, while both eyes (one blue, the other red) crackle with electrical sparks. Their mouths are abnormally large, and full of sharp teeth that chatter incessantly when a mechamind is excited.

Mechamind gnomes have the following characteristics, in addition to their race's characteristics:

Ability Score Increase. Your Intelligence Score Increases by 2, up to a maximum of 30.

Omnitool. All mechaminds instinctively know how to create a complex mechanical device called an omnitool. Creating an omnitool requires 1,000 gp of materials, and hundreds of bizarre components whose significance is understood only by mechaminds. You are proficient with an omnitool and add double your proficiency bonus to ability checks you make with it. The omnitool can function as any Artisan Tool, and even contains a spork in a hidden compartment. Each omnitool is unique to the mechamind that crafted it but are typically around 5 pounds in weight.

Technopathy. You can “speak” to machines and other complex devices, and have Epic advantage on ability checks to interact with, repair, and design magical or mechanical objects.

Epic Half Elves

The following option includes an Epic racial feat:

EPIC RACIAL FEAT: EPIC HALF-ELF

Prerequisites: Half-Elf

You have taken the best of both worlds and have forged yourself into something powerful and new. Both human and elven societies would give anything to count you among their number, and you will walk among them with pride. Your racial traits are replaced or altered to include the following benefits:

Balanced Perspective. You can temporarily assume an alignment that is not your current alignment. This effect lasts for 24 hours, after which you revert to your

original alignment. Once you have used this feature, you cannot use it again until you finish a long rest.

Masterful Negotiator. When creatures with an Intelligence score of 4 or higher encounter you for the first time, their initial attitude is always friendly unless you have given them cause to be your enemy.

Strength Through Diversity. When you roll a d20 and roll a 4 or lower, you may instead roll a 5.

Epic Half-Orcs

The following option includes an Epic racial feat:

EPIC RACIAL FEAT: EPIC HALF-ORC

Prerequisites: Half-Orc

Through your veins flows both the blood of warlords and heroic adventurers; a deadly combination in the right hands. Your racial traits are replaced or altered to include the following benefits:

Epic Size (*Replaces Size*). Your size is Large, and you stand between 10 to 12 feet tall.

Improved Savage Attacks (*Replaces Savage Attacks*). When you score a critical hit with any attack, you can roll an additional set of the attack's damage dice and add it to the extra damage of the critical hit.

Puny Weapon Immunity. If you take 5 or less damage from a weapon attack, you instead take no damage.

Warrior's Blood. You do not age for as long as you do not "retire" from a life of battle and adventure. If you do not personally slay a creature at least once a month for an entire year, you begin aging normally until this prerequisite is met.

Epic Tieflings

The following option includes an Epic racial feat:

EPIC RACIAL FEAT: EPIC TIEFLING

Prerequisites: Tiefling

Your infernal heritage is no curse, but a tool to be mastered and controlled. Your racial traits are replaced or altered to include the following benefits:

Blood Pacts. When you make a verbal or written agreement with another creature, you can attempt to seal the deal with a blood pact. To do so, all parties must be willing and free of magical influence, understand the consequences of a broken pact, and then sign their names in blood or cut their hand and shake yours (your choice when you articulate the pact). Once you have made a blood pact, any creature that breaks it by any means is slain instantly and their soul sent straight to the hells. Only effects of Deific strength can prevent this outcome.

Hellborn (*Replaces Hellish Resistance*). You are immune to fire damage. Additionally, you have Epic advantage on Charisma ability checks to socially interact with fiends.

Prehensile Tail. Your tail is prehensile and can be used to hold objects or assist in casting spells with somatic components, as though it were a free hand.

EXPANDED EPIC RACES

The following Epic race options are for races beyond the “standard” options available in a game of 5th Edition and presented in alphabetical order.

Epic Aasimar

The following option includes an Epic racial feat and one subrace

EPIC RACIAL FEAT: EPIC AASIMAR

Prerequisites: Aasimar

You are living proof that mortals can rise to celestial ideals. Your racial traits are replaced or altered to include the following benefits:

Celestial Wellspring. When you finish a short rest, you can choose to regain the use of a single non-Epic class feature or racial feature that you would ordinarily only regain when you finished a long rest. You cannot regain the use of any spellcasting features or spell slots using this feature.

Shielded Fate. When you die, your soul’s journey to its fate cannot be impeded or prevented by non-Deific means.

True Free Will. As the perfect blend of moral and celestial, you represent the power of celestials freed from the shackles of obedience. You cannot be magically compelled by non-Epic effects into doing something you would never do on your own volition (such as attack an ally or surrender a prized possession).

The Chosen

The creation of the aasimar species was controversial to celestial beings. Some believed the race to be impure hybrids squandering holy gifts, while others marveled at the potential a race of free-willed celestials held. While the debate raged on, one mighty angel, Raziel, took action. Before anyone could object seven aasimar were blessed, each with one of the seven holiest of virtues. Now the hopeful celestials could observe their creations and see how they would explore these concepts with mortal free will. To satisfy the naysayers Raziel cursed the seven so that only they could represent these ideals. Should they fall from grace the seven would be alone, a small but powerful force incapable of challenging the might of the heavens. To other creatures who know this legend these aasimar are known as the seven, while others name them “greater aasimars” or “glories”.

EPIC AASIMAR SUBRACE: THE CHOSEN

The chosen are race both blessed and cursed by their heritage. Each is dreadfully powerful and aligned with a single holy virtue that guides their existence; charity, chastity, diligence, humility, kindness, patience, and temperance. When a chosen dies a new seven is born from mortal parents, inheriting the virtue of its predecessor. A chosen cannot be born or created until this vacuum occurs and centuries may pass before a new chosen is brought into the world. Each is driven to follow the tenants of its virtue, though some chosen have fallen from grace to become embodiments of sin. Regardless of the path they choose to follow, the chosen are watched by their celestial ancestors, their actions used to judge the true value of mortal free will. The archangel Raziel is the angelic guide for all of the chosen. The chosen have the following characteristics, in addition to their race’s characteristics:

Ability Score Increase. Your Strength, Constitution, or Wisdom ability scores increase by 2, up to a maximum of 30.

Celestial Light. You shed sunlight for 30 ft. and dim light 30 ft. beyond that. You are aware of the presence of any enemy creatures in this area of light, though not their exact location. Additionally, at the start of each of your turns, creatures of your choice in this area of light take radiant or necrotic damage (your choice) equal to your character level.

Halo. A shimmering golden halo of light hovers just above your head, regardless of what form you take. As a bonus action you can cause the halo to vanish until you choose to have it reappear, though you must concentrate to maintain this effect (as though you were concentrating on a spell). While the halo is above your head creatures that can see the halo have Epic disadvantage on Charisma ability checks against you, and you have Epic advantage on Charisma saving throws and ability checks.

Holy Virtue. You are bound to a holy virtue, which is considered a personality trait for you and is chosen by the DM. You gain the following traits according to which virtue you are bound to and cannot be forced to act in a manner that would violate this trait by any means.

Charity. You cannot own more than you can carry.

Chastity. You cannot imbibe drugs, alcohol, potions, or stimulants.

Diligence. The time it takes for you to craft or create items, objects and structures is doubled.

Humility. You cannot have a title or position of authority over others.

Kindness. You cannot harm creatures that are not hostile toward you.

Patience. You cannot harm other creatures unless they harm you first.

Temperance. You must always take the average result on your damage rolls.

You can choose to willingly not abide by the restrictions imposed by your holy virtue. When you do so, you can never abide by them again, your halo's color changes to red or black, and Raziel will no longer act as your angelic guide.

Epic Centaur

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC CENTAUR

Prerequisites: Centaur

Those that fail to yield will be trampled beneath your might. Such is the way of your people; to run across the world living life as you choose, sweeping aside all opposition.

Herbivorous Diet. You can subsist on grasses, leaves and other plant matter without any ill effects.

Mounted Synergy. You can gain the benefits of any feature that would apply to a mounted creature. For the purposes of such features you are considered both a mounted creature and the mount the creature is riding, gaining the benefits of both. If you mount another creature you cannot gain any benefits from this feature for as long as you remain mounted.

War Runner. When you take the Dash action, you instead gain extra movement equal to double your speed.

Epic Changeling

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC CHANGELING

Prerequisites: Changeling

Identity and shape are rolls you effortlessly assume. You have walked in the shoes of others and learned their ways, sharing in their knowledge and experience.

Morphing (Replaces Change Appearance). As an action you can assume the appearance of a humanoid creature you have seen that is at least one size category larger or smaller than you. In your new form you are auditorily, visually, and olfactorily indistinguishable from the target creature. If your target has a Strength, Dexterity, or Constitution score greater than yours, you may choose one of those

ability scores to be your ability score for as long as you remain in that form. If the ability score you chose with this feature is greater than 20, it instead 20 for you.

Additionally, you gain knowledge of the creature's habits and mannerisms, granting you Epic advantage on Charisma ability checks to imitate the creature.

Method Acting. When you finish a long rest you can choose the identity of a creature you have met. Until you next finish a long rest you believe yourself to be that creature, though you still retain your alignment and personality.

Stage Change. As an action you can don or doff your attire and equipment that is not armor.

Epic Firbolg

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC FIRBOLG

Prerequisites: Firbolg

You are a true child of the wilderness and your heart forever belongs to the land. Your racial traits are replaced or altered to include the following benefits:

Big Friendly Firbolg. As a bonus action, you can change your size to Medium, Large, or Huge. Any equipment you are carrying magically changes to accommodate your size.

Green Magic. When you cast a spell that affects an area, you can choose to make any number of plants or beasts in the area immune to the effects of the spell. Additionally, when you assume the form of another creature you can choose to always retain your Intelligence, Wisdom, and Charisma ability scores instead of those of the new form.

Words Of The World. When you speak, you can choose to be heard by every beast and plant on the same plane as you. You cannot speak for more than 1 minute a day in this manner.

Epic Goliath

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC GOLIATH

Prerequisites: Goliath

Only through might can one carve out their destiny and few are mightier than you. Your racial traits are replaced or altered to include the following benefits:

Epic Size (*replaces Size*). Your size is Large, you stand over 12 ft. tall, and your weight is around 500 pounds.

Epic Physiology. When you attempt an Epic Strength, Dexterity, or Constitution ability check, you may add a +10 bonus to the result of the roll. If the ability check fails, you must finish a long rest before you can use this feature again.

Giant's Blood. If your strength score is lower than 15, it is instead 15.

Heroic Triumph. When you succeed on a saving throw against an enemy creature and are not incapacitated or score a critical hit against an enemy creature, you can choose to emit a roar of triumph (no action required) that can be heard up to 1 mile away. You and friendly creatures that hear this roar can choose to gain a number of temporary hit points equal to your half your character level (rounded down).

Epic Kenku

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC KENKU

Prerequisites: Kenku

You have embraced the curses that haunt your people and transformed them into strength. Your racial traits are replaced or altered to include the following benefits:

Flutter. Your jump distance is increased by 20 ft. and your jump height is increased by 10 ft.

Quickfeather. When you take the Dash action and spend movement that turn, you have partial cover over the course of that movement.

Ventriloquism. You can “throw” your voice, allowing to speak as though you were in a space up to 60 ft away from you.

Epic Lizardfolk

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC LIZARDFOLK

Prerequisites: Lizardfolk

Beneath your hardened scales beats the heart of a primal being. You have been shaped by nature into the perfect survivalist, never unarmed and always ready for action. Your racial traits are replaced or altered to include the following benefits:

Chameleon Skin. As a bonus action you can turn invisible. This effect ends if you move from your space or take any action.

Improved Natural Armor (Replaces Natural Armor). When you aren't wearing armor your AC is 17 + your Dexterity or Constitution modifier (your choice).

Primal Arsenal. You can spend 1 hour of strenuous activity attaching bits of bone and other material harvested via your Cunning Artisan feature to a melee weapon or an extremity you would use to make an unnamed strike. When you do so, the next ten successful hits with that weapon or extremity deal an additional 1d4 piercing damage.

Epic Shifter

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC SHIFTER

Prerequisites: Shifter

Your blood runs hot with primal power. Embracing your heritage enables you to slip effortlessly between unassuming humanoid and wild soul.

Moon Curse. If you are exposed to the light of the full moon you are driven into a feral rage for 24 hours. During this time you are always shifted (as per your Shifting feature), cannot communicate by any means, are immune to the charmed and frightened conditions, and are an enemy to all creatures you encounter.

Skindancer. When you use your Shifting feature, you can choose to make the duration of the effect permanent. This effect ends early if you fall unconscious, are slain, or you take a bonus action to end the effect.

Wyld Blood. When you use your Shifting feature or assume the form of another creature you can choose to call upon an aspect of your animalistic heritage to improve its effects. When you do so, you choose one of the following options and gain its benefits for the duration of the effect.

Primal Senses. You gain blindsight out to a range of 60 ft. If you have a blindsight feature, the range is increased by 60 ft.

Savage Might. Your weapon attacks deal an additional 1d12 damage on a successful hit.

Wisdom Of The Wilds. When you succeed on a saving throw against an enemy creature, you regain 1d10 hit points.

Once you have used this feature you must finish a long rest before you can use it again.

Epic Tabaxi

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC TABAXI

Prerequisites: Tabaxi

Stricken with insatiable wanderlust and a demeanor that would put the most arrogant of cats to shame, your heritage has shaped you into a feline scoundrel of epic proportions. Your racial traits are replaced or altered to include the following benefits:

Jumpy. Immediately after you take a reaction you may move up to your speed.

Power Nap. You can gain the benefits of a short rest in half the time it would take normally.

Safe Landing. While you are not incapacitated you are immune to damage from falling and cannot prone at the end of a fall.

Epic BattleForged

The following option includes an Epic racial feat and two Epic subraces.

EPIC RACIAL FEAT: EPIC BATTLEFORGED

Prerequisites: Battleforged

You were built by a genius' hands and it shows. Equal parts art and artifice, you can forge a new destiny free from the intentions of your creators.

Artifice Integration. When you wear a piece of equipment, you can choose to integrate into your body by mechanical means. When you do so, the item in question slowly merges into your body, becoming a part of you over the course of 1 hour. While integrated in this manner, an item cannot be removed unless the part of your body to which it is attached is also removed. You can voluntarily remove an integrated item, but doing so takes 1 hour of strenuous activity.

Iron Blooded. If you suffer an effect that only effects flesh and blood creatures, you can choose to be immune to the effect for its duration (if any).

Reassembly Protocol. You can put yourself back together in the event of catastrophic damage. When you would take a long rest, you can instead spend that time using metal, wood and other raw materials to construct lost limbs and even major body parts.

Additionally, your head survives if severed from your body and you maintain control over limbs that are separated from your body.

EPIC BATTLEFORGED SUBRACE: MODIPLEX

More than a few battleforged have made their way to Nexus. The wealth of technology and power within the city is inspiring to these artificial beings, many of which begin exploring the potential it may hold for their inorganic existence. The most ambitious of battleforged are willing to modify their own bodies with arcatechnology; a dangerous but empowering process that transforms them into modiplex. Each is a wondrously unique specimen; bristling with complex clockwork components, magical power sources, and alchemical fluids. The magical science that powers the modiplex is extremely effective, but not entirely stable. Magic can do funny things to a brain, especially an artificial one, leaving most modiplex emotionally volatile in the extreme. Modiplex take great pride in their augmentations, believing all creatures should aspire to new and superior forms. This enthusiasm for change can take dangerous and disturbing turns on a modiplex's quest for further improvement, known to end in monstrous catastrophe.

Ability Score Increase. Choose Intelligence, Wisdom, or Charisma. Your ability score for that score increases by 2, to a maximum of 30.

Arcane Circuitry. Your body is latticed with fine circuitry meant to conduct arcane energies. When you are targeted by a non-Epic spell of 1st level or higher you absorb some of its magic to magically regain hit points. You regain 1d6 hit points for a 1st level spell, plus an additional 1d6 for each spell level after first.

Supercharged. When you would take a long rest, you can choose to gain no benefit from that rest and instead spend that time supercharging your body with arcane

energy. After you finish the long rest, you gain the following benefits for 24 hours or until you finish a long rest, whichever comes first.

- When you roll a 17 – 20 on an attack roll, saving throw, or ability check, you instead roll a 20.
- When you spend movement, you can choose to magically teleport to an unoccupied space no farther than the amount of movement you expended.
- You cannot gain the benefits of a short rest.

Unstable Mind. You have Epic disadvantage on Intelligence and Wisdom saving throws.

EPIC BATTLEFORGED SUBRACE: PROTOTYPE

All great inventions begin with a prototype, or in the case of the battleforged, many prototypes. Called “the first” by their kin, prototype battleforged were overdesigned for the purpose of war. Their bodies are instruments of death. Layers of adamantine muscle fibers are encased in hardened steel skin that gives them a metallic and menacing appearance. Prototypes cannot speak, for what need does a sword have for a mouth? Thankfully most surviving prototypes have evolved beyond their function but must always guard against the violent programming that drives them toward aggression. Others see these battleforged as embodiments of the strong, silent type, but the truth is more complex than that. Every day is an inner battle that threatens to reduce a prototype’s mind to an instrument of death. A struggle that not every prototype manages to overcome. Consequently these battleforged are surprisingly social, as strong community and social ties help keep the killer instincts at bay.

Ability Score Increase. Choose Strength, Dexterity, or Constitution. Your ability score for two of those scores increases by 2, to a maximum of 30.

Execute Order 99. As an action you can activate a protocol wired into your psyche that transforms you into a deadly killing machine for 1 minute. While in this state you gain the following benefits.

- Your speed cannot be reduced and you are immune to the charmed, frightened, restrained, paralyzed and stunned conditions. Additionally, you form cannot be changed into that of another creature.

- You always roll the maximum possible value on any damage dice you roll.
- All other creatures are your enemies and you must do everything in your power to kill every creature in sight. You prioritize creatures attacking you, otherwise you always attempt to kill the closet creature to you. If there are no creatures in sight you seek out creatures to kill by the most expedient means available to you.

Once you have used this feature, if you use it again before 24 hours has passed its duration changes to 1 hour. If you use it again after that before 24 hours has passed, its duration become permanent.

Mute. You cannot speak or communicate telepathically. Instead you must communicate through gestures and body language. However, when in combat you can still produce spells and other effects with verbal components.