

EPIC LEGACY



CORE RULEBOOK

THE ULTIMATE GUIDE TO EPIC-LEVEL 5TH EDITION

5E COMPATIBLE

PRODUCED BY
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ARCHON

Epic Sorcerer

The halfling finished casting the mighty spell. Magic coursed through her body and erupted in a great column of fire, consuming herself and the trolls in a staggering inferno. The next day, as the villagers were building a monument to her sacrifice, they were shocked to see the sorceress appear in a blinding flash of light. Dusting some ash from her shoulders, the halfling calmly collected her reward, thanked them for the memorial, and went on her way.

Even in a world of dragons, magic, and demons, the greatest of adventures can sometimes be found within one's own soul. Few understand the value of tapping into one's own potential better than sorcerers, for their magic suffuses their bodies and flows through their blood. It is a talent both dangerous and powerful, with the greatest of their number earning the chance to become archons.

PREREQUISITES

Archons are the living embodiment of the terrifying and wondrous properties of Epic magic. No mortal form can contain such power flowing through its veins without consequence, which is the reality with which an archon must contend. As archons grow more powerful, their bodies change as the magic within them threatens to erupt at any moment. The greatest of archons can properly handle this evolution, becoming beings of almost pure magical energy. Overcoming this challenge affords an unrivaled capacity for powerful magic. For archons, casting a spell is a simple natural act, like flexing a muscle or taking a breath. This relationship with magic allows them to cast the most powerful spells ever conceived, augmented even further by the energy that flows within them.

To advance as an archon, you must meet the following prerequisites (in addition to the multiclassing requirements for your existing class):

- **Sorcerer Level 20** – The powers of an archon require a massive repository of arcane energy, a feat only the mightiest of sorcerers can accomplish.
- **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: Metamorphosis** – Becoming an archon requires a change on a physical level to accommodate the extreme amounts of magic contained within your body. To achieve this state, you must magically evolve a special organ called an

arcane appendix, which helps you process the power safely. Developing this organ is extremely difficult, requiring you to commit all your power toward its creation for a period of a year and a day. How this process is accomplished varies from sorcerer to sorcerer. Some may immerse themselves in powerfully magical locations whose latent power can augment their bodies. Others may subject themselves to powerful transmutation effects over an extended period of time. Whatever the process, the result is a being with the discipline and anatomy to advance as an archon.



CLASS FEATURES

As an archon, you gain the following class features.

Hit Points

Hit Dice: 1d6 per archon level

Hit Points per Level: 1d6 (or 4) + your Constitution modifier per archon level

Proficiencies

Saving Throws: You gain proficiency in a single saving throw of your choice.

Ability Score Improvement

When you reach 21st level, and again at 23rd, 25th, 27th, and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 30 using this feature.

Epic Feat

When you reach 21st level, and again at 25th and 29th level, you may select one Epic feat from the Epic feat list detailed in chapter 3. You may forgo taking an Epic feat to instead increase an ability score of your choice by 4, or you can increase two ability scores of your choice by 2. You cannot increase an ability score above 30 using this feature.

Arcane Lifeblood

At 21st level, your Flexible Casting sorcerer class feature expands to accommodate your power, allowing you to create spell slots for some of your most powerful spells according to the following table.

| Creating Spell Slots | |
|----------------------|--------------------|
| Spell Slot Level | Sorcery Point Cost |
| 6 th | 9 |
| 7 th | 11 |
| 8 th | 13 |

Epic Spellcasting

At 22nd level, you can draw forth the most powerful magic in the world from within your very body, which you manifest into the fearsome shapes of Epic spells. See the “Epic Spellcasting” section in chapter 4 of the *Epic Legacy Core Rulebook* for details and the general rules of Epic magic, and refer to the archon Epic spell list. You cannot apply non-Epic Metamagic options you know to Epic spells you cast, but you may apply Epic Metamagic options you know.

The archon class progression table shows how many Epic spell slots you have available to cast your Epic spells of tier 1 or higher. To cast one of these Epic spells, you must expend a slot of the spell's tier or higher. You regain all expended Epic spell slots when you finish a long rest.

Epic Spells Known

You know two archon Epic spells of your choice from the archon Epic spell list. The Epic Spells Known column of the archon class progression table shows when you learn more archon spells of your choice. Each of these spells must be of a tier for which you have spell slots.

Additionally, when you gain a level in this Epic prestige class, you can choose one of the archon spells you know and replace it with another spell from the archon Epic spell list, which also must be of a tier for which you have spell slots.

Sorcerous Supremacy

Beginning at 22nd level, you can effortlessly expand arcane power and begin to discover newfound levels of mastery over Epic magic. You choose two options from the following list. You can choose two options from the list again at 24th, 26th, 28th, and 30th level. You cannot choose the same option twice per level but can choose an option you have selected at lower levels.

Epic Metamagic. You gain one Epic Metamagic option of your choice.

Expanded Sorcery Points. Your sorcery points maximum increases by 5.

The Archon

| Level | Prestige Class Features | Proficiency Bonus | Epic Spells Known | Epic Spell Slots per Spell Tier | | |
|------------------|--|-------------------|-------------------|---------------------------------|--------|--------|
| | | | | Tier 1 | Tier 2 | Tier 3 |
| 21 st | Ability Score Improvement, Epic Feat, Arcane Lifeblood | +6 | – | – | – | – |
| 22 nd | Epic Spellcasting, Sorcerous Supremacy (1) | +6 | 2 | 2 | – | – |
| 23 rd | Ability Score Improvement | +7 | 3 | 3 | – | – |
| 24 th | Spell Cycling, Sorcerous Supremacy (2) | +7 | 4 | 3 | 1 | – |
| 25 th | Ability Score Improvement, Epic Feat | +7 | 5 | 3 | 2 | – |
| 26 th | Epic Sorcerous Origin, Sorcerous Supremacy (3) | +7 | 6 | 3 | 2 | 1 |
| 27 th | Ability Score Improvement | +8 | 7 | 3 | 2 | 1 |
| 28 th | Magic Reactor, Sorcerous Supremacy (4) | +8 | 8 | 3 | 2 | 1 |
| 29 th | Ability Score Improvement, Epic Feat | +8 | 9 | 3 | 2 | 1 |
| 30 th | Power Overwhelming, Sorcerous Supremacy (5) | +8 | 10 | 3 | 2 | 1 |

Archon

Sorcerous Power. You gain two Metamagic options of your choice from the options presented in the Metamagic sorcerer class feature.

Spell Knowledge. You learn three non-Epic spells from the sorcerer spell list. Each of these spells must be of a level for which you have spell slots.

Epic Metamagic

Epic Metamagic represents your ability to manipulate spells you cast, improving their effects in an Epic capacity. You can use only one Epic Metamagic option on a non-Epic spell or Epic spell when you cast it, though you may use both an Epic Metamagic option and sorcerer Metamagic option simultaneously on a non-Epic spell.

As you wield Epic Metamagic, your body struggles to handle the huge volume of magical power that flows through it. When you successfully cast a spell with an Epic Metamagic option, you generate levels of a special condition called overload. This condition is measured in six levels. An Epic Metamagic option can give you one or more levels of overload, as specified in the Epic Metamagic option's description. You cannot use an Epic Metamagic option if doing so would increase your levels of overload above six.

| Level | Effect |
|-------|---|
| One | Creatures have Epic disadvantage on ability checks to counter or dispel your spells. |
| Two | If a cantrip you can cast increases its damage according to your character level, it gains an additional damage increase if you are 22 nd level, and again at 29 th level. |
| Three | You halve the sorcery point costs (to a minimum of 1) of your Metamagic options. |
| Four | You are immune to the effects of your spells unless you wish to be affected. |
| Five | When you cast a spell of 4 th level or lower, you may instead treat that spell as if it were cast at 5 th level. |
| Six | When you gain this level, your body instantly erupts in a massive blast of arcane energy. Each creature in a 60-foot radius centered on you must succeed on a Dexterity saving throw with a DC equal to your spell save DC or take 1d8 arcane damage for each character level you possess. You automatically fail this saving throw and take damage from this feature. If you are reduced to 0 hit points from this damage, your body is disintegrated. If you are slain by the feature, you cannot be returned to life by non-Deific means for 24 hours. This effect occurs once each time you gain your sixth level of overload, and levels of overload cannot be increased beyond six. |

You can remove levels of overload only in the following ways:

- When you finish a long rest, you reduce your levels of overload to zero and any corresponding conditions end.
- You can spend 10 minutes in focused meditation to reduce your levels of overload by three. Once you have done so, you must finish a long rest before you can do so again.

If you change your form into that of another creature, you retain any levels of overload you had in your original form. If you die and are returned to life, you have the same levels of overload you had when you died.

ANNIHILATING SPELL

When you cast a spell that deals damage, you may gain three levels of overload if the spell was an Epic spell, or two levels of overload if the spell was a non-Epic spell, to deal maximum damage with that spell on all of its damage dice.

CHAIN SPELL

When you cast a spell that targets only one creature and doesn't have a range of touch, you can gain two levels of overload if the spell was a non-Epic spell, or three levels of overload if the spell was an Epic spell. When you do so, you can target up to three additional creatures within range with the same spell. You can use this Epic Metamagic option multiple times in a single spell cast, allowing you to target additional creatures with the spell.

ETERNAL SPELL

When you cast a spell with a duration of 1 minute or longer, you can gain two levels of overload if the spell was a non-Epic spell, or three levels of overload if the spell was an Epic spell. When you do so, you increase the spell's duration to permanent and no longer need to concentrate on the spell to maintain its effects for the duration (when applicable). While the spell is in effect, your levels of overload cannot be reduced below two if the spell was a non-Epic spell, or three if the spell was an Epic spell. A spell affected by this Epic Metamagic option immediately ends if you use this Epic Metamagic option again on a different spell.

INSTANT SPELL

When you cast a spell with a casting time of 1 action or bonus action, you may gain two levels of overload to cast the spell instantly without expending either action.

PRECISE SPELL

When you cast a spell that affects other creatures that you can see, you can gain one level of overload to make any number of affected creatures of your choice immune to the effects of that spell.

SECRET SPELL

When you cast a spell, you can gain one level of overload to remove the need for somatic or verbal components to cast that spell. If you were hidden or invisible when you cast the spell, you are neither revealed nor rendered visible by casting the spell. A creature may still determine your presence and space you occupy based on the effects of the spell.

SEQUESTERED SPELL

When you cast a spell, you may gain one level of overload to magically perceive all creatures and objects in a 120-foot radius centered on you, including hidden ones. You may then cast the spell from any space within the area as though you were in that space.

UNYIELDING SPELL

When you cast a spell that forces one or more creatures to attempt a saving throw, you may gain two levels of overload to force all affected creatures to fail their first saving throw made against that spell.

Spell Cycling

Beginning at 24th level, you can absorb Epic magic into yourself, granting you a tremendous amount of energy. As a bonus action, you can expend one Epic spell slot and gain a number of special temporary sorcery points. These temporary sorcery points can be used in the same manner as your normal sorcery points, but do not count toward the maximum number of sorcery points you can have. You can never have a number of temporary sorcery points greater than your character level. You gain 12 temporary sorcery points from a tier 1 Epic spell slot, 15 from a tier 2 Epic spell slot, and 19 from a tier 3 Epic spell slot. When you finish a long rest, temporary sorcery points gained from this feature are lost.

Epic Sorcerous Origin

At 26th level, your bloodline allows you to master secrets of Epic power from your ancestry. These secrets take the form of special benefits and an Epic Metamagic unique to your ancestry. You gain the following features according to the sorcerous origin you selected as a sorcerer.

Bloodcaller*

You add the Epic spell *bloodbane* to your Epic spells known, which does not count against your number of Epic spells known.

Additionally, you gain a special type of vision called bloodsight out to 60 feet. Bloodsight allows you to perceive flesh-and-blood creatures within range, automatically detecting such creatures even if they would ordinarily be invisible or imperceptible to you.

Finally, you learn the Detonating Spell Epic Metamagic.

DETONATING SPELL

When you cast a spell that kills a flesh-and-blood creature on the turn on which you cast it, you may gain two levels of overload to cause the creature's body to explode in a shower of giblets and chunks. Each creature within 30 feet of the target must succeed on a Constitution saving throw versus your spell save DC or lose hit points equal to the hit point maximum of the target, or half as much on a success.

Divine Soul†

When your Epic Spellcasting feature lets you learn or replace an archon Epic spell, you can choose the new spell from the ascendant Epic spell list. You must otherwise obey all the restrictions for selecting the Epic spell, and it becomes an archon spell for you.

Additionally, the affinity you chose for your Divine Magic sorcerer feature determines a special Epic spell for you, as shown in the following table. You may cast this Epic spell as a tier 2 Epic spell without expending an Epic spell slot, and it does not count against your number of Epic spells known. Once you have used this feature, you can't use it again until you finish a long rest.

| Affinity | Epic Spell |
|------------|----------------------------|
| Good | <i>genesis</i> |
| Evil | <i>catastrophe</i> |
| Law | <i>determinism</i> |
| Chaos | <i>prismatic deluge</i> |
| Neutrality | <i>congruous spellward</i> |

Finally, you learn the Holistic Spell Epic Metamagic.

* This subclass can be found in the 2CCGaming supplement, *Tyrants & Hellions*.

† This subclass can be found in the official 5E supplement, *XGE*.

HOLISTIC SPELL

When you cast a spell that deals damage, you may gain two levels of overload to cause a number of creatures equal to your Charisma modifier affected by the spell to instead take no damage, and regain a number of hit points equal to the damage they would have taken.

Draconic Bloodline

As an action, you can spend 16 sorcery points to transform yourself into a mighty dragon that is the same type as your draconic ancestry. The statistics of your new form (see the aspect stat block) replace your current statistics when applicable, and you gain 400 temporary hit points. These temporary hit points can't be replaced by temporary hit points from another source and you revert to your original form when you have no more temporary hit points or when you die. While you are in this form, the maximum number of sorcery points you can have is reduced by 16. You are limited in the actions you can perform by the nature of your new form, but retain any benefits and features from your classes, race, or other source inherent to you, provided that your new form is physically capable of doing so. Your new form is not physically capable of casting spells requiring material or somatic components in its natural state.

Additionally, you learn the Monstrous Spell Epic Metamagic.

MONSTROUS SPELL

When you cast a spell that requires components that your current form is unable to supply (such as lacking the necessary anatomy to speak verbal components or hands to hold material components), you may gain one level of overload to cast the spell without the need for any components. Additionally, if your form has a Multiattack action, when you take that action you may cast a spell benefiting from this Epic Metamagic as a part of that action.

Shadow Magic‡

Creatures completely within an area of darkness have Epic disadvantage on saving throws against your spells and features. Additionally, you gain the Umbral Spell Epic Metamagic.

UMBRAL SPELL

When you cast a spell that affects an area (such as a cone, cube, cylinder, line, or square), you can gain one level of overload to cause the area of the spell to be enveloped in complete darkness for 1 minute. Creatures other than you can't see through this darkness even with darkvision, and non-Epic magical light cannot illuminate or dispel it.

Storm Sorcery

Airborne creatures are vulnerable to lightning and thunder damage dealt by you.

Additionally, you learn the Stunning Spell Epic Metamagic.

STUNNING SPELL

When you cast a spell that affects an area (such as a cone, cube, cylinder, line, or square), you can gain two levels of overload to force each creature in the spell's area to attempt a Constitution saving throw versus your spell save DC. On a failed saving throw, the creature is stunned until the end of your next turn.

‡ This subclass can be found in the official 5E supplement, *XGE*.

Archon

Wild Magic

When you gain your sixth level of overload, instead of its normal effect you may cause a special effect called a pandemonium to occur and immediately reduce your levels of overload to zero. You then roll a d20 and your result determines what effect occurs based on the effects detailed in the Pandemonium Effect table. A pandemonium effect is considered a Deific effect that cannot be prevented by any means. Once you have used this feature, you cannot use it again until you finish a long rest.

Additionally, you learn the Mayhem Spell Epic Metamagic.

MAYHEM SPELL

When you cast a spell, you may gain one level of overload to roll on the Wild Magic Surge table as detailed in your sorcerer class features.

Don't call my magic chaos. An accidental fireball at dinner is chaos. I unleash pandemonium, magical mayhem that comes at you sideways and is as unpredictable as the wind. I would tell you to ask my drow relatives for proof, but they are all cats now...and you know how cats are.

– *Baldwyn Dra'ziil, wild magic archon*

Magic Reactor

At 28th level, your body can efficiently process and reformat your magic. When you use your bonus action via your Flexible Casting sorcerer class feature to create a spell slot with your sorcery points, you may create any number of spell slots as a part of using that feature, as long as you have the necessary sorcery points to do so.

When you use your bonus action via your Flexible Casting sorcerer class feature to convert a spell slot to sorcery points, you may convert any number of your spell slots to sorcery points as a part of that action.

Power Overwhelming

At 30th level, you overflow with tremendous raw power, allowing you to call up powerful Epic effects with ease. As a bonus action, you can spend 5 sorcery points to reduce your levels of overload by one.

ASPECT OF THE DRAGON
Gargantuan dragon, (your alignment)

Armor Class 25

Hit Points: N/A (see feature's description)

Speed 40 ft., fly 80 ft.

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 30 (+10) | 10 (+0) | 29 (+9) | Your Int | Your Wis | Your Cha |

Saving Throws (in addition to your saving throw proficiencies, you gain proficiency in Dexterity and Wisdom saving throws)

Skills (your skills)

Damage Immunities (the damage type associated with your draconic ancestry)

Senses blindsight 60 ft., darkvision 120 ft., passive Perception (your passive Perception)

Languages (your languages)

TRAITS

Draconic Power. Creatures, objects, and structures cannot be resistant to damage you deal of the type associated with your draconic ancestry. Additionally, if a creature, object, or structure would be immune to that damage type dealt by you, it instead takes half damage.

ACTIONS

Multiattack. You can use your Frightful Presence. You then make three attacks: one with your Bite or Tail and two with your Claw.

Bite. *Melee Weapon Attack:* (10 + your proficiency bonus) to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Breath Weapon (Recharge 5–6). You exhale a 90-foot cone or a 120-foot long, 10-foot wide line of elemental energy. Each creature in that area must succeed on a Dexterity saving throw versus your spell save DC, taking 110 (20d10) damage according to the type associated with your draconic ancestry. A successful saving throw halves the damage.

Claw. *Melee Weapon Attack:* (10 + your proficiency bonus) to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) piercing damage.

Frightful Presence. Each creature of your choice that you are aware of within 120 feet of you must succeed on a Wisdom saving throw versus your spell save DC or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

Tail. *Melee Weapon Attack:* (10 + your proficiency bonus) to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage.

Pandemonium Effect

d20 Pandemonium Effect

- | | |
|----|---|
| 1 | Nothing happens...yet. Roll on this table again in 1d20 hours. You cannot tell other players the result of the new roll. |
| 2 | The next spell you cast benefits from up to three Epic Metamagic effects of your choice (even if you do not know them), and you do not gain levels of overload from using the selected Epic Metamagic effects. This benefit is lost if you do not cast a spell within the next minute. |
| 3 | You are magically teleported to a space within 300 feet that you can see. You regain all hit points, are cured of any harmful conditions, and have your sorcery points restored to their maximum. |
| 4 | A powerful Epic creature of the DM's choice appears and swears to aid you in all of your endeavors for the next 24 hours. |
| 5 | The next spell you cast does not consume any resources (such as spell slots and sorcery points) or increase your levels of overload, regardless of the costs that would have been incurred ordinarily. This benefit is lost if you do not cast a spell within the next minute. |
| 6 | The next time you die, confetti and fireworks magically manifest for 1 minute in a 100-foot radius centered on the point of your death, celebrating your demise. |
| 7 | For 1 week, everything you eat or drink intoxicates you as though it were alcoholic. |
| 8 | When you involuntarily sneeze, you randomly cast a non-Epic spell you know and have the necessary resources to cast, as a part of that sneeze. Affected areas and targets of the spell are chosen by the DM. This effect lasts until you finish a long rest. |
| 9 | The next non-Epic humanoid that sees you becomes convinced you are a genie in disguise and follows you everywhere, trying to get wishes. |
| 10 | For 24 hours, if you eat any food other than bananas you suffer an extreme allergic reaction and die instantly. |
| 11 | You shake and vibrate uncontrollably. When you would roll a 2 or higher on an ability check, you instead roll a 1. This effect lasts until you finish a long rest. |
| 12 | For 1 minute, when you deal damage to another creature you take an equal amount of damage of the same damage type. This damage cannot be prevented by any means. |
| 13 | You immediately expend all sorcery points and cannot gain sorcery points for 1 hour. |
| 14 | You are launched 10,000 feet straight up into the air. If an object or structure would prevent you from moving, you take 1d6 bludgeoning damage for every 10 feet of movement prevented. |
| 15 | You cannot be resistant or immune to damage and are vulnerable to all damage for 1 hour. |
| 16 | You increase in size for 1 minute. Your speed is 0 and at the start of each of your turns, your dimensions increase by 5 feet and you must attempt a Constitution saving throw versus your spell save DC or lose a number of hit points equal to half your hit point maximum. If you reach 0 hit points by losing hit points to this feature or would lose hit points while you have 0 hit points, you explode. |
| 17 | A blow of crushing force is delivered to an extremely vulnerable area. For 1 minute your speed is 5 feet and on each of your turns you can take no actions as you clutch yourself in pain. |
| 18 | You are queried with an impossible riddle of astonishing complexity. You cannot cast spells or make Intelligence, Wisdom, or Charisma ability checks until the riddle is solved. On each of your turns, you may take an action to attempt a DC 30 Intelligence ability check, solving the riddle on a success. If you cannot solve the riddle in 1 hour, the effect ends as you go mad and suffer the effects of a <i>confusion</i> spell for 24 hours. |
| 19 | A gargantuan meteor magically appears and strikes your location. Each creature, object, and structure within 1 mile of that space must succeed on a Constitution saving throw versus your spell save DC or take 100d6 fire damage and 100d6 bludgeoning damage, or half as much on a success. |
| 20 | You briefly understand the meaning of life, the universe, and everything. This knowledge is so shocking that it kills you instantly before you can tell anyone. If you return to life or have a memory of your existence after death, you cannot remember the meaning of life, the universe, and everything. |