

EPIC LEGACY



CAMPAIGN CODEX

THE ULTIMATE GUIDE TO EPIC ADVENTURES

PRODUCED BY
2CGaming

AUTHORED BY
Ryan Servis

5E COMPATIBLE



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Special thanks to my parents who, instead of traditional bedtime stories, read me *The Lord of the Rings*, *Legends of King Arthur*, *Dune*, and many more. Those stories filled my dreams with wonder and touched my soul, the benefits of which can be found in the over 800,000 published words I have written in three years.

Much love,
Your son, Ryan



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INTRODUCTION



PREFACE

When the *Epic Legacy Core Rulebook* was met with overwhelming cries of “more!” from our fans and critical acclaim from the RPG community, we knew something special had been accomplished. We immediately set out to expand our vision for Epic-level 5th Edition, but a major challenge loomed on the horizon: How to make an even more epic sequel? In our minds, it wasn’t enough to just make more content for the Epic Legacy system. We had to overhaul our presentation and take things to the next level.

Epic Legacy is about more than wielding and confronting absurd levels of power—it’s about doing new things and pushing the limits of what was previously thought possible. While 5th Edition is a great system, it is not all-encompassing. Some areas of play and types of stories are forever beyond its reach. If you have dreamed of confronting gods or saving the multiverse around your game table, then Epic Legacy is for you.

Many fitful nights of brainstorming later, we settled on the idea of Nexus, an interdimensional hub of Epic adventure compatible with almost any 5th Edition fantasy setting. By throwing all our creative energies into this epic city, we could provide any ordinary game of 5E an easy pathway into the Epic Legacy system and a world of grand adventure.

We wanted Epic DMs to have the tools, techniques, and storytelling guides to weave tales beyond the realm of ordinary 5th Edition. Whether its workshopping amazing magic items for your players to loot, fashioning new Epic magic for your NPCs to wield, or designing unforgettable narratives, this book is here to help.

After over a year of development and a killer crowdfunding campaign, you have found yourself on the cusp of discovering our latest achievement: the *Epic Legacy Campaign Codex*. It is our greatest hope that you find the *Campaign Codex* to have surpassed the *Core Rulebook* in every capacity and finds a home at your game table. Your next Epic adventure is just a page turn away, so why are we still talking? You have some reading to do.

– *The 2CGaming Team*

ACKNOWLEDGEMENTS

This book exists because of the generosity of more than 1,100 backers who pledged their support. They took a leap of faith by investing in us, and for that we are unfathomably grateful. It is humbling to receive the support of so many. We hope this book is everything you expected from us and more. Whether you gave us \$1 or \$1,000, your contribution made a difference in our lives. We strove to support as many different styles of play as possible and can’t wait to hear about your Epic adventures.

HOW TO USE THIS BOOK

Running a game of Epic Legacy is challenging. The characters are stronger than ever, the fights are more complicated, the stakes higher than they have ever been, and you just realized you forgot the extra d6s for the *meteor swarm*–obsessed wizard. It can be enough to make even the most experienced DM balk at picking up Epic Legacy. Steel yourself, aspiring Epic DM, for the *Epic Legacy Campaign Codex* is here to guide you through these perilous waters.

This book assumes you have read the *Epic Legacy Core Rulebook*, or are at least familiar with the Epic Legacy system, as well as the core (and even a few supplemental) rules of 5th Edition. If what you just read came as a surprise to you, don’t worry. There is still a lot to gain from exploring what this book has to offer. The Epic Legacy system aims to not only expand the rules of 5th Edition

Mature Content Warning

Epic campaigns often deal with heavy and mature themes. With great power one can do great things. Terrible, possibly, but great. When writing this book, we sought to facilitate many styles of play: heroic adventuring, cosmic horror, saucy romance, and many more. Some of these styles can take your game in a distinctly mature direction. There is nothing wrong with that, so long as *everyone at your table is on board*. Just because something exists within this book’s pages does not mean it’s a good fit for your game. Just as many of the options here should be carefully evaluated for the sake of balance before integrating into a campaign, so should a DM making use of this resource thoughtfully consider whether to use potentially disturbing content. The last thing we want is for someone to walk away from your table because of something we wrote, and readers should be mindful of occasionally encountering challenging themes within these pages.



but smooth and streamline some of the design issues that hamper high-level play. Even if you never play a game of Epic Legacy, the *Campaign Codex* will serve you at the highest tiers of 5th Edition.

Epic Legacy is for players and DMs who want to take their game to the literal next level, telling stories of unrivaled glory and peril. The content found here will redefine your expectations and inspire your creativity through the fantasy city of Nexus. To accompany you on your journey is one Tamara Tall, whose snarky demeanor will be a constant companion, providing insight into the city's people, culture, and locations.

This book is a content expansion for 2CGaming's Epic Legacy system. For those unfamiliar, Epic Legacy modifies the existing rules of 5th Edition to allow for character advancement up to 30th level, along with an entire book's worth of new rules, character options, and design tools. All these options can be found in the *Epic Legacy Core Rulebook*, which is sibling to the *Epic Legacy Campaign Codex*. Many Epic Legacy rules, spells, and other features will be referenced in these pages to both the *Epic Legacy Core Rulebook* and the 5th Edition core rules. When using the content found within these pages you will want these supplemental materials handy to ensure a high-quality Epic Legacy experience.

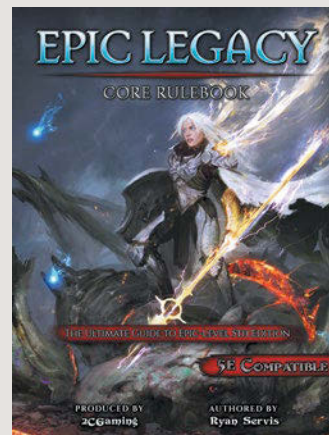
The *Epic Legacy Campaign Codex* is for building Epic campaigns and adventures. Inside is a glorious mess of content for DMs and players that is unlike any found elsewhere in 5th Edition. For DMs, this book is a campaign writer's paradise. Jaw-dropping magical equipment can be found in spades. Suspicious characters peddle everything from dark pathways to profane power in shadowy alleyways. Great warriors from across dimensions congregate to hold tournaments of martial skill, with priceless prizes and virtuous glory claimed by the battle-hardened winners. Your creativity will blossom when exploring the details of the city of Nexus as you discover thrilling characters and devious mechanics to incorporate into your game. You will find plot hooks, new mechanics, and colorful characters ready to lead your players on their next great adventure. Each location and organization affords an organic and contextual introduction to their material. The characters may learn how to brew magical potions by visiting an Epic alchemist's laboratory within the University of Omnipresent Arcana or begin the practice of elementalism from powerful masters living in the Emerald Wilds. Between tools to build your campaign you will find systems to enable your inner RPG designer. We want to see your work become a part of Nexus, and this book provides you with resources to build unique content, encounters, Epic prestige classes, and other custom designs for your game. However, this book isn't just for DMs. Players can learn about exciting character options compatible with both Epic Legacy and standard 5th Edition. If you've always wanted to know what an Epic elf looks like, create customized magical equipment to perfectly complement your character's build, forge new Epic spells from scratch, or play an Epic version of your favorite homebrew base class, guess what? You can do that (with your DM's permission of course).

The beating heart of the *Epic Legacy Campaign Codex* is Nexus, the City of Legends. Every piece of content found within these pages is presented in the context of this truly epic metropolis. Whether you

need a system to forge magical equipment or a new race to introduce to your players, it exists somewhere in Nexus. As you learn about this content, you also get to know the city. This design allows DMs to use Nexus as a vehicle for introducing new content, an adventure hub, and a campaign setting. Nexus is compatible with almost any game of 5th Edition. Your players can spend a dozen sessions exploring its many wonders, discovering adventure hooks, and developing their characters. You are not required to use Nexus in your campaign. The intention of this book is to provide assistance expanding and detailing your next Epic game; you will find countless resources within, along with a fun fantasy city about which to learn along the way.

The book is divided up into nine chapters, each of which is dedicated to a district within Nexus. The content found in that district reflects its theme. For example, you will discover new tools for exploration and survival in the Emerald Wilds district, along with new player features that expand upon a character's biology, philosophy, and self-actualization. Careful readers will discover incredible details hidden in Nexus's darkest corners, rewarding those who dare to explore every aspect of the city. If you have gotten this far, you are ready to enter Nexus.

Behind the Curtain: Do I Need the Epic Legacy Core Rulebook?



No, but it helps. The existence of Nexus means the presence of Epic power, which can have major implications for the nature of your game. While you do not have to use 2CGaming's Epic Legacy system to make use of Nexus as a fantastical interdimensional hub world, the city could not exist without that ruleset. If you introduce Nexus to your

players long before they achieve Epic power, be prepared to justify why they cannot (or will not) have access to the extraordinary abilities on display in day-to-day life on Nexus. However, there is lots to do for adventurers of all stripes and skills. The vast majority of Nexians and the city's visitors are non-Epic, and at any given time less than approximately 5 percent of the city's populace wields Epic power. The remaining have needs and lives consistent with a high fantasy setting: endless tasks, plots, and resources for adventurers looking for something to do. If the characters are wandering the streets of Nexus at 10th level, make it clear that there are those in Nexus who have the power to destroy them in an instant and will not hesitate to do so if provoked. Nexians know all too well that discretion is the better part of valor when it comes to dealing with Epic beings, and they are weary of warning arrogant adventurers not to pick fights with their Epic peers.

CHAPTER ONE: WELCOME TO NEXUS



“Hey you! Yeah you, with the wide eyes and dropped jaw. You may be new here, but that’s no excuse for bad manners. My name is Tamara Tall, and I’ll be your tour guide through the greatest city in the multiverse. You’ve probably never heard of Nexus, the City of Legends. That’s understandable—we’ve never heard of you either. Now I know what you’re thinking. ‘Why is a halfling’s last name Tall?’ That’s a funny story, and also none of your business. What is my business is showing you the thousand wonders of Nexus along with some street wisdom that will probably save your life. One wrong move and you may find yourself melted by an industrial accident in the Towers of Thul or impaled upon the spear of a Wardancer while walking the Steel Streets.

“I’m sure you were a big shot on your backwater home world and don’t want my help. But here, you’re a small fish. We Nexians rub shoulders with gods, invent new magic, discover entire universes, forge weapons of unstoppable power, and that’s just what we can squeeze in before lunch. I’m not saying you don’t have a place here, but it’s best you leave your preconceptions behind. Before you is a city of limitless potential. Respect it, and it will respect you.

“I can see you live an adventure’s life. Nexus will have need of you, though I can’t promise it will be easy. Perhaps you will find work unearthing the mysteries of magic within the University of Omniversal Arcana. Or maybe your destiny is to achieve enlightenment among the tranquil forests of the Emerald Wilds. Whatever your purpose or desire, I’m here to help ya get started. Now if you’ll just follow me, I’ll teach ya all there is to know! Don’t worry about my fee—we can discuss that at the end of the tour.”

– Tamara Tall

Between the fabric of space and time lies the impossible city of Nexus—a metropolis of cosmic proportions where magic flows like water and epic heroes are found drinking in every tavern. Nestled in an extradimensional pocket between universes, Nexus serves as an interdimensional crossroads linking the fantasy multiverse. Countless beings from a thousand different worlds have made their way to the City of Legends, sharing their knowledge, power, and magic with its residents.

CITY OVERVIEW

Alignment: Varies by district

Population: 250,000

Economy: Epic power, varies by district

Danger: High

Seeing Nexus for the first time is an unforgettable experience. The city is huge and home to over a quarter million residents and nearly as many visitors. Each of the city’s districts are divided into colossal segments expanding out from the city center in a great disk. Every district is distinct in its fantastical display of culture presented through architecture, color, and sound. Creatures of all creeds and types walk its streets, each on a path to glory made possible by the extraordinary opportunity Nexus provides. At the center of the metropolis is the *Great Lighthouse*,

a clockwork device of incomprehensible complexity binding the city together. This miracle of science and magic was constructed by the founders of Nexus to tunnel into other universes in search of new knowledge and power. It is the *Great Lighthouse* that unifies Nexus—it’s the source of all of commerce, travel, and political authority within the city. The go-to destination for those whose power has eclipsed all reason, Nexus serves as a stomping ground for Epic adventurers, powerful monsters, and even the gods. In Nexus, one can buy clothes from a thousand worlds, learn secret magic from a dead universe, or collect bounties for slain deities. Whatever your background, ability, or dreams, you have a place in the City of Legends.

Reading this book will teach you much of Nexus and its people, but that is only part of the story. The real tale is the many wonders the city has accumulated across the centuries, which take the form of gameplay content for 5th Edition. As you explore the city you will discover formidable races, obscure arcana, powerful magic items, deadly foes, nefarious organizations, strange subclasses, astonishing adventures, tricky traps, deadly diseases, mystical realms, and more, all of which are ideal resources for an Epic campaign. If you are a DM, the wealth of information at your fingertips is a toolbox for which to build your next Epic adventure.

Nexus is designed to be setting-neutral—you can drop it into any of your fantasy campaigns at a moment’s notice. However, just because Nexus exists in your world does not mean it is well



Nexus: A History

A thousand years ago, there were two adventurers of Epic power: artificer Kaya Thul and elementalist Heletek Pyeha. They hailed from different universes, where they had seen all there was to see and battled countless worthy foes. Wallowing in the relative banality of a single cosmology, each dreamed of adventure beyond conception to truly test the limits of their abilities by journeying where none had dared tread. With their magic, the pair reached across space and time and discovered each other's shared dream. With new hope and iron resolve, machinist and arcanist worked together to bridge the gap between their universes. After a thousand failed experiments and countless setbacks, they succeeded. Their powers combined into a seamless whole, Kaya Thul and Heletek Pyeha met face to face for the first time in what would become the city of Nexus. Through a herculean combination of technology and magic, they had torn open a portal across the multiverse into a strange pocket of interdimensional space. From this pocket the pair would venture to other universes with ease, discovering countless worlds, cultures, and peoples. With each expedition the duo grew more powerful and became best friends. Over the centuries, the humble outpost for interplanar exploration blossomed into a bustling city. Fueled by the fantastical combination of goods, magic, and peoples from countless worlds, Nexus grew into an interplanar metropolis of epic proportions. However, a century ago, Heletek and Kaya, famous for their ideological quarrels, came to blows. How the dearest of friends fell so far none can say, but the next day both left Nexus for worlds unknown, never to return. The loss of Nexus's founders is simultaneously the city's deepest mystery and most lamentable tragedy. Today Nexus stands as the greatest city ever constructed. The glorious and competing visions of its two founders struggle for supremacy amid a sea of intrigue, raw power, and wealth beyond imagining. How long this tenuous balance holds is a question that hangs over the heads of every Nexian. The city threatens to collapse under its own cultural (and literal) weight, and prayers for the founders' safe return are a common custom around the Nexian dinner table.

known. In most circumstances, the existence of the city is a closely guarded secret held by the most powerful and influential beings in any given realm. Because of Nexus's unique position in a pocket of interdimensional space, the city affords access to other fantasy universes via the *Great Lighthouse*, the number and nature of which are completely up to you. Make Nexus your own and watch your game flourish. We have deliberately left the exact number of universes "discovered" by Nexus as "at least more than one", affording you the freedom to customize the breadth and scope of the city. Perhaps your Nexus links to a thousand different fantasy realms or a small but detailed selection of official 5th Edition campaign settings. You decide just how far the reach of Nexus extends, which can always be expanded should you find need. As Nexus is defined by the people and powers it has pulled from different realms, this should be reflected in how you choose to present it. The types of magic practiced on its streets, the level of technology available to

its citizens, and the types of creatures that call it home should be based somewhat on the worlds linked to Nexus. Your players will gasp in wonder at the new weapons on sale from distant worlds while maintaining a level of comfort and familiarity when encountering elements from their home planes.

At its core, Nexus is defined by Epic levels of power and is constructed using 2CGaming's Epic Legacy system. This means that 20th-level characters are respected for their strength and experience on the city's streets but pale in comparison to the godlike might of Epic 5th Edition characters. Nexus is truly an Epic city in every sense of the word, with a level of power on display that would put most high-fantasy settings to shame. Don't let this fact dissuade you from using Nexus. Because of the city's secluded nature, Nexus serves as the perfect tool to introduce your players to new tiers of Epic-level play without doing catastrophic damage to your campaign. In Nexus, Epic characters can rest comfortably, far away from the dangerous implications and situations their power creates in more "standard" fantasy settings. If you are looking for a low-maintenance way to introduce Epic Legacy to your 5th Edition game, Nexus is the perfect vehicle, designed to challenge, excite, and inspire Epic characters at every opportunity.

Nexus is more than just a city for your players to explore. It is a rich context through which adventurers will discover adventures and characters beyond their wildest expectations. While Nexus is quite detailed, there is a lot of deliberately empty space in the bustling metropolis. This is your easel; your imagination and the tools of 5th Edition are your paint. Those grand locations, characters, and mechanics that never quite fit into your campaign are perfect for the over-the-top style and flair of Nexus. Here players can be tutored by a god in exile, drink with dragons, and research magic that manipulates time itself. Let your imagination run wild as you fill Nexus with countless grand designs.

If you are a Player, there is tons of content for you to experience on the streets of Nexus. But beware. Much of this content is for a DM's eyes only and digging too deeply can spoil the wonders of exploring Nexus for yourself.

FINDING NEXUS

Nexus is extremely difficult to find. The dimensional pocket it occupies is outside the realm of any universe's planar space (but curiously, not time) and beyond the reach of spells such as *gate* or *planeshift*. Even deities struggle to reach Nexus without the aid of the *Great Lighthouse*, with only the founders of Nexus possessing an approximate understanding of the nature of Nexus and its properties.

Unless one is extraordinarily lucky, the only way to Nexus is through the *Great Lighthouse*. This powerful relic opens portals to universes infrequently and only upon request. The exact properties and abilities of the *Great Lighthouse* are detailed here, and it remains firmly in control of the Nexus City Council. Signaling the lighthouse to open a portal to one's universe requires a special magic item only created within Nexus: a *star flare*. All frequent travelers to Nexus carry these items, and many who discover the city do so by accidentally activating lost or inherited *star flares*.





NEW RELIC: THE GREAT LIGHTHOUSE

The Great Lighthouse

Wondrous item, relic

Once Nexus founders Heletek Pyeha and Kaya Thul discovered the interdimensional wonder upon which the city was founded, they set to work creating a device that would streamline and monopolize travel through the space. By combining Kaya's technological brilliance with Heletek's elemental power, the pair fashioned a genius device of titanic proportions. This arcatech¹ wonder became known as the *Great Lighthouse*, for its magical beacon could draw travelers from across the multiverse to Nexus.

The relic is staggeringly complex. It took the twin geniuses of Heletek and Kaya almost a decade to complete and utilizes peculiar cosmic magic that completely mystifies other spellcasters. The lighthouse appears as a gigantic golden sphere at the center of Nexus, its many layers humming with arcane energies while countless components clang and grind to the sound of a thousand mechanical systems. To date, none but the founders have unlocked its full power. Currently the relic's command center is in possession of the Nexus City Council, who votes on any action that involves diverting the relic from its daily routine. The command center is perpetually manned by an elite team of Nexian sheriffs whose loyalty to Nexus is beyond reproach and whose power is rumored to be far greater than it appears.

Properties

While unattuned, the relic has the following properties:

- **Banishment.** As an action, a creature wielding the relic can banish a creature it is aware of within the interdimensional space Nexus occupies. A creature so banished is returned to its plane of origin or a plane of the wielder's choice to which Nexus is attuned via its Planar Attunement feature. A creature so banished cannot return to Nexus for a period of up to 100 years, the duration of which is chosen by the wielder when the banishment occurs. When a creature is banished in this manner, a great bell rings out that can be heard by all creatures across Nexus.
- **Dimensional Ward.** When a non-Deific creature attempts to enter the interdimensional space Nexus occupies, its journey can be delayed for up to 1 hour. During this time, the wielder of the relic can determine the creature's true nature, creature type, and whether it is Epic or not. Additionally, the wielder can choose to deny the creature entry, forcing it to reappear in the nearest unoccupied space to where it left.
- **Divine Protocol.** When a Deific creature attempts to enter the interdimensional space Nexus occupies, the wielder of the relic can choose to have the creature appear in an unoccupied space of the wielder's choice within the House of the Eternal.
- **Exile.** By engaging in 1 hour of strenuous activity, the wielder of the relic can exile a creature within the area of interdimensional space Nexus occupies. A creature so exiled appears in an unoccupied space in a random plane in a random universe that is not its home universe.
- **Interdimensional Portal.** When the relic opens a portal to a universe to which it is attuned via its Planar Attunement feature, the portal always opens on a plane (chosen by the

wielder) within that universe, and a corresponding portal opens within 1,000 feet of the relic. Both portals are up to 100 feet wide and 50 feet tall and must appear in unoccupied spaces. Additionally, each portal has an entry and exit side. Anything that passes through a portal's entrance appears in the nearest unoccupied space at the corresponding portal's exit. The wielder of the relic can take an action to manually open or close a portal opened with this feature or schedule the relic to open or close portals to various attuned planes on a time schedule. During ordinary hours of operation, the relic opens a single portal to each attuned plane once per day for a period of 1 hour.

- **Planar Attunement.** The relic can be attuned to any number of universes through a specific plane within that universe. The number of universes the relic is attuned to is determined by the DM, though the relic can attune to additional universes via its Universe Tunneling feature.
- **Universe Tunneling.** By spending 12 hours of strenuous activity working the relic's complex machinery, the wielder can attempt to attune the relic to a new universe. Doing so requires a successful DC 50 Epic Intelligence (Arcana) check, or the attempt fails. The target universe and plane within is chosen randomly unless the wielder possesses an object from a universe they wish to target, in which case only the plane is chosen randomly. On a success, the relic opens a portal to a plane in that universe for 24 hours. If the wielder closes the portal before 24 hours have passed, the relic does not become attuned to the plane and cannot benefit from its Planar Attunement feature. Using this feature is extremely dangerous. Many universes are home to incredibly hostile beings that would threaten the safety of Nexus, so many consider this feature not worth the risk. This feature has only been attempted twice since the founders vanished from Nexus, and only once was it successful, though the cost was extraordinarily high.

Attunement

Becoming attuned to the relic requires one discover 10 new universes using its Universe Tunneling feature and spend at least 1 continuous year exploring universes so discovered. Additionally, the relic can be attuned to up to seven creatures simultaneously in this manner.

While attuned, the relic gains the following properties in addition to its unattuned properties:

Remote Control. While you are not incapacitated, you can use any of the relic's features as though you were wielding it from its command center.

Survey. By engaging in 1 week of strenuous activity, the wielder can use the relic to survey a universe before visiting it. A creature that does so learns the target universe's cosmology (how many planes or planets it possesses) along with the number and nature of Deific beings within.

Bane

The relic has 100 charges. Any time it uses its Banishment or Exile feature, it loses 1 charge if the target was a non-Epic creature, 20 charges if it was an Epic creature, or 50 charges if it was a Deific creature. If the relic ever has 0 charges, it is destroyed. The relic regains all expended charges at end of each year.

¹ Arcatechnology is a fusion of magic and technology, which is explored in Chapter 5.



*The Great Lighthouse***Star Flare***Wondrous item, very rare*

This steel rod is topped with a strangely cut diamond that emits dim light for 20 feet. As an action while holding the rod, you can cause it to emit a flash of bright light in 500-foot radius. One hour after the effect occurs, a magical portal appears in an unoccupied space within 200 feet of the space where the rod emitted the flash of light. The portal is 50 feet square with a single entrance. When a creature enters the portal's entrance, it appears in an unoccupied space within the Customs area of Nexus, and the portal closes behind it. Once you have used the rod to open a portal in this manner, you must wait 1 week before you can use it again.

NEXUS CUSTOMS

Creatures passing through a portal to Nexus are hurled across dimensions. The multiverse is laid out before them, rocketing by as they hurl toward the City of Legends. One minute later the stomach-wrenching journey ends, and visitors find themselves in

Customs, a waystation they must traverse before entering the city proper. Customs is a chaotic mass of people and goods flowing in and out of Nexus. The city produces few raw materials, importing staggering amounts of goods every day and exporting knowledge, manufacturing, and special services that only beings of Epic power can provide. Creatures of all backgrounds, creeds, and levels of power are welcome in Nexus so long as they keep the relative peace. It is not uncommon to see fearsome dragons waiting in line alongside fiends, celestials, and other monsters while their visas clear. The entire Customs area is surrounded by a gigantic wall that is mostly there for show. Few circumvent the customs process and risk banishment from Nexus, though the tedious procedure has tempted the occasional tourist into a foolhardy attempt.

Customs is more like a harbor than a city gate. Beasts of burden are stabled, vehicles are parked, and countless inspectors examine imports for signs of risk to Nexus. Unless you're a licensed importer or frequent visitor, everything you own will be searched *thoroughly*. Dangerous objects and materials are welcome in Nexus so long as they remain within trusted and experienced hands. All others must prove themselves by investing in a life within the City of Legends. That way they have something to lose when things go horribly wrong.





Magical Teleportation in Nexus

The ability to magically teleport is fairly common among powerful creatures and characters, and one would assume by extension in Nexus as well. This is not the case. While it is still possible to magically teleport in Nexus, it is *extremely* uncomfortable and exhausting to do so. Imagine the worst experience you've ever had while traveling; now imagine all that agony being condensed into a few seconds, mixed with a bout of extreme nausea and volatile bowels. No one knows why this happens, but it has been hypothesized that Nexus's unique configuration of space-time is the source of the insalubrious effect. Most Nexians would rather run across town than teleport unless it's an extreme emergency. For gameplay purposes, when a creature magically teleports within the area of interdimensional space Nexus occupies, it immediately gains one level of exhaustion.

LAW AND ORDER IN NEXUS

The government of Nexus is run by a city council featuring an elected representative from each district. In absence of the founders, this organization has become the premier authority in the city, maintaining strict control over the *Great Lighthouse* and the loyalty of the Nexian Sheriffs. Between rare artifacts, godlike beings, and experimental magic, there is enough raw power packed into the districts of Nexus to reduce a dozen worlds to dust. Consequently, the task of maintaining order and safety on the streets is as impossible as it is dangerous. All it takes is one maniacal archmage losing control to annihilate a city block in an instant. With the prospect of catastrophe looming on every street, the City Council chooses to focus on combatting and legislating against only the most serious threats facing the city. Less significant criminal activities, while illegal, are problems left to the discretion of the Nexians and powerful beings that run each of the city's eight districts. One prominent community member from each district is democratically elected to serve on

Nexus City Council

District	Representative	Description
Golden Path of Prosperity	Bonny Anne	Bonny Anne is a cunning leprechaun and owner of the largest bank in Nexus, the Nexus Financial Center. Her mischievous fey nature and jovial demeanor often grinds the council's gears, but none can deny her ability to effectively manage the city's economy.
University of Omniversal Arcana	The Headmistress	A mighty archmage whose true power and identity remain a mystery, the Headmistress possesses an uncanny and intuitive understanding of any magic that is rivaled only by her condescending demeanor. She has little patience for politics, preferring to efficiently solve issues with overwhelming magic.
Steel Streets	Daniel Chungor	A veteran of a thousand battles with the scars to prove it, Daniel is a brutally maimed warrior that refuses magical healing in favor of a wheelchair and prosthetic limbs. He leads his district with honor and distinction, though some criticize him as putting his constituent's interests too far above those of the city at large.
Towers of Thul	Estavhan Burnholdt	CEO of Burnholdt industries and genius inventor, each year Estavhan sits on the council the influence of advanced and dangerous technology in Nexus grows larger. In recent years the number of industrial accidents and unsavory experiments in Nexus has ballooned to epidemic proportions, though Estavhan always seems to have an alibi handy.
Emerald Wilds	Ionia Farendel	A wood elf primordial and former Epic adventurer, Ionia has left her quiet retirement for the field of politics, using her druidic power and expertise to represent her district's ecological interests. Wise and caring, Ionia is lauded for upholding the ideals of Heletek Pyeha since the founder's disappearance.
The Hive	Gildon	A petulant and pompous goblin cleric, Gildon is the puppet of the true power within the Hive: Mezzura Spindle-Sacks. The poor fool knows nothing of his role as a pawn of the one of the most dangerous beings in Nexus, but the rest of the council remains keenly aware.
Velvet Alleys	Mr. Tingles	The perpetually mushroom-addled councilmember of the Velvet Alleys is surprisingly competent, offering alternative perspectives and clever solutions to Nexus's many overcomplicated problems. The longer-serving members of the council have learned to respect Mr. Tingles, even if doing so involves being a tad absurd.
House of the Eternal	Telshara the Oracle	Ambassador of the gods and esteemed messenger, Telshara brings the world of the divine to the council of Nexus. Though she rarely speaks, her words are always heeded with grave concern by all council members. As more and more beings of Epic power make their way to Nexus, Telshara has found her ability to predict the future increasingly unreliable.

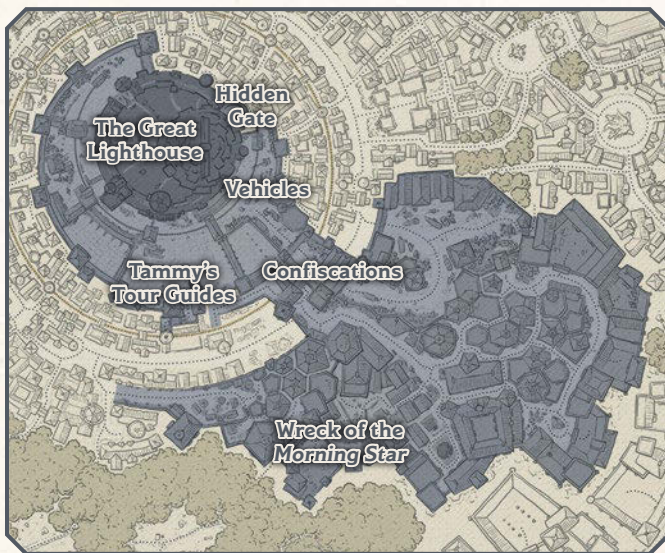


the City Council, with elections held every five years. The current council members are detailed on the Nexus City Council table, though one's tenure could end at any time.

Nexus is not considered safe, and for good reason. Epic power is difficult to restrain, especially when it's your city's most valuable resource. The City Council long ago surrendered the streets of Nexus to their respective districts, with each enforcing its customs and culture through whatever means it sees fit. However, when a problem becomes too difficult for a district to solve or all of Nexus becomes threatened by the actions of another, the Sheriffs are called in. This police force is made mostly of volunteers. Adventurers can always be counted on to take risks and fight well if the rewards are good enough, so Nexus offers a tantalizing benefit to those wishing to don the Sheriffs' white cloak and hat. While most Nexian visas afford only a total of three months to visit, a tour with the Sheriffs allows an adventurer to extend a stay for an entire year. While this policy renders the Sheriffs a ragtag bunch with a diverse pool of abilities and powers, they are nonetheless a formidable force. A reasonable number of Epic heroes are counted among their ranks, a suitable deterrent for all but the most powerful troublemakers. The Sheriffs are discussed in greater detail in chapter 3: The Steel Streets.

NAVIGATING CUSTOMS

Nexus Customs is pure chaos. Thousands come and go every hour, drawn from all corners of the multiverse toward the city's shining potential. Amidst the cacophony of stamping feet, trundling wagons, and roaring beasts one can just barely hear dozens of spoken languages. Everyone is cramped and jostling for position, desperately trying to not lose their place in the custom's line. Lurking amongst the turmoil, elite teams of workers whisk contraband down to the Hive for wider distribution, their numbers far too great for the custom's officials to apprehend. More than a few creatures are trapped in limbo, unable to gain legal access to Nexus nor return to their home plane and easy prey for the many con artists prowling for victims. Through it all the air of Customs is one of hope. Countless explorers, merchants, adventurers, scientists, scholars, creatures, artists, are on the cusp of entering the greatest city every constructed. Its enough to get anyone excited.



NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order.

Confiscations

This small castle contains all goods and items brought into Nexus deemed too dangerous by the head of general customs enforcement, the Epic red dragon Khazan and his small army of red dragonborn. Bristling with adamantine battlements and heavily reinforced with magic, this citadel is manned by the tireless draconic official at all hours. Any confiscated items not retrieved at the proper time become a part of Khazan's hoard, which has grown so vast that the dragon sells much of the less valuable excess within the Golden Path of Prosperity. Khazan is famously susceptible to bribes, a flaw the City Council is willing to overlook due to the dragon's keen eye for contraband and impeccable manners.

Those new to Nexus begrudgingly receive a gift from Khazan: a *cloak of citizenship*. This magic item doubles as a visa to Nexus and is expected to be worn by visitors and citizens alike whenever they are out in public.

Cloak of Citizenship

Wondrous item, common

While you wear this cloak, it assumes a color according to your citizenship status within Nexus, the City of Legends. Additionally, if you are a resident of Nexus, an emblem of the district in which you reside appears embroidered in the fabric. Finally, regardless of what form you assume, the cloak will not become a part of that form and instead will take a shape and size appropriate for your new form.

- **White:** Nexian Sheriff
- **Grey:** Temporary Visa
- **Black:** Expired Visa
- **Orange:** Resident of the Steel Streets
- **Yellow:** Resident of the Golden Path of Prosperity
- **Green:** Resident of the Emerald Wilds
- **Pink:** Resident of the Velvet Alleys
- **Blue:** Resident of the University of Omniversal Arcana
- **Red:** Resident of the Towers of Thul
- **Violet:** Resident of the House of the Eternal

Tammy's Tour Guides

A small tour guide agency run by **Tamara Tall (halfling bard 13)**, descended from the one of the first citizens of Nexus. Her family refused to sell the property across the generations, keeping arguably the best real estate in the city in the hands of humble folk. Those who are about to enter Nexus cannot miss this simple stone building and its flamboyant signage that offers a service those new to Nexus would be wise to accept.

The Hidden Gate

When a creature of Epic power comes to Nexus, the city takes notice. Soon after such a being arrives, it is escorted to the Hidden Gate for a more comfortable and thorough inspection.



This process keeps dangerously powerful individuals safely away from the antagonistic traffic of Customs until their true nature and purpose in Nexus is divined. The Hidden Gate lives up to its name. The area is nigh imperceptible, concealed beneath the great stone floor of Customs. The inspectors there have only to snap their fingers to cause magically transport any being in Customs directly into a comfy reception area. Here introductions are made, weapons are inspected, questions are asked, and passage into the city is considered meticulously by the head inspector, **Sir Silence (level 23 aasimar grifter)**. On subsequent visits, an Epic creature or adventurer can request to avoid this process in favor of the standard customs enforcement. Unless one is on bad terms with the Sheriffs, the request is typically honored.

Wreck of the Mourning Star

Lying in a forlorn heap are the sad remains of what was once a magnificent vessel. The once-proud flagship of a pirate fleet commanded by Davy Jones, the *Mourning Star* somehow found its resting place in Nexus Customs. The technologically advanced ship has been marooned for over two centuries, and no citizen possesses the skill nor desire to repair it. The *Mourning Star* has held together well enough over the years. Its status as a landmark is mostly due to the local authorities lacking any motivation to move the gigantic vessel. For those who have been turned away from Nexus's gates, the wreck serves as a great place to rest, meet unsavory individuals, and conduct suspicious activities away from prying eyes. The impromptu tavern is run by one Hogrim the Hearthkeeper (**Halfing rogue 13**), an especially charitable halfling with enough wits to survive the colorful characters that come calling. It's wise to not linger in the wreck for too long, as the authorities will routinely raid the place in search of wanted criminals.

The Mourning Star Menu

Item	Cost	Description
Hearthfire	10 gp	This warm, hearty drink gives comfort to the travelers who long for home while visiting Nexus. Sharing a round after toasting to one's home world is a beloved custom by all patrons.
Eater of Sorrows	50 gp	This pungent drink is ideal for one who has hit rock bottom. A single draught is enough to extend a creature's next long rest to 12 hours. During this rest, the creature experiences no dreams (when applicable) and awakens feeling refreshed and hopeful.
Black Tidings	15 gp	Any creature that drinks this inky black liquor with no aroma has its speech twisted for 1 hour. A creature so affected speaks a strange code that can only be understood by another creature that has consumed Black Tidings within the last hour.
Mystery Meat	1 gp	It's overcooked, it's slimy, it tastes terrible, and no one knows where it comes from. Eating this for a meal is considered a serious achievement.

THE EIGHT WONDERS OF NEXUS

Nexus is divided into eight major districts which separate the city physically and ideologically. Each has its own unique culture and laws, with intercity rivalries a common and even celebrated practice. While a district gladly hosts those who share its values and tastes, finding a permanent residence is quite difficult in the extremely limited space. Only those of extravagant wealth or descendants of Nexus's first citizens own property, with many of the most influential residents wielding considerable power and influence within their locales. The districts also serve a role in Nexus's development, fostering adventurers, technologies, magic, wealth, food, religion, and other essentials. The districts and a brief summary of their characteristics follow, with expanded details such as key locations, persons of interest, and services presented later in their respective chapters.

THE GOLDEN PATH OF PROSPERITY



On exiting Customs, visitors to Nexus are greeted by a glorious display of a grand street market aptly titled the Golden Path of Prosperity. The street is one gigantic ring of polished gold encircling the *Great Lighthouse* and connects to all districts. The buildings here are among the finest in the city. Each is resplendently built and decorated to attract shoppers overburdened with treasure. Large side streets afford access from the Golden Path to the other sections of the city. The atmosphere is always one of excitement as auctions, sales, and exchanges occur at a frightful pace. There is little that cannot be bought and sold on the Golden Path, but only a fool thinks mere gold is a currency in which Nexian merchants deal. Favors, items of magical power, or unique materials from obscure universes are of far greater interest to those who do business upon the Golden Path of Prosperity.

STEEL STREETS



This rough-and-tumble district is home to those Nexians with a great affection for physical violence. Its buildings are more like fortresses than homes, and every citizen in the district is well armed at all hours. While violent death on the Steel Streets isn't as common as one would think, a stabbing or two before lunchtime is typical. The residents of the Steel Streets value honor above all else, and duels are a common way to settle disputes—or, in some cases, start up a friendly conversation. The district is divided up into three formidable fortresses, each governed by a different gang: the Wardancers believe in the superiority of melee weaponry, the Steel Street Snipers are masters of ranged combat, and the straightforward Punch Drunks eschew all tools of war in favor of bare fists. It takes a special kind of Nexian to live in the Steel Streets, but a more honorable folk you won't find anywhere else.



EMERALD WILDS



Nexus founder Heletek Pyeha treasured nature and its inherent freedom. When he and Kaya began building their personalized areas of the city, Heletek quickly established the Emerald Wilds nature park as his base of operations. The district is massive, making up nearly a quarter of the entire available space.

The entire area is totally converted into an arboretum, game preserve, and natural wonder mixed into one. At the center is mount Pyeha, a snow-capped peak rising high above almost all buildings in the city. Those with an affinity for the natural world can find much to do within the sloping green expanse of the Emerald Hills. Beasts run free, the hustle and bustle of the city is nearly silent, and ecological marvels are abound. The many creatures that live within take a dim view of those who bring unnatural magic, artifice, or a blatant disregard for nature into this section of the city. A fact many should keep in mind, as the Sheriffs don't look too closely into deaths that occur due to ignorant or irresponsible behavior.

TOWERS OF THUL



Named after the city's archaic founder Kaya Thul, this section of the city is an elaborate system of metal towers precariously balanced and jostling for space. A chaotic mess of steel and smoke, the Towers of Thul is an industrial wasteland spewing noxious glowing chemicals into the air and strange goopy fluids onto the streets.

To survive this district, one's passion for science must outweigh common sense. For those who value progress and innovation above all other concerns, there is no better place in all of Nexus. For others, it is an accident waiting to happen and a death-trap for the careless. The towers vary in height, but the smallest are at least four stories tall, while the largest possess dozens of floors to dominate the city's skyline. The Towers of Thul and those who live there are the source of great resentment from other Nexians, who live in constant fear of the rampant and reckless scientific endeavors that are just one miscalculation away from catastrophe.

UNIVERSITY OF OMNIVERSAL ARCANA



Home to scholars, researchers, and loremasters, this district is the repository of magical knowledge accumulated in Nexus. Considering the power and experience of many who pass through the city gates, the size of the district is quite justified. The district's marble buildings are immaculate, glistening with magical runes that proclaim the magical research conducted within. Nearly all residents are students on a quest to unearth the mysteries of magic. Dormitories, dining halls, and small parks are plentiful, all kept in perfect order by an army of groundskeepers. The air of the district is open and welcoming, with disputes between residents rarely escalating beyond vigorous debate. The various schools that make up the university are large, dedicated to nearly every subject of magic. Each covers between five to ten city blocks, with high walls and specific entrances for those who wish to visit the campus and benefit from the unrivaled expertise found within.

VELVET ALLEYS



Life for adventurers and Nexians is incredibly stressful, so the demand for quality entertainment is high. What started as a few clubs, theaters, and performance halls soon blossomed into the most hedonistic and exciting party destination in the known multiverse. No matter the time of "day," you can find

Nexians and tourists enjoying themselves in the Velvet Alleys. The narrow streets are softly lit by perfumed lanterns, with intoxicating scents leading patrons to exotic wonders and sensations. Few businesses in the Velvet Alleys aren't classy affairs. The owners are proud of their artistry and trade, demanding respect from their patrons in exchange for some of the finest displays of gamesmanship, dancing, music, and other impressive acts. The services here extend well past entertainment. Gourmet food, pleasurable company, and fashion are highlights as well, earning the Velvet Alleys a reputation for quality.

THE HIVE



For those who chafe at the customs and culture of Nexus, there is a refuge known as the Hive. Clinging to Nexus's underbelly like a collection of barnacles is an assortment of ramshackle homes and other handmade buildings. The people of the Hive have rejected Nexian life in

favor of a free and dangerous lifestyle. Favored by all manner of scum and villainy, this is the only district the Sheriffs won't regularly patrol. The district is ideal for those looking to lay low, access illegal goods, and avoid detection. No clear access to the district exists. Instead, its members build elaborate bridges, secret passages, and other pathways to the city above, with an ever-present risk of falling haunting their every move. The district is in a state of constant construction, as it's the only place in Nexus where property is readily available.

HOUSE OF THE ETERNAL



Orbiting Nexus and cloaked in a veil of Epic magic is the House of the Eternal. When deities visit Nexus the status quo oft becomes jeopardized, so the founders constructed a waystation to separate such powerful beings from the rest of the populace. Any gods who reside in Nexus must do so here. A small

army of Nexians secretly work and live here, their days dedicated to serving the many strange needs of any deities who visit. While such guests are infrequent, even a handful is enough to cause a stir. Naturally, deities have top priority, with the city going to great lengths to appease any gods in exchange for divine favors. The buildings here are temples, bathhouses, and opulent manors customized to the smallest but most significant population of Nexus. Powerful clerics and devotees are common to this district, with all visitors required to keep their activities discreet.



Jino's House of Booms

The Vault

Loom of Larai

The Bureau

Aeonie Spire

Dance of Crowns

Great Library of Vincera Tal Verei

Diamond Dice Casino

Research Commons for the Advancement of Arcatechnological Brilliance

Mind the Cup

Ristalio's Realty and Property

Burnholdt Industries

Storm Forge

Teezai's Exceptional Accoutrements

Trial of the Unknown Hero

Istavar

Angel's Envy

The Great Lighthouse

Hidden Gate

Nexian Sheriff's Office

Bladestone

Vehicles

Idea Factory

Haywire Way

Tammy's Tour Guides

Confiscations

Nexus Financial Center

Wreck of the Morning Star

Regal Rose Tea House

Honor's End

Grove of Whispers

Meridia

Mount Pycha

Wandering Garden

Conflux of Elemental Power



- House of the Eternal
- The Towers of Thul
- The Emerald Hills
- The Steel Streets
- The Great Lighthouse
- Customs
- The Golden Path
- The Velvet Alleys
- The University of Omiversal Arcana

The Relaxorium

Deep Blue Scene

The Lottery

Dive Block

Beds, Baths, & Beyond

Plaza of Sensorial Delights

Flavourtowne

Institute of Blood

The Wardancer's Battlefield

Eternal Flame

The Sniper's Watchtower

Punch Drunks' The Slammer

Special Operations Center

Monument of the Heavens

Oraculum

Cult of the Brew

Cathedral of the Cosmos

CITY OF LEGENDS
NEXXUS

CHAPTER TWO: THE GOLDEN PATH OF PROSPERITY



“Welcome to the best tourist trap in the multiverse. If you have a taste for the gaudy and money to burn, you’ve come to the right place. There is enough treasure in one city block to embarrass a nation and make a dragon indecent. Most of us scoff at this naked materialism, but sometimes you just want to sit on a golden toilet, ya know?”

– Tamara Tall

On exiting Customs, visitors to Nexus are greeted by a glorious street market, rife with unchecked greed and wealth beyond imagining. This modest district is known as the Golden Path of Prosperity, so named for the solid gold bricks that pave the grand walkway. The street is one gigantic ring encircling the *Great Lighthouse* and connects to nearly all districts of the city. The Golden Path fulfills a vital role within Nexus—occupying tourists and effectively processing imports and exports for wider distribution.

DISTRICT OVERVIEW

Alignment: Lawful neutral
Population: 30,000
Economy: Mercantile
Danger: Low

Many come to Nexus believing their material wealth will get them places. This conception is almost entirely wrong and one the people of the Golden Path can masterfully exploit. After acquiring more money than they knew what to do with, the citizens took to using wealth as building material. The structures on the Golden Path are among the finest in the city. Each is resplendently fashioned and decorated to attract shoppers with excessively burdened coin purses. Precious metals, jewels, and other luxury materials are considered standard ornamentation. Owning a shop on the Golden Path is one of greatest privileges to be earned in Nexus, and many businesses have been in operation since the city’s earliest days. Each day the wealth of worlds flows through the Golden Path of Prosperity. Fortunes are made and lost daily through risky business deals by countless desperate souls seeking financing for their endeavors. The only true winners are the district’s Nexians, who never fail to turn a profit on absurd schemes.

CULTURE

Life in the Golden Path is the best that money can buy. Considering most Nexians put little value in gold or jewels, that isn’t saying much, but to outsiders the display is impressive. The people of the Golden Path are perpetually posturing both themselves and their district. They understand full well that most societies prize currency, and they play along to take shortsighted tourists for all they’re worth. Among their fellows, the Nexians of the Golden Path drop the facade, revealing themselves to be shrewd businesspeople with a knack for making connections and acquiring what others need. In-depth knowledge of the universes connected to Nexus is the secret to their success. Consequently, these Nexians are incredibly well cultured, understanding the customs, tastes, and interests of countless outsider societies. The average citizen speaks twenty languages, can comfortably perform hundreds of cultural ceremonies, and has memorized a library’s worth of information about their business contacts.

Slang and Sayings in the Golden Path of Prosperity

“Golden promise” – common insult for something trying to look better than it is

“In the long run, we are all dead” – common excuse for reckless spending

“Jingler” – common insult for one who is overburdened with cash and is an easy mark

“Priceless Piece” – common flirt

“Tradetongue” – common complement for one who always honors business deals, even without a written contract

“Shrewdfingers” – common compliment for one who only makes good business deals



The Golden Path of Prosperity

Fashion

“Dress for success” is the motto of those living within the Golden Path. Every hat, shirt, shoe, and garment is gaudy and over the top. Jewels and precious metals are the bare minimum to any ensemble. The more expensive and tasteless the result, the better. This display not only signals one’s status as a resident of the Golden Path, but also one’s superiority to business rivals whose apparel fails to measure up. The district is notorious for fleeting trends in fashion. One week the hottest look may be prismatic feathers; the next, black pearls. Keeping up with these conventions is ludicrously expensive, with experienced tailors and designers having no shortage of work. Over the centuries, the Golden Path has grown increasingly excessive in its tastes, leading to outlandish and unwieldy clothes that make even the simplest acts frustratingly difficult. Wearing such an ensemble without causing catastrophic wardrobe malfunctions requires a successful Performance ability check, the DC of which is determined by the extravagance of the garments and explored in the Performing Fashion table. The associated ability depends on the nature of the clothes; a heavy armor may require Strength, while a dress that flows like the wind likely requires Dexterity.

Performing Fashion

Quality of Ensemble	Performance DC
Fashionable	17
Luxurious	19
Opulent	22
Exquisite	26
Glorious	31
Sensational	40

Wealth

The wealth of the Golden Path is pretty self-explanatory at a first glance, but the truth runs much deeper. The Nexians here are peerless at acquiring special orders for their clients in addition to retailing a staggering number of goods. If you are looking to buy something specific, odds are someone in the Golden Path can



get it for you, but it won't be cheap. In addition to an exorbitant financial cost (which is more in place for the sake of tradition than anything else), it is customary to repay a special order in a manner requested by the vendor. Typically, this involves aiding in acquiring another special order, a task for which adventurers are well suited. Ultimately the nature of the favor depends on the vendor in question. A typical merchant on the Golden Path has hundreds of favors owed to them at any given time, an obligation it is considered unwise to welch on. Particularly egregious perpetrators risk becoming blacklisted by every Nexian on the Golden Path.

ADVENTURING IN THE GOLDEN PATH OF PROSPERITY

Untold fortunes change hands every day in the Golden Path of Prosperity. Everyone is constantly wheeling and dealing in an effort to land the next big score. Things rarely get violent within Nexus, but scorned rivals and cheated business partners almost always retaliate. Adventurers in the Golden Path can always find

work enforcing contracts or returning favors. Since most wealth in the district comes from outside Nexus, expeditions are frequently needed to secure investments. The more an adventuring party works within the district, the more useful the contacts they are likely to make, along with a hefty paycheck that ensures both loyalty and quality job performance.

PERSONS OF INTEREST

The most significant people in the Golden Path are also the wealthiest. Cutthroat barons have built their financial empires upon the shattered remains of their rivals, while cunning merchants have enriched entire planes through mutually beneficial contracts. While everyone in the district is financially motivated, that isn't to say they don't have values. Many are generous philanthropists who want to make the world a better place, utilizing their talent for making money to best bring their charity to fruition. The true power behind these people is not their money but their influence. Everyone in Nexus knows their names; the opportunity to meet in person is one of the most valuable resources one can acquire.

Golden Path of Prosperity Adventures

d10 Description

- 1 The Nexus Financial Center is robbed for the first time in the city's history. While the rest of the city laughs, the citizens of the Golden Path are desperate to track down the perpetrators and bring them to justice.
- 2 Teeza's closes unexpectedly, leaving dozens of orders in limbo. Her note on the door states she is taking a vacation, but no one has ever known her to do so. Mild concern turns to general alarm when her favorite hat is discovered covered in blood within the Hive.
- 3 A former student of Lucky Lex returns to Nexus and begins robbing the Golden Path blind. The authorities can barely keep up with the criminal reports let alone catch the thief. At the scene of each crime the cardsharp leaves a joker, mocking their former mentor in front of the entire city.
- 4 An importer of precious metals is looking for an adventuring party to make a perilous journey into a planar void and recover an asteroid of solid starmetal. Not only is the plane filled with strange star-faring beasts, the asteroid is nearly the size of a city block.
- 5 Ristalio lists a property in one of Nexus's districts, promising to sell it to the highest bidder. A cutthroat bidding war ensues. Things get out of hand when a few top bidders end up dead, but it's too late to stop the auction. One can only hope things don't continue to escalate, but the smart money says that isn't happening.
- 6 The characters have their accounts in the Nexus Financial Center frozen. An old enemy is bringing financial grievances against the party with a stunningly effective case with the aid of a city councilmember. It is likely many bribes changed hands, but it will be nigh impossible to prove it.
- 7 The vintorio are leaving on a pilgrimage to their home plane. They have commissioned a mighty host of heroes to guard their many businesses while away. Rumors are swirling that the Hive plans to pillage the stores while the owners are absent.
- 8 The characters inherit some property in Nexus but cannot afford the exorbitant processing fees demanded by Ristalio. Unless they can come up with the cash quickly, their assets will be forfeit.
- 9 The chef from Angel's Envy cannot find the necessary ingredients for his next dish: a tarkrakorm (a purple worm inside a kraken inside a tarrasque). He refuses to prepare another dish until all the ingredients are provided, in return for the first bite of the mighty meal.
- 10 A destitute dragon who lost its hoard in risky financial ventures is desperate to make it all back. It is looking for any heroes willing to take a risk on a wyrm down on its luck to potentially reap extraordinary rewards.

Bonny Anne (Epic leprechaun). This serious-minded fey is the unassuming councilwoman of the Golden Path of Prosperity. As representative to her district, Bonny Anne ensures that the economic components of all legislative decision are well understood. Her predictions are rarely wrong when it comes to financial matters. Every recession, depression, or economic shortage has come with a fair and accurate warning well before it occurred. When not managing her complex network of allies and informants to ensure nothing happens in the district without her notice, Bonny Anne can be found enjoying a stiff drink her humble home: Emerald End.

Lucky Lex (27th level tiefling cardsharp grifter). Few scoundrels survive until retirement, but only one has ever lived a life as daring and dangerous as Lucky Lex. This aged tiefling is a cardsharp, a roguish figure known for their tendency to gamble on everything at every opportunity. After a narrow escape from an elite team of celestials sent to bring Lex in for their crimes, the tiefling fled to Nexus with a sizable fortune in tow. After setting themselves up in one of the humbler dwellings on the Golden Path, Lex spends each day playing cards with visiting friends (and a few enemies). Their tales of daring acts of skullduggery are legendary, even in Nexus. Lucky Lex is secretly waiting for someone worthy to come along and learn the ways of the cardsharp, and Lex has planned an elaborate set of tests to any who come asking for the privilege of becoming their student.

Behind the Curtain: Legendary Subclasses

Not all character options are created equal, but among even the mightiest of character options there are those that are truly extraordinary. Such is the case with the Cardsharp roguish archetype, which is not only legendary in power, but also thematically. Players hoping to experience this subclass *must* get their DM's permission first, without exception. Additionally, such players bear a greater burden of responsibility to their game's story due to their character's increased significance. They should not expect special treatment or even fair play from their DM, who is obligated to not only make things more difficult for the character but integrate them more heavily into the world.

The Ledger of Legends

How Much Is Too Much?

It is estimated the wealth found in the Golden Path of Prosperity alone is enough to finance a hundred worlds. How can we as Nexians rest with a clear conscience upon a literal pile of money? Each time I walk down the Golden Path my feet tread upon a literal fortune wasted upon brickwork. Sure, introducing such wealth to unsuspecting planes could bring about instant financial collapse, but surely there is a middle ground between hoarding enough treasure to make a dragon blush and thoughtless acts of ignorant charity. This author certainly thinks so.

CARDSHARP

Legendary Roguish Archetype

As they say: “go big, or go home.” Among rogues there are those who always take the long odds. They risk everything to land the biggest scores and pursue the most dangerous targets. These are the cardsharps, masters of beating the odds and winning big. Should you count yourself among their prestigious ranks, you will wield strange magic channeled through your deck of enchanted playing cards. The tingling fear of anticipation coupled with the swooping thrill of success is lifeblood to a cardsharp, an experience you will encounter many times over the course of your adventures.

Cardsharps are always charismatic, cunning, and athletic. To perform at anything less than peak performance is to risk catastrophic failure at whatever unwise endeavor you are attempting. Your friends struggle to handle your reckless habits, assuming they survive. For this reason, these rogues rarely live long enough to make a name for themselves—veteran cardsharps are living legends of unrivaled caliber.

LUCK OF THE DRAW

Starting at 3rd level, you gain the ability to imbue an ordinary deck of playing cards with magic, transforming it into a weapon and tool of deception. When you finish a long rest, you can grant an ordinary deck of fifty-four playing cards (including two jokers) the following properties.

- The deck becomes a magical weapon in which you are proficient, which has the following statistics.

Name	Cost	Damage	Properties
Throwing Cards	—	1d4 slashing	Ammunition, finesse, light, thrown (range 20/60 feet)

- When you make an attack with the cards, you must draw the top card and throw it at your target as a part of making the attack. Cards thrown in this manner vanish immediately after the attack hits or misses, only reappearing mysteriously on your person when you finish a long rest.
- The deck is always in a state of uncertainty until a card is drawn. It is impossible to load or cheat the deck with sleight of hand other than via the ways detailed in this subclass. Peeking at the top card of the deck causes it to vanish, and it reappears mysteriously on your person when you finish a long rest.

If you use this feature to imbue another deck of cards with these properties, the properties you imparted to the first deck immediately end. Additionally, any properties you imparted end if the deck of cards is ever outside your possession for more than 8 hours.

STRONG HAND

At 3rd level, you learn to draw magic from your imbued deck of cards. When you roll initiative and at the end of each of your turns if you have a free hand, you can draw a number of cards from your magical deck, which you then hold in your hand. The maximum

number of magical cards you can hold in your hand at 3rd level is two; if you attempt to hold more, the cards magically vanish and are reshuffled into the deck. At 9th level, and again at 13th and 17th level, your hand size increases by two, to a maximum of eight magical cards at 17th level.

When you hit a creature with an attack made with throwing cards and qualify for your sneak attack, you can instead gain no benefit from the sneak attack and utilize the magic of the cards in your hand, playing any number of them you are holding. Playing a card causes it to vanish from your hand, reappearing mysteriously on your person whenever you finish a long rest. The magic of the cards grants mystical benefits to your attack, the details of which can be found in the Magical Deck Effects table. Once you have used this feature, you cannot use it or your Sneak Attack feature again that turn.

Effects produced by the cards are magical. If an effect from a magical card would force the target to make a saving throw, the DC for that saving throw is calculated as follows:

Card Save DC = 8 + proficiency bonus + your Charisma modifier

Behind the Curtain: Playing Cards at the Table

Cardsharp players are encouraged to use a physical deck of playing cards when rolling their characters, for two reasons. First, it's fun to have props at the table. Second, it's helpful for tracking the class's expansive resources. Players using this prop should be mindful to shuffle their decks thoroughly and not peek at the top cards. Attempting to load the deck or cheat the odds beyond what the cardsharp features allow is the moral equivalent of fudging one's dice rolls.

PLAY THE ODDS

At 9th level, as a bonus action on each of your turns you can discard your current hand granted via your Strong Hand feature and draw a number of cards equal to your maximum hand size. Cards discarded in this manner vanish, reappearing mysteriously on your person when you finish a long rest.

Magical Deck Effects				
Suit	2-10	Jack	Queen	King
♣	The target takes additional slashing damage equal to the combined total of all numbered cards played on the hit, or twice as much on a critical hit. This effect cannot occur more than once per attack.	The target must succeed on a Dexterity saving throw or be pushed 15 ft. in a straight line in a direction of your choice.	You learn the target's current hit points and hit point maximum.	Damage dealt by the attack becomes acid damage. If you have already played a king of any suit, the target takes an additional 7 slashing damage, or twice as much on a critical hit.
♦	The target takes additional slashing damage equal to the combined total of all numbered cards played on the hit, or twice as much on a critical hit. This effect cannot occur more than once per attack.	The target must succeed on a Charisma saving throw or be magically teleported to an unoccupied space of your choice within 15 ft. of you.	Until the start of your next turn, you gain a +4 bonus to your AC.	Damage dealt by the attack becomes fire damage. If you have already played a king of any suit, the target takes an additional 7 slashing damage, or twice as much on a critical hit.
♥	The target takes additional slashing damage equal to the combined total of all numbered cards played on the hit, or twice as much on a critical hit. This effect cannot occur more than once per attack.	The target must succeed on a Wisdom saving throw or be charmed until the start of your next turn.	You regain a number of hit points equal to the damage dealt by the attack.	Damage dealt by the attack becomes psychic damage. If you have already played a king of any suit, the target takes an additional 7 slashing damage, or twice as much on a critical hit.
♠	The target takes additional slashing damage equal to the combined total of all numbered cards played on the hit, or twice as much on a critical hit. This effect cannot occur more than once per attack.	The target must succeed on a Strength saving throw or drop whatever it is holding.	The target is stunned until the start of its next turn.	Damage dealt by the attack becomes force damage. If you have already played a king of any suit, the target takes an additional 7 slashing damage, or twice as much on a critical hit.
Ace (All Suits)	The attack deals an additional 11 slashing damage, or twice as much on critical hit.		Joker (All Suits)	Immediately draw and play two cards from your deck. The effects of the cards played apply to the attack.

MAGICAL MISCHIEF

At 13th level you can use the magic of your imbued deck of cards to cast spells. If your hand contains six or more cards, as an action you can discard your hand to cast one of the following spells at 5th level without the need for material components. Cards discarded in this way vanish, reappearing mysteriously on your person when you finish a long rest. The spellcasting ability for these spells is Charisma.

Magical Mischief Spells: *dimension door, invisibility, knock, locate creature, pass without trace, suggestion, telekinesis*

TRUMP CARD

At 17th level you can choose a single card in your deck to become your trump card. When you make an attack with your throwing cards and throw your trump card, the attack automatically hits and scores a critical hit.

Additionally, when you play your trump card from your hand using your Strong Hand feature, the attack gains the benefits of your Sneak Attack feature in addition to its usual benefits.

Epic Cardsharp Special Rules

Grifters (Epic rogues) make use of a potent feature known as Reality Grifting to utilize special sneak attack combos on their enemies. To use this feature, a grifter must ordinarily deal sneak attack damage, but because cardsharps do not deal sneak attack damage to make use of their Strong Hand feature, this can prove quite problematic. In this special case, Epic cardsharps may use their Reality Grifting feature to apply combos to attacks they make that benefit from their Strong Hand feature as well as those they make using their Sneak Attack feature.

EPIC ROGUISH ARCHETYPE: CARDSHARP

At 26th level your mastery of your magical deck is unparalleled, granting you the following benefits.

- All damage dealt with your throwing cards and cardsharp features is doubled.
- When you have no more cards left in your imbued deck to draw, you can immediately take a reaction to cause the entire deck to reappear mysteriously on your person, fully shuffled. Once you have used this feature, you must finish a short or long rest before you can use it again.
- As a reaction when you make an attack with your throwing cards or draw a card from your deck, you can take a reaction to exchange the card used with any card remaining in your deck.

Marius Freedwhill (level 15 human sorcerer). The most notorious venture capitalist in Nexus, Marius Freedwhill is the owner of the largest “fortune” in Nexus. To those unfamiliar with how the city typically values things, it may seem like Freedwhill has

amassed more gold than what was believed possible. But the true wealth of Nexus is in so much more than petty cash—not that Freedwhill seems to mind. While his peers sneer and mock him behind his coattails, the mogul entertains newcomers at his ostentatious and oversized manor. Such poor souls are the only ones Marius can impress with his excessive wealth, which he then exploits in numerous unsuccessful attempts to climb the Nexus social ladder.

Marius owns one item of true value, a powerful Epic spell that can transform other creatures into gold. Currently the spell is recorded on an *Epic spell scroll*, which is the only known copy in existence. No one knows where Marius got it, but it’s only a matter of time before the spell is “liberated” and placed into more worthy hands.

NEW EPIC SPELL: GILDED GAZE OF GARAKUS

Tier 3 Epic transmutation (archon only)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a tiny gold statue of the caster)

Duration: Instantaneous

Your eyes glow with a shining light as everything before you is transformed into gold. Each creature in the affected area that you can see must succeed on a Constitution saving throw or be turned to gold and petrified. On a successful save, a creature is instead restrained for 1 minute as its body begins to turn to gold. At the end of each of its turns, an affected creature can repeat the saving throw. If it fails three such saving throws in this manner, it is petrified and turned to gold. If it succeeds on three such saving throws in this manner, the effect ends.

This effect also transforms any unattended solid objects and structures that you can see in the area into gold.

Shexaria (level 21 high elf archmage). Fifty years ago, Shexaria arrived in Nexus, bringing with her a love for jewels that impressed even the veterans of the Golden Path. With powerful magic and an unrivaled eye for detail, Shexaria could combine, cut, and polish thousands of gems into sparkling creatures of wonder known as “bejeweled.” These creatures are made to order by Shexaria, with a price tag that would make a dragon faint in shock. The results are stunning. The creatures are works of art, elegantly cut and brilliantly polished. Commissioning a bejeweled creature is a sign of prestige in Nexus few can top.

Vintorio. With a taste for the finer things in life and a knack for business, the vintorio are a race that came to Nexus in pursuit of economic prosperity. What followed was a success story that stands in testament to the potential within the City of Legends. The vintorio prospered like none who had come before. What’s more, they exclusively formed mutually beneficial business relationships. This uplifted their partners, friends, and those they found deserving of wealth and success. The race quickly became one of the most beloved in all of Nexus for such practices and authentic generosity. Even the enemies of vintorio afford them begrudging respect, for the creatures are notoriously willing to settle differences in a respectful and professional manner.

VINTORIO CHARACTERS

Vintorio are Epic creatures and can be chosen as a race for characters with permission from their DM. Note that as an Epic race option, vintorio are an extraordinarily powerful tool to provide to a player, roughly equivalent in power to providing a character with an Epic racial feat or an Epic subrace option, as detailed in chapter 5.

"I won't negotiate with a vintorio. No, it's not because they always see through my cons! The darned things just present too fine an argument for altruism! I'm out here trying to scheme my way to the top, and here comes this walking, talking beverage with frustratingly good points about "ethical business" and "fair compensation." It's enough to make any self-respecting warlock sick to his stomach.

—Johan K'lay, Overlord

Friends with Everyone

It doesn't take much to make friends with the vintorio. They value hard work, honesty, and compassion for those with whom they form relationships. Even evil vintorio are notoriously loyal allies. The vintorio view differences as something to be celebrated and appreciated. Even if they would subscribe to the lifestyle or culture

of others, they can usually see the value in it. The one exception to this is violence. Vintorio view violence as supremely uncivilized. They always prefer to make friends with enemies than kill them. Those who assume this to be a naive principle quickly realize it is, in fact, moral pragmatism. Vintorio will seek a diplomatic solution first with the aim of mutually enriching both themselves and their former enemies...to a point. Vintorio quickly recognize when negotiation becomes pointless or harmful toward their objectives. They aren't afraid to fight ferociously in defense of their ideals, possessions, and especially their friends.

Master Orators

To the vintorio, conversation is art, and the participants are the materials. Each spoken word, every syllable, every inflection, should be carefully and artistically considered when spoken. Hearing an experienced vintorio talk is almost hypnotic, like witnessing the musical performance of a virtuoso. Vintorio are taught how to speak before anything else and view every opportunity to converse as an exercise in creativity. Productive and eloquent conversations are as satisfying as a hearty meal. To foster this practice, vintorio never enter into a conversation in bad faith. They are almost always open to the idea that they could be wrong, even about things they understand exceptionally well. In their minds, a successful dialogue is one in which both sides learn something useful, forging a bond of understanding and mutual enrichment.

NEW CREATURE TEMPLATE: BEJEWELLED

Gems are uniquely useful when it comes to channeling and wielding magic. While most jewels do not exist in sizes large enough for anything other than spellcasting components, through powerful alchemy and expert gem-cutting it is possible to create gigantic jewels ideal for more wondrous processes. With such a gem a powerful spellcaster can carve out a creature and imbue it with life, creating a being known as a bejeweled. Only creatures that would ordinarily have solid bodies can have a bejeweled construct modeled after them. Ghostly beings, oozes, and similarly mercurial forms are unsuitable for a bejeweled to be modeled after. Creatures with the bejeweled template gain the following traits.

Type. The creature's type changes to construct

Resistances. The creature gains resistance to damage from nonmagical attacks.

Immunities. The creature gains immunity to the charmed, frightened, poisoned, stunned, and unconscious conditions.

Crystalline Lattice. The creature conducts magic with startling efficiency. When the creature is affected by a spell or magical effect, it can choose one of the following effects to occur (when applicable, no action required).

- When the creature takes damage from a spell, it takes the minimum possible damage.
- When the creature regains hit points from a spell, it regains the maximum possible hit points.
- When the creature is affected by a spell with a duration, it can choose to double the duration or reduce the duration to 1 round.

Epic. The creature is an Epic creature, is immune to damage from non-Epic sources, and has resistance to damage from non-Deific sources.

Jeweled Body. The creature's body is fashioned out of a single, massive gem and animated by magic. The creature gains special benefits depending on the type of gem used. While only six different types of jewels and their effects are listed here, other types of bejeweled creatures with unique effects are known to exist.

- **Alexandrite.** When the creature hits with an attack, it deals an additional 4d10 arcane damage.
- **Diamond.** The creature's attacks score a critical hit on an attack roll of 16–20.
- **Emerald.** The creature has Epic advantage on attacks against creatures with a Spellcasting feature.
- **Opal.** The creature's attacks are magical, and it has a +3 bonus to weapon attack and damage rolls.
- **Sapphire.** When the creature would make an attack, it can forgo making that attack to instead cause a creature within reach of the attack to regain a number of hit points equal the bejeweled's Constitution score.
- **Topaz.** When the creature takes damage, it deals lightning damage equal to the damage taken to each creature of its choice within 5 feet of it.

Loyalty. When the bejeweled is created, it is immediately and irreversibly bound to the first creature that touches it. The bejeweled follows all commands given by the creature to which it is bound, is friendly toward that creature, and it cannot willingly act in a manner that would harm that creature. The bejeweled's goal in existence is to serve the creature to which it is bound. It may develop other interests, goals, and motivations, but never will they trump its primary purpose.

Unusual Biology

Vintorio are barely humanoids, sharing as much in common with oozes as dwarves, humans, or elves. Their bodies are semitransparent, displaying no internal organs or visible anatomy. Their snake-like heads have three “eyes:” glistening, jewellike organs floating on the surface of their heads. Two of the eyes are on either side of the head, while one perches on top. The gelatin of a vintorio is slightly acidic. They consume food by simply making contact with it for extended periods of time, and they get a taste for anything they make direct contact with. While they cannot change shape, their bodies are quite elastic and stretchy. Any deformations are temporary, as the creature’s body quickly snaps back to its preferred configuration. Infant or youthful vintorio have yet to achieve humanoid form, instead taking the shape of bulbous orbs with appendage-like nodules that result in barely functional motor skills.

An encounter with a vintorio is always memorable. The creatures are semi-fluid, with bodies composed of a dense gelatin that comes in a variety of red- or white- colored variants. Their bodies are effective at retaining a tall, lithe, shape, though any serious impact causes a vintorio to reverberate in what most consider to be an undignified manner. Their digit-less appendages are accented by long, rigid tendrils which grow with age. This includes their triangular-shaped heads, which possess a nest of tendrils that branch out from their bodies, achieving great length by the end of their lifespans. Their rich, powerful, and disarming voices come from their entire body. Red vintorio are famous for their powerful bass tones, while the voices of white vintorio are ethereal and musical. The gelatin at the end of a vintorio’s hands and feet is softer than the rest of its body, allowing it to interact with objects and other creatures by partially engulfing that which they touch. This takes some getting used to, along with the vintorio’s peculiar method of eating via osmosis.

Vintorio Names

Vintorio don’t have names because they identify everyone based on their emotional profile. However, they have gained an appreciation for the usefulness of names since coming to Nexus. Because vintorio are commonly compared to wine, the race has chosen to embrace this descriptor by naming themselves after various types of wine, but with a twist to avoid confusing the subject matter.

Vintorio Names. Zini, Merla, Sauvy, Donny, Riesla, Vermai, Sherro, Banda, Rioji, Muscy, Vlogra, Torroni

Vintorio Traits

A vintorio character has the following racial traits.

- **Epic Humanoid.** Your creature type is humanoid and you are considered an Epic creature.
- **Ability Score Increase.** Your Charisma score increases by 2, to a maximum of 30.
- **Age.** Vintorio reach maturity at around ten years of age and appear to have no maximum age.
- **Alignment.** Most vintorio are chaotic, seeking to forge their own paths rather than follow the conventions of others. They prize personal relationships over laws and rarely act out of obligation toward anything other than what they feel is right. Lawful vintorio are often those who have benefited tremendously from following the rules, which, while respectable, is generally seen as uninspired by others of their race.
- **Size.** Vintorio are about 5 feet tall and lithe, with large “hands” and “feet.” Their size is Medium, and a typical specimen weighs around 300 pounds.
- **Speed.** Your base walking speed is 30 feet.
- **Language.** You can speak, read, and write Vintorio and one other language.
- **Emotional Profile.** Your third eye allows you to “see” the emotions of other creatures that you can see with your other eyes. Unless they are trying to conceal their emotions, you can identify what other creatures are feeling and can instantly recognize any creature you have encountered before based on its emotional profile. This includes if the creature assumes a form different than the one you in which you first encountered it.
- **Loquaciousness.** You are proficient in Persuasion and if you would gain proficiency with Persuasion from another source, you instead double your proficiency bonus when making Persuasion checks. Additionally, when you take the attack action, you can forgo making one or more attacks with that action to instead make a Charisma ability check for each action you forgo in this manner.
- **Regeneration.** When you finish a long rest, you can regrow any lost limbs, missing appendages, or permanently damaged parts of your body (such as blinded eyes).
- **Subrace.** Vintorio come in two varieties: red and white. Red vintorio are slightly larger and put more emphasis into their body language when speaking. White vintorio are more svelte, prioritizing the tone and inflection of their speech.

The Ledger of Legends

Vintorio Monopoly on the Golden Path

There is not a single business on the Golden Path of Prosperity that is not connected to the Vintorio. While this paper is not one to discount the many virtues the Vintorio have brought to this city, many have asked the question: is it wise for one people to achieve complete market dominance? According to councilwoman Bonny Anne in our recent interview, such concerns are misplaced: “The Vintys compete just as much w’each other as they do everyone else! Y’should be proper ‘shamed of yerselves for speakin’ such nonsense.” While this paper does not take kindly to the insinuations made by the councilwoman, we agree there does not appear to be any indication of monopolistic cornering of the markets by the Vintorio at this time.

RED VINTORIO

As a red vintorio, your actions and movements speak as loudly as your voice. You view communication as a friendly bout filled with jokes, playful ribs, and hyperbolic language. Your gelatin can be various shades of red, while your tendrils fade to dark colors and eventually black at their ends.

Ability Score Increase. Choose either Strength, Dexterity, or Constitution. Your score for the chosen ability increases by 2, to a maximum of 30.

Acidic. You are immune to acid damage.

Bouncy. The distance of your jump and long jump is increased by up to 15 feet. Additionally, when you fall and would take damage, you can take a reaction to instead take no damage and immediately jump a vertical or horizontal distance equal to the distance you fell, to a maximum of 250 feet.

Forceful Words. You are proficient in Intimidation. Additionally, when you succeed on a Charisma (Intimidation) check against a creature that can hear you, until the start of its next turn the target has Epic disadvantage on its next attack roll or saving throw.

WHITE VINTORIO

You are a white vintorio, the very definition of class. Why swing a sword or cast a spell when a spoken word will do? You view communication as an elegant dance with colorful partners. Your gelatin can be various shades of white, while your tendrils fade to gold.

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

The Ledger of Legends

Another Freedwhill Failure: Fungal Meals Fail to Impress

Once again the ineptitude of famed financier Marius Freedwhill has resulted in another disastrous venture. This time the disgraced baron of the Golden Path sought to exploit a civilization of fungal beings known as Enokitake, believing their mushroom crops to be worth untold fortunes due to high nutritional value. Unsurprisingly Freedwhill forgot to account for taste, as consumers reported the strange products to taste “like ogre feet.” Witnesses report over one million tons of unbought, rotting fungus being dumped through the Hive earlier this week, with investors demanding accountability from Marius Freedwhill for misleading promises. Nexus eagerly waits Freedwhill’s next ill-conceived business venture with hopes that it will at least better than this one.

Beguiling Words. You are proficient in Deception. Additionally, when you succeed on a Charisma (Deception) check against a creature that can hear you, until the start of its next turn, you and creatures friendly toward you have Epic advantage on attack rolls against the target.

Peaceful Nature. On each of your turns you can take a special action called a peaceful action. This action can be used to only take the Dodge, Help, or Search actions. You cannot take this action if you harmed another creature on that turn, and cannot harm another creature until the start of your next turn after you have taken the action.

Stretchy. Your reach increases by 5 feet.

LIVING THE EPIC LIFESTYLE

Adventuring twenty-four seven is no way to live. Even the most rugged of rangers or barbarous of barbarians needs to rest and relax between bouts of dragon slaying. For most heroes this is simply a matter of a finding a warm tavern and a mug of good ale, but Epic characters need more. They are elite performers with high demands on their bodies and minds, something a mere day of rest is unable to sustain. Each Epic character’s lifestyle is unique and should be something collaboratively crafted by the player and DM. This ensures an experience that feels appropriate for the character and isn’t a tedious waste of time for the DM.

Characters make use of their lifestyle between adventures in the component of 5th Edition known as “downtime.” This aspect of gameplay is more story than mechanics, but that doesn’t mean it can’t be important and fun. Making good use of this time can make characters feel more authentic rather than a rampaging pack of murderhobos. It also provides moments for your Players to reflect on their journey thus far, evaluate how things are going, and plan their next adventure. At Epic levels this practice can be extremely significant, adopting a lifestyle that best fits their character. This is not just a way to spend money. It is a tool to build characters’ legends and impact the world around them, something Epic characters do incidentally due to their significant power. Following is a list of lifestyles appropriate for Epic characters based on their highest ability score. When Epic characters aren’t making use of downtime to perform strenuous activities, they can always make use of these lifestyles.

At the DM’s discretion, these lifestyles can come with significant costs. The expenses are determined by where the character is living at the time coupled with the nature of the activity. The expense is generally calculated as a specific amount each day.

Strength-Based Lifestyles. Characters with high Strength need to develop their bodies, even when not adventuring. A Strength score of 24 isn’t something one keeps by chugging ale every evening and sleeping all day. Whether it’s working out, training with weapons, or consuming excessive amounts of protein, living a Strength-based lifestyle requires serious commitment.

Strength-Based Lifestyle

- | | | |
|---|------------------------|--|
| 1 | Extreme Workout | The character spends at least 6 hours each day engaging in various forms of weight training: lifting heavy objects, performing an extraordinary number of reps, or other forms of strength-building exercises. |
| 2 | Athletic Diet | The character spends at least 6 hours each day preparing, cooking, and consuming an extremely specific diet designed to ensure peak athletic performance. Ingredients are either in tremendous quantities or very expensive. |
| 3 | Brawling | The character spends at least 6 hours each day engaging in various competitive fighting acts, such as sparring, sports contests, and tavern brawls. This combat always leaves superficial damage and is designed to keep combat instincts sharp. |
| 4 | Recovery | The character spends at least 6 hours each day engaging in various medical recovery activities to restore bodily health. Examples of such activities include icing, heat treatments, receiving massages, and other forms of medical assistance. |

Dexterity-Based Lifestyles. Being fast is as much a state of mind as it is body. Characters who seek to maintain their extraordinary speed must practice daily. But what to do when there are no lethal enemies to dodge or evasive targets to shoot? The options provided in the Dexterity-Based Lifestyle table are reasonable alternatives.

Dexterity-Based Lifestyle

- | | | |
|---|------------------------|--|
| 1 | Free Running | The character spends at least 6 hours each day dashing over, around, and between obstacles at top speed. Even though these challenges aren't beyond the character's ability, the display appears dangerous nonetheless. |
| 2 | Balancing | The character spends at least 6 hours each day balanced upon a single object, unmoving and completely focused on maintaining perfect poise. |
| 3 | Martial Dancing | The character spends at least 6 hours each day engaged in an artistic style of combat involving quick feet and dynamic body movements. While impractical, the style helps the character maintain flexibility and relaxation for the battles ahead. |
| 4 | Hide and Seek | The character spends at least 6 hours each day attempting to be hidden from any and all nearby creatures. The goal is to only be spotted when it chooses, preferably in a manner that surprises others. |

Constitution-Based Lifestyles. A healthy body is essential for Epic adventuring, with some Epic heroes taking things to the extreme. Their bodies are temples which must be kept in pristine condition, or they risk failure in the heat of titanic conflict.

Constitution-Based Lifestyle

- | | | |
|---|---------------------------|---|
| 1 | Healthy Eating | The character spends at least 6 hours each day acquiring and preparing ideal and nutritious ingredients to promote healthy living. The ingredients are always diverse to ensure all nutritional needs are met and the meals are tailored for the character. |
| 2 | Endurance Training | The character spends at least 6 hours each day engaging in various types of endurance training: running, flying, or swimming. The intensity of the activity is always comfortable for the character. |
| 3 | Exposure | The character spends at least 6 hours each day exposed to adverse conditions. Extreme heat or cold are good examples of this exposure, along with intense winds or standing beneath a waterfall. The goal of this process is to ensure the character's body remains tough and robust in times of peace. |
| 4 | De-Toxing | The character spends at least 6 hours each day removing bodily impurities accumulated during adventures. Such acts usually involve consuming strange green vegetable fluids, intermittent fasting, and physical therapy. |

Intelligence-Based Lifestyles. Genius is earned as much as it is gifted. Characters looking to keep their wits sharp and their brains stuffed with knowledge must review, pontificate, and expand upon what they know in their free time. For most intelligent characters it's also quite fun but a lifestyle nonetheless.

Intelligence-Based Lifestyle

- | | | |
|---|----------------------------|--|
| 1 | Edifying Research | The character spends at least 6 hours each day learning for the sake of learning, expanding general knowledge on various topics. Rarely is the information useful toward adventuring, but all learning has merit. |
| 2 | Games of Strategy | The character spends at least 6 hours each day playing games of strategy that sharpen intellect. Chess, go, and wargames are typical choices (but never checkers). |
| 3 | Intellectual Debate | The character spends at least 6 hours each day discussing issues with other well-educated and knowledgeable creatures. Often these debates are for the sake of discussion, exploring philosophical paradoxes and perspectives. |
| 4 | Experimenting | The character spends at least 6 hours each day building complex devices, mixing magical fluids, or engaged in a similarly creative constructive exercise. The goal is to experiment and discover new things. Will it be useful? Who knows, but it's worth a try. |

Wisdom-Based Lifestyles. Wise Epic characters have seen and learned much from their adventures. Their perspectives are complex and insightful, granting them comprehension that affects all areas of life, especially downtime. Such characters spend their days in meditation and decompressing from their experiences.

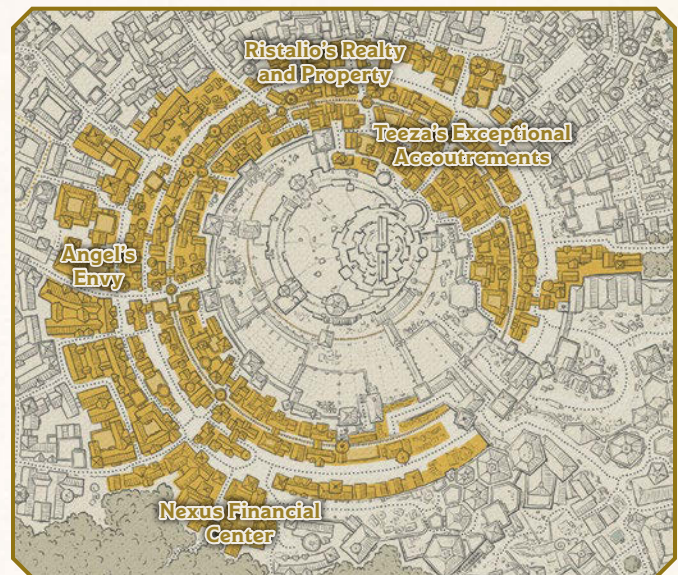
Wisdom-Based Lifestyle	
1 Meditation	The character spends at least 6 hours each day in peaceful meditation, clearing the mind of the turbulence and trauma accumulated while adventuring. The goal of meditation is to experience nothing but one's own thoughts.
2 Listening	The character spends at least 6 hours each day listening to the world outside the self, taking time to observe and appreciate everyday things and placing emphasis on little else.
3 Documenting	The character spends at least 6 hours each day documenting the experiences and events of personal adventures in a journal. The details are meticulous.
4 Proselytizing	The character spends at least 6 hours each day preaching the virtues of personal philosophy or faith. Persuasive and effective, the character draws many adherents to this view while never pushing things too far.

Charisma-Based Lifestyles. Adventuring can be a lonely life. For those with exceptional Charisma, a break from the ol' dungeon grind provides the perfect opportunity to get back into the social scene. Whether it's making new friends, creating fine art, or telling jokes, those who follow the charismatic lifestyle always make an impression.

Charisma-Based Lifestyle	
1 Artistry	The character spends at least 6 hours each day creating works of art. Painting, composing music, and creating sculpture are appropriate practices. In some cases, characters may engage in performance or street art, but that is best left to the eccentric.
2 Socializing	The character spends at least 6 hours each day attending social gatherings and making an impression. Whether it's a rowdy tavern, evening gala, or festival banquet, a socializing lifestyle demands a persistent and impactful presence in society.
3 Creative Writing	The character spends at least 6 hours each day exploring the depths of creativity in the form of writing. Fiction, nonfiction, and poetry are examples of this craft. If shared, these works become well known, lauded for their quality and style.
4 Entertainment	The character spends at least 6 hours each day practicing and performing acts of entertainment for the benefits of others—elegant musical performances that move an audience to tears, or riotous comedy acts that reduces a crowd to fitful laughter. An entertainment lifestyle demands a character take center stage.

STROLLING THE GOLDEN PATH

Talking a walk on the Golden Path of Prosperity is dangerous only to one's coin purse. Incredible willpower is required to resist the eye-catching shops and boutiques down every street. Everyone is looking to make a purchase or pay off a debt. The sounds of auctions fill the air accompanied by an orchestra of coinage changing hands at a frantic pace. In a single afternoon you can witness someone make a fortune, lose it all, and make it all back before lunch. All battles in the Path are fought with finances, not weapons or spells. While this may sound preferable to violence, two rival businesses waging economic war can cause catastrophe all across Nexus. Favors get called in, fortunes are squandered, and the countless participants become reduced to economic destitution. Forming relationships with the various businesses within the Path is essential to succeeding there.



NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order:

Angel's Envy

The Angel's Envy tavern is more than just a place for adventurers to prop up their feet. It is an exclusive club that allows only prestigious heroes through its doors. The three-story, redwood structure is always polished to perfection; its intimidating silver double doors are manned by a blind celestial bouncer who can sense the worthiness (or lack thereof) of any seeking entry. The drama and intrigue that goes on behind the closed doors of Angel's Envy is always the talk of the town, and the tavern is a well-loved cultural icon for this reason. It's a place for Epic heroes to get away from it all and enjoy each other's company. Disrupting this atmosphere is a quick way to receive a permanent ban from the venue.

Nexus Financial Center

It is said the founders of Nexus hated the concept of banks, so when applying to build one upon the Golden Path the creators of the Nexus Financial Center (or "NFC" for short) made many

Angel's Envy Menu

Item	Cost	Description
Triumph	1,000 gp or a trophy taken from a worthy foe	This robust, aromatic ale is the customary beverage for Epic heroes returning from a mighty quest. Those who drink it are expected to tell tales of their experiences to the bar—the more dramatic the better.
Quiet Evening	Free	This clear, subtle liquor is for heroes who failed in their quests and need some time to reflect. The drinker becomes deaf to everything for 1 hour after consuming the beverage. This effect ends early if something of vital importance is said within the drinker's earshot.
Quadruple Hopocalypse Pale Ale	100 gp or showing one of your scars to the crowd	Long ago a mysterious trend took over an entire plane, compelling its populace to brew nothing but pale ales. No one knows why, but eventually society collapsed under the unstoppable desire to brew ever-more-hoppy beverages. Only one recipe survives, which can be found only at the Angel's Envy in select quantities.
The Special	10,000 gp or the intact corpse of a Large flesh-and-blood creature	Each day the Angel's Envy tavern has three specials: one for breakfast, lunch, and dinner. Never has the tavern repeated a dish, and each one is more delicious than the last. The chef responsible is one Gamsey Rordon (level 18 bugbear rogue) who requires a small fortune of ingredients to craft his specialized dishes.
Silent Salute Cigar	2,000 gp or a token from a fallen companion	A single puff upon one of these premium cigars satisfies any emotional needs or desires.

concessions, one of which was they could not call themselves a bank—though a bank the NFC is, and quite a good one at that. While the financial center cannot lend money, it can store the wealth of worlds within its humble halls and proudly boasts the ability to accurately appraise the value of anything brought before it. Run by a guild of masterfully educated gold dragonborn, the NFC is a respected and feared institution in Nexus. Their building is lavishly sculpted from polished obsidian and guarded by well-paid Epic sphinxes. To open an account with the NFC requires an initial deposit of at least a million gold pieces (or objects of similar value) and a statement of intent by the client as to what finances stored by the NFC will be used for. Adventurers often find favor with the NFC by bringing in rare and unusual treasures. They can even gain financing for their endeavors so long as enough collateral remains in the client's account should their venture prove to be a bust.

The NFC provides all its clients with a curious and useful magic item free of charge. The dragonborn don't have a name for it, but adventurers have taken to calling it a *pocket vault*.

NEW MAGIC ITEM: POCKET VAULT

Pocket Vault

Wondrous item, very rare (requires attunement)

This small steel wallet allows any creature to which it is attuned to withdraw any object or amount of wealth from its account at the Nexus Financial Center. As an action a creature can open the wallet and declare exactly what it would like to withdraw from its account. One minute later, the desired withdrawal appears in the hands of the creature (if free) or in the nearest unoccupied space(s).

Additionally, as an action a creature attuned to the item can place any object it is holding into the wallet. The object vanishes instantly, appearing in its account at the Nexus Financial Center.

Ristalio's Realty and Property

Buying property in Nexus is an Epic adventure of its own, but it is possible. While the building values are staggering, occasionally one does become available for purchase. However, unless you are in good graces with the Epic rakshasa Ristalio, there is no chance of even making a bid. The clever fiend has a monopolistic stranglehold on all property sales throughout the city, and for good reason. He secures the best possible bids for clients and is very good to his friends. His office is a marble building near the end of the Golden Path. Getting an appointment with Ristalio is impossible without his express invitation. Only unprompted acts of charity have a hope of gaining his attention, usually in the form of rare gifts or works of art. The fiend also consults for the City Council on planned expansions, providing insider knowledge to his most preferred clients about upcoming property opportunities.

Teeza's Exceptional Accoutrements

Those in need of a good tailor go to one of the dozens throughout Nexus. Those in need of some perspective go to Teeza the halfling, owner and proprietor of Teeza's Exceptional Accoutrements. The frumpy halfling famously sews for any size and shape; she has dressed giants, dragons, and tiny fey insects with unrivaled skill. Her wait list is long indeed. Even if you've made an appointment, should you fail to show up looking your best you'll find yourself back on the street in an instant. The store is a six-story tower with massive bay windows displaying countless clothes of every shape and size. The results of Teeza's work are well worth the expense. Owning an original Teeza in the latest fashion trend is guaranteed to make a statement at any public appearance.

While Teeza's garments are rarely magical, she possesses the ability to enhance any magical armor or item with her skills. Anyone wearing clothes or armor fashioned or augmented by Teeza can choose to have a passive Charisma (Performance) score to appear well dressed and fashionable. The score while wearing such garments is equal to 20 + your proficiency bonus + your Charisma modifier.

CHAPTER THREE: THE STEEL STREETS



“Welcome to the Steel Streets, where each cup of coffee comes with a complimentary broken nose, and failing to sport a weapon is underdressing. Don’t worry, no one will pick a fight with ya if you aren’t worth it. Its people are of the honorable sort, so make sure to not take things too far if you get into a scrap.”

– Tamara Tall

Bloody, bruised, and battered, this rough-and-tumble district is a paradise of physical violence. As Nexus grew, many of its citizens found themselves surrounded by formidable spellcasters wielding incomprehensible magics. A community of Nexians with a disdain for “hoity-toity magicians” established a zone for those who enjoyed a more straightforward approach to life. The idea quickly caught on, and the district rapidly expanded to accommodate the hordes of martial heroes fleeing the endless prattling of self-aggrandizing spellcasters. However, put a small army’s worth of swordmasters, martial artists, and marksmen all in one place, and violence is sure to follow.

DISTRICT OVERVIEW

Alignment: Lawful neutral

Population: 63,000

Economy: Service-based (adventuring supplies, weapons, and equipment), martial education and training

Danger: High

Today the Steel Streets is a district at war—albeit a polite war after which most participants can still stagger home at the end of the day. Its homes are built like fortresses, and every citizen is always well armed. While death isn’t as common as one would think, it’s considered a pretty boring week in “the Streets” if there aren’t a *few* violent deaths. The Nexians of the Streets value honor above all else, frequently dueling to settle disputes... or start up a friendly conversation. The district is divided up by three prominent gangs struggling for territorial dominance: the Wardancers, the Steel Street Snipers, and the Punch Drunks. The Wardancers believe in the superiority of melee weaponry, the Steel Street Snipers are masters of dealing death from afar, and the straightforward Punch Drunks eschew all tools in favor of raw martial arts. It takes a special kind of Nexian to live in the Steel Streets, but a more honorable, grounded, and honest folk you won’t find anywhere else.

CULTURE

Most Nexians in the Steel Streets claim allegiance to one of its three gangs. The rivalry between the groups is intense but not bitter. Sportsmanship and honorable conduct are exercised at every conflict, with severe punishments doled out to those who would threaten the status quo by taking things too personally. Many of the disputes between the gangs are exaggerated for the sake of entertainment (and to further inflate the district’s reputation as a haven of petty violence). Despite their disagreements, all Nexians of the streets will rally to blacken the eye of any who disrespect their district. Most of Nexus’s riots and civil unrest can be traced back to the Steel Streets, fashioning the district into a haven for activists and grassroots movements. To the more aloof and self-proclaimed “sophisticated” Nexians, the Steel Streets is nothing but a glorified mob spoiling for a fight, while to others it is home to some of the most passionate and dedicated citizens in the entire city.

Slang and Sayings in the Steel Streets

“Street Meat” – common insult for one who was killed in honorable combat

“A swig from another’s drink” – common dueling euphemism

“Show me your moves!” – common flirt

“Warmup” – common insult for one who is unskilled at martial combat

“Bloodbretheren” – common compliment for one is not afraid to fight

“NC” – common term for a noncombatant, one who would be dishonorable to fight



Fashion

The Steel Streets dress to send a message, and that message is: “Let’s fight!” Every Nexian in this district is armed, proudly displaying insignias of affiliation prominently on almost every article of clothing. The more dangerous you look while walking the Steel Streets, the more its citizens will respect you. However, doing so also indicates you are ready and willing to cross swords. Those wishing to avoid friendly duels or street violence (the “NCs”) dress as plainly as possible, clearly indicating they possess no weapons and have no gang affiliation. Citizens of the Steel Streets put extraordinary effort into their arms and equipment, fashioning them into works of art. Many businesses exclusively detail armor, work leather, and weave fabric using secret techniques that are difficult to replicate. Wearing such equipment is a sign of great prestige, and many of the greatest artisans in the streets are household names whose wares are highly prized.

Wealth

Forging quality armor and weapons takes lots of valuable materials. These components are often extraordinarily rare and dangerous to acquire, requiring the services of skilled adventurers. Nexus has access to plenty of materials that would be rare anywhere else—adamantine, mithral, and countless gems—so what these crafters require is valuable in the extreme. The economy of the Streets has evolved around this model. The locals use crafting materials as currency and commission adventurers to acquire said materials in return for access to specialized craftspeople who can upgrade the heroes’ gear. Almost every quality artisan in the Streets has a list of waiting clients that would take years to get through, so the only way for a fighter to get a sword made quickly is to cut the line. Thankfully, with the right connections, this isn’t too difficult. Most artisans know where to find the materials they are looking for but are unwilling (or incapable) of retrieving them. One must be careful when making deliveries. The three gangs have been known to intercept valuable shipments to ensure their faction acquires the best weapons and armor for their ongoing war. Most citizens recommend forming a relationship with one of the gangs to avoid such an incident, but even then, there is always a risk. The Precious Materials table details some examples of unusual raw materials prized by the Streets’ artisans. These resources possess powerful latent magic that makes them essential to crafting magic items and cannot be created by spells or magical effects (even Epic ones). See the “Designing Magical Equipment” section of this chapter for details on how to use these materials in the context of creating magic items.

ADVENTURING IN THE STEEL STREETS

Just walking the Steel Streets is an adventure for most Nexians, let alone heroes looking for trouble. There is always someone willing to fight, and a few famous duels to one’s name is a useful reputation boost for up-and-coming adventurers. Spellcasting and magic are frowned upon in the Streets, while heroic acts of physical might are celebrated. The three gangs are always looking for new blood to help plot raids, start trouble, and embarrass their rivals, tasks for which adventurers are well suited. No matter the quest, physical violence is an occupational hazard. Those working the Steel Streets would do well to consider the reputation of their sponsors. Taking things too far or acting in a dishonorable manner is a fast track to the district’s blacklist.

Steel Streets Adventures

d10 Description

- 1 A leading member of the Wardancers is assassinated via crossbow, and the Steel Street Snipers are blamed. The rival gang claims innocence, declaring they would never be so dishonorable and posting a substantial reward for any who can clear their name. Time is short as the Wardancers ready their weapons to take bloody vengeance against the Snipers.
- 2 One of the Sheriffs’ detectives goes rogue, stealing *Peacemaker* from the desk of Othello Titaneye. So far, the Sheriffs have kept the crisis a secret and are discreetly recruiting adventurers to track down the relic before it leaves the city.
- 3 A shipment of voidstone overturns in the Steel Streets and is quickly snatched up by the locals. The smith who ordered the voidstone wants her property returned, promising to forge a powerful weapon out of a portion of the shipment to whomever can accomplish the task.
- 4 A legendary blood champion from ages past returns and demands one final show in the arena. The champion requests the match be twenty on one and that the normally protective magic be removed to ensure a deathmatch. The opportunity is too good to pass up, and the event is being hyped as the greatest battle Nexus has ever seen, but many are secretly concerned the champion has sinister motives.
- 5 A formidable human swordswoman, Ava Sonos, has slain several of the Steel Streets’ finest warriors in single combat with her relic sword *Endeavor*. The duelist is merciless and quite skilled but is secretly cheating with the aid of an Epic illusionist archmage ally.
- 6 Sveduin the Maker falls into a dark melancholy and closes shop until further notice. The district is devastated, with the entire community rallying together to find a way to cheer the beloved storm giant up so he can get back to work.
- 7 The fires of the Eternal Flame begin to dim as the spirits within cry out in pain. Councilmember Daniel Chungor entreats the other districts for aid, and in response the University of Omniversal Arcana hypothesizes the flame is contaminated by an evil spirit. A brave hero (or team of heroes) must enter the flame and defeat the dark spirit, a task that carries deadly risk to both body and soul.
- 8 The people of the Steel Streets grow riotous in response to new laws levied against raw materials and weapons. Acts of hostility between the Streets and other districts threaten to escalate into large-scale violence. Impartial arbitrators are requested to help resolve the dispute and negotiate a compromise.
- 9 An old flame from Tokinaxx’s past comes to visit and begins publicly embarrassing the dragon with tales of his softer and more affectionate side. After his mate leaves, the dragon is desperately searching for a fresh conflict to reestablish his formidable reputation. Perhaps some adventurers need a powerful ally?
- 10 Zau-Hek, the dark elf dreadnought, has need of powerful allies to help rescue her adventuring companions who are being held captive in hell by a powerful archdevil. In return for their aid, she promises to lend use of her shield *Aegis-guard*, a powerful relic that is said to defend against death itself.



Precious Materials Table

Name	Description	Value Modifier
Adamantine Crystal	A crystalized version of its famous namesake, known for its beauty and durability. Cutting this crystal requires a tool that can deal arcane damage. Objects made of adamantine crystal have their hit point maximum increased by 200.	Objects made of adamantine crystal are worth ten times their normal value.
Aetherium	This strange liquid exists in microscopic amounts in the air and has a strange attraction to living creatures. In great concentrations the light blue fluid moves about its container as if alive. Handling aetherium requires glass tools. Objects infused with aetherium cannot be held or worn by non-living creatures.	Objects infused with aetherium are worth four times their normal value.
Corium	Famous for its ability to retain heat, corium is naturally found in a molten state and must be cooled and solidified before properly forged. In a solid state, corium glows with a soft red light and is highly prized for its ability to withstand hot temperatures. Objects made of corium are immune to fire damage.	Objects made of corium are worth twice their normal value.
Dendrite	Living crystal harvested from the dendritic tree, dendrite can be coerced into growing into the shape of various objects. Cutting dendrite requires Epic necromancy magic to ensure the crystal does not grow into undesired shapes. When an object made of dendrite is reduced to 0 hit points, if at least one fragment of the object remains it will regrow and be restored to its hit point maximum after 24 hours.	Objects made of dendrite are worth four times their normal value.
Doomstone	Doomstone is a gray, unassuming stone that can only be found at the site where the last of a species went extinct. Chiseling the stone must be done with one's bare limbs to be of use to artisans. Additionally, such objects are destined to be destroyed on a date of their creator's choosing. On that date the object crumbles to dust and cannot be repaired by any known means.	Objects made of doomstone are worth three times their normal value.
Effluxis	Effluxis is a muddy, turquoise goo that exhibits transmuting properties. When effluxis is mixed thoroughly with another fluid, that fluid is instantly transformed into a seemingly random fluid of another type. The amount of transformed fluid is always equal to the amount of effluxis mixed. Objects infused with effluxis cannot have their forms changed by any means.	Objects infused with effluxis are worth three times their normal value.
Elementium	When pure elements are compressed by godlike forces, elementium is formed. This material appears as a light-purple metal that resonates with musical tones when struck. Forging elementium requires a system that stabilizes the metal's composition, as any impurities introduced instantly ruin the material. Objects made of elementium are always artifacts and have only beneficial magical properties (when applicable).	Objects made of elementium are worth six times their normal value.
Everslate	This unusual ceramic is famous for being completely indestructible once fired and its inability to be created by even deities. The ceramic is drawn from a dark clay that forms around the grave of a dead deity or titan. Firing this clay requires dragonfire. Objects made of everslate cannot be destroyed or even damaged by any known means.	Objects made of everslate are difficult to price and have no established value due to their extreme rarity.
Fate	This fabric comes from a universe where time collapsed and consequently only a limited supply remains. The material appears as vibrating strands of light. Fate can be woven into silver strands on a loom of pure silver. When the owner of an object made of fate dies, the object is reduced to dust and cannot be restored by any known means.	Objects made of fate are difficult to price and have no established value due to their extreme rarity.
Grimstone	This glowing green stone is especially useful in creating arcana, particularly those related to necromancy. When a creature within 15 ft. sees at least 1 lb. of unworked grimstone for the first time in a day, it must succeed on a DC 20 Constitution saving throw or become addicted to its light for 1 year. A creature so addicted must spend at least 1 hour a day in at least 1 lb. of the stone's presence or gain three levels of exhaustion. Objects made from grimstone shed dim green light in a 15 ft. radius but lose the cursed property of the raw material.	Objects made of grimstone are worth twice their normal value.

Precious Materials Table

Name	Description	Value Modifier
Imperial Gold	Imperial gold is a heavenly material possessing the benefits of gold without any of the drawbacks. The metal is as hard as forged steel; to work it requires a system that crushes the metal beneath a titanic weight. Objects made with imperial gold cannot have their appearance altered by illusions.	Objects made of imperial gold are worth four times their normal value.
Mysterium	The most poorly understood metal in existence, mysterium can only be found in realms devoid of living creatures. The metal is an ever-changing array of colors, and if it contacts any other metal, it instantly transforms into that metal. Forging mysterium is only possible through an alchemical system that magically locks it in its current state. Objects made of mysterium cannot be named, visually replicated on any medium, or verbally described.	Objects made of mysterium are difficult to price and have no established value due to their extreme rarity.
Orichalcum	A pink metal notorious for its ability to retain magical power. Forging the metal must be done without the assistance of any magic, including that found in tools and equipment. Objects made of orichalcum are immune to non-Epic spells or magical effects, and creatures holding or wearing objects of orichalcum cannot cast spells.	Objects made of orichalcum are worth three times their normal value.
Plutgnomium	A highly volatile and deadly material, plutgnomium is prized for its great weight and density. The material deals 10d6 necrotic damage and 10d6 poison damage to any creature that stays within 10 ft. of at least 1 lb. of the material every minute. Processing plutgnomium into a safe state requires a complex magical system that can “deplete” the material. Objects made of plutgnomium weigh twice their normal weight but have resistance to all damage.	Objects made of plutgnomium are worth four times their normal value.
Quintessence	Time-made liquid, quintessence is a highly unusual material with preservative properties. The substance appears to be a fluid glass within which sparks of magic fire off at various speeds. Handling quintessence requires adamantite laced gloves. Objects infused with quintessence suffer no ill effects from the ravages of time.	Objects infused with quintessence are worth two times their normal value.
Shadowsilk	Shadowsilk is harvested from the elusive shadowspinners and highly sensitive to light. Each strand of the silk is vaporous, like dark smoke coalesced into a single thread. Weaving shadowsilk must be done in pure darkness, or the threads evaporate. Objects made of shadowsilk are invisible in dim light and darkness.	Objects made of shadowsilk are worth twice their normal value.
Soarwood	Soarwood comes from the rare and slow-growing soarwood tree, known for its ability to levitate landmasses into the sky and form floating islands. The wood is a healthy shade of dark brown with elegant whorls of perfect geometry. Carving soarwood requires a bone knife, or the material becomes brittle and stale. Objects made from soarwood are weightless and can suspend up to 2,000 lbs. for every 5-ft. cube of soarwood.	Objects made of soarwood are worth four times their normal value.
Soulweave	Soulweave is silken threads soaked in the liquid soul of a powerful celestial or fiend. The material appears as a golden thread (if celestial) or a crimson thread (if fiend). Soulweave can be only be woven, held, and worn by evil creatures. Additionally, objects made of soulweave scream when damaged.	Objects made of soulweave are worth four times their normal value.
Starmetal	Starmetal is one of the rarest known materials and used in crafting the finest equipment. The metal is silvery in color with a green sheen. Forging starmetal requires a system that subjects the metal to blinding daylight and intense heat. Objects made from starmetal can be used to fashion items of mythic quality in one tenth the usual time.	Objects made of starmetal are worth twenty times their normal value.
Voidstone	Voidstone is the raw material upon which items like a <i>sphere of annihilation</i> are based. The material absorbs all light it comes into contact with, appearing as a hole in reality. Chiseling voidstone can only be done with magical force. Objects made from voidstone are immune to non-Epic spells and magical effects.	Objects made of voidstone are worth ten times their normal value.



PERSONS OF INTEREST

Reputation is everything in the Steel Streets. The district plays host to an ocean of sword-swinging heroes capitalizing on their achievements. Distinguishing oneself from the crowd is no small feat. Household names in the Steel Streets are Epic heroes of unparalleled martial skill, honored and respected at every turn. Becoming a big deal on the Streets takes hard work. You might be a brutal warlord or master swordsman on your home world, but rarely is this something the Streets hasn't seen before. To be counted among the esteemed, one must fight, bleed, and boast with a relentless fervor. Examples of such notorious warriors can be found in the following list.

Councilmember Daniel Chungor (level 21 human dreadnought). A veteran of a thousand battles with the scars to prove it, Daniel is a brutally maimed warrior who has refused magical healing in favor of a wheelchair and arcatech prosthesis. A jovial man who loves to laugh, Daniel embodies the spirit of the district and cares deeply about its people. He is also one of the only people in Nexus who can settle major disputes between the Streets' three gangs, making him an essential stabilizing factor to the district.

High Marshal Othello Titaneye (level 27 silver dragonborn crusader). High Marshal of the Nexian Sheriffs and legendary hard-ass, Othello Titaneye relocated their organization's headquarters to the Steel Streets after the infamous Iron Riot that saw

NEW RELIC: PEACEMAKER

Peacemaker

Weapon (battleaxe), relic

The only relic created by Sveduin the Maker, the *Peacemaker* is a weapon crafted for the sole purpose of maintaining law and order. The manner of its construction is a mystery many in Nexus are desperate to solve, as only a handful of beings have demonstrated the ability to fashion relics at will. The axe's long, curved head is fashioned from a precise natural growth of adamantine crystal, while the haft is forged from imperial gold. By its blade Epic heroes from across the realms have surrendered in defeat and the city of Nexus held back from the brink of collapse. Othello Titaneye is the current wielder of *Peacemaker*, and the city has decreed that upon their death the axe shall pass to the next high marshal. However, many within the city are dissatisfied with the relic's current status, but so far none are willing to risk a heist on the Sheriffs' office.

The relic's powers make it ideal for enforcing laws and upholding the peace, but the nature of said laws and peace are up to the wielder. Its potential to be a weapon of vile tyranny is great, and with a growing reputation many fear attempts by forces of darkness to attain the relic.

Properties

While unattuned, the relic has the following properties:

Battle Readiness. When you roll for initiative while holding the relic, you gain 100 temporary hit points.

Deception Sense. While you hold the relic, you always know when you are being lied to. Additionally, you can detect the presence (but not the exact location) of invisible creatures or creatures not in their true form within 60 feet of you. When such creatures are in the affected area, the relic becomes as cold as ice.

Final Mercy. When you reduce a creature to 0 hit points while holding the relic, you can choose to spare it and instead reduce it to 1 hit point. A creature so spared that is not incapacitated can spend the entirety of its next turn surrendering to you, taking no other actions and spending no movement. If a creature does so, it must follow your commands (no action required by you) to the best of its ability and must honorably interpret your intentions when receiving commands from you. This effect lasts for 1 week or until you choose to end it prematurely. If the target does not surrender you can immediately take a reaction to make an attack with the relic against the creature.

Word of Law. The relic's handle can be opened from the bottom and is hollow. If a ratified code of laws or statutes is inserted

into the handle, the relic becomes empowered to uphold those laws for as long as the code remains within it. While the relic is so empowered, attacks you make against creatures who have violated such laws automatically hit.

Additionally, while holding the relic, when you deal damage to a creature that has violated the laws within the relic and roll a result on the damage dice that is below its average, you may instead roll its average (for example, if you cast *magic missile* while holding the axe and deal less than 10 force damage, you may instead deal 10 [3d4 + 3] force damage).

Violators outside of the jurisdiction of the laws are immune to the effects of this feature.

Attunement

Becoming attuned to the relic requires one serve in a law enforcement role for a century. During that time if you ever suffer the relic's bane the relic will find you unworthy and you can never become attuned to *Peacemaker*.

While attuned, the relic gains the following properties in addition to its unattuned properties:

Judicial Discretion. You can choose to violate the laws within the relic per its Word of Law feature, so long as when you do so it is with the sincere belief it is in the service of protecting said laws. Otherwise you suffer the relic's bane.

Loyalty. At the start of each of your turns if you are not holding the relic, you can choose to have it appear in your free hand (when applicable).

Universal Code. Creatures outside of a code of law's jurisdiction are no longer immune to the relic's Word of Law feature.

Bane

If you make an attack with *Peacekeeper* and it does not contain a code of laws or you violate laws contained within the relic (per its Word of Law feature), you become unattuned to the relic and suffer its bane. When a creature suffering the relic's bane makes an attack with the weapon, the creature loses half its current hit points (rounded up), and its hit point maximum becomes its current hit point total. Hit points lost and hit point maximums reduced in this fashion cannot be restored for a year and day, after which magical means such as *greater restoration* function normally.

the district's last councilmember punched in half by the Punch Drunks' then leader, the hill dwarf Bundwir "Boomfist" Brolok. In a stunning display Othello bested the brawling gang-leader in a duel, and in lieu of standard legal procedure, decapitated the dwarf on the spot. This instantly ended the riot, and since then the gangs (especially the Punch Drunks) have hated Othello with a unquenchable, fiery passion. The feeling is mutual, but challenges to Othello's authority are infrequent. In a rare gesture of generosity and support, Sveduin welcomed the high marshal with a priceless gift: the relic battleaxe *Peacemaker*. Othello has yet to fully master the weapon, but most suspect it is only a matter of time before the high marshal proves their worthiness. In the meantime, Othello keeps the axe on full display in their office as a very effective show of power and authority.

Grand Warmaster General Silius Gumboose of the Golden Legion's Elite Battleforce (level 18 hobgoblin bard). A teller of tall tales and local legend, Silius Gumboose always insists he be addressed by his over-the-top honorifics. Pronouncing it in its entirety earns one the right to listen to his many legendary exploits in a conflict known as the Last War in a far-flung plane. What makes Silius so beloved is his epic storytelling ability. The old hobgoblin can weave a tale of battle, glory, and death like no other. Every afternoon shortly after a hearty meal, Silius gathers a large crowd and regales them with his tall tales. While most know his stories to be gross exaggerations at best, the stories are so entertaining that choosing to believe is a cultural custom in the Streets. "Yowling a Gumboose" is even a common term used to describe someone making a fool of themselves for the sake of a good story.

Many have tried to upstage "Old Gumboose," instigating an Epic storytelling confrontation whose winner is determined by the audience. Gumboose almost always wins, but those wishing to try their luck can challenge him an Epic Charisma (Performance) check contest. Gumboose has a +20 bonus to Charisma ability checks to tell war stories thanks to almost three decades of practice. Beating him requires one tell a three-component story—opening, climax, and conclusion—in the form of three separate Charisma (Performance) ability check contests or one Epic Charisma (Performance) check. Failure to beat Gumboose at even one is not enough to win the audience over, but is good enough to earn the hobgoblin's respect.

Tokenaxus Warfang. Tokenaxus is a dragon for hire. In love with war and hungry for battles of epic proportions, the dragon has earned himself a reputation for being a fearsome ally that can turn the tide of any conflict. Tokenaxus is a firm believer in always being yourself and refuses to change his shape regardless of the inconvenience imposed by his great size. Most citizens have learned to appreciate the dragon's presence on the Streets and a small horde of children always follow in his wake, begging for rides.

With polished battle armor and a voice ringing with heroism, Tokenaxus is an inspiring sight on the Steel Streets. His size is tremendous, even for a dragon—this combined with his near millennium of battle experience makes for one of the most powerful creatures in Nexus. The dragon's services are expensive, but once contracted he never fails to honor his end of the bargain. Rare weapons are the dragon's favorite form of payment, and his hoard is a historical museum of warfare from a dozen worlds. Those who

hire Tokenaxus would be wise to heed his counsel, as the dragon would be most displeased if he were to break his impressive win streak due to poor leadership.

Mythic Effects

As a mythic creature, Tokenaxus causes the following effects.

Battle Fury. Tokenaxus revels in the glory of battle, his senses and skills sharpening with every blow. The dragon's attacks are more likely to score a critical hit the longer he has been fighting, according to the Battle Fury table. Tokenaxus gains the benefits of this feature at the start of each of his turns. This benefit ends if he does not attack an enemy creature for at least 1 minute.

Battle Fury	
Turn	Critical Hit on Attack Rolls Of
1	20
2	19–20
3	18–20
4	17–20
5	16–20
6	14–20
7	12–20
8	10–20

Strategic Genius. Tokenaxus knows more of warfare than the average god of war and uses that expertise to great effect. While in combat with him, friendly creatures gain the following benefits for as long as they can hear his commands.

- Can use Tokenaxus's proficiency bonus (+11) instead of their own.
- Have Epic advantage on saving throws and ability checks.
- Are immune to the frightened and charmed conditions.
- Will not surrender unless Tokenaxus commands them to do so.

The Ledger of Legends

In Memoriam: Ashellion the Black

Today we honor the legacy of Ashellion the Black, esteemed swordmaster and friend to Nexus. Ashellion fell in honorable battle on the red plains of Neferris against a balor blademaster. Witnesses recall Ashellion trading blow for blow with the demonic terror, only succumbing after three hours of intensive combat. Ashellion shall be remembered for his kind heart and unimpeachable honor. His body is to be cast into the Eternal Flame later today, with his infamous black blade gifted to the next blood champion to arise from the Institute of Blood, as per Ashellion's last will and testament.

TOKINAXXUS WARFANG

Gargantuan mythic dragon, lawful good

Armor Class 24 (natural armor), 32 (heavy plate)

Hit Points 2,296 (112d20 + 1,120)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	6 (-2)	30 (+10)	19 (+4)	26 (+8)	25 (+7)

Saving Throws Str + 22, Dex +9, Con +21, Int +18, Wis +19, Cha +18

Skills Athletics +33, History +18, Intimidation +29, Perception +19

Damage Resistances damage from non-Epic creatures

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic

Challenge Mythic 5

TRAITS

Amphibious. Tokinaxxus can breathe air and water.

Dragon Armor. Tokinaxxus wears special heavy plate armor designed for him. While wearing said armor he has a +8 bonus to his AC (included above) and has resistance to damage from non-Epic creatures.

Additionally, the armor includes barding and a saddle, allowing him to be ridden as a mount.

Immense. Tokinaxxus's form is tremendous. He is 60 feet long from snout to tail and has a wingspan of 120 feet. On the battlefield he typically occupies a 30-foot-by-30-foot space.

Additionally, Tokinaxxus has Epic advantage on attacks against creatures of Huge size or smaller, can end his movement in a Huge or smaller creature's space, and does not treat such spaces as difficult terrain when moving through them.

Finally, Tokinaxxus can spend 20 feet of movement to deal 50 bludgeoning damage to an unattended object or structure within 5 feet of him.

Mythic Resistance. When Tokinaxxus fails a saving throw, he can expend one of his unspent legendary actions to choose to succeed instead.

Wargear. Tokinaxxus's limbs are sharpened by magic and outfitted for war. His attacks are magical, and if a target would be immune to damage dealt by his attacks, it instead has resistance.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Tokinaxxus takes a mythic action to cause one of the following effects. Tokinaxxus cannot cause the same effect twice in a row.

Essence of Lightning. Tokinaxxus becomes wreathed in lightning until the next initiative count of 20. When a creature within 15 feet of him hits him with a melee attack, it must succeed on a DC 27 Constitution saving throw or be stunned until the start of its next turn.

Spirit of Thunder. Tokinaxxus is surrounded by a cacophonous burst of thunder in a 300-foot-radius sphere centered on him until the next initiative count of 20. Enemy creatures in the affected area are deafened. Additionally, when an enemy creature in the

area casts a spell with a verbal component, it must succeed on a DC 27 Constitution saving throw or the spell fails and any resources used to attempt the cast are expended.

ACTIONS

Multiattack. Tokinaxxus can use his Heroic Presence. He then makes four attacks, only one of which can be a Bite or Tail attack, and only two of which can be Claw attacks.

Bite. *Melee Weapon Attack:* +22 to hit, reach 25 ft., one target. *Hit:* 63 (8d12 + 11) piercing damage and 55 (10d10) lightning damage. If this attack scores a critical hit and the target is reduced to zero hit points, Tokinaxxus tears it in half.

Breath Weapon (Recharge 5–6). Tokinaxxus uses either Neutralizing Breath or Storm Breath.

Neutralizing Breath. Tokinaxxus exhales a neutralizing gas in a 60-foot cone. Any non-Epic spells or magical effects in the affected area have their effects suppressed for 1 minute.

Storm Breath. Tokinaxxus exhales a cyclone of wind and lightning in a 120-foot cone or a 500-foot line. Creatures in the affected area must succeed on a DC 27 Strength saving throw or be thrown away from Tokinaxxus to the end of the affected area. Additionally, an affected creature takes 55 (10d10) lightning damage and 55 (10d10) thunder damage on a failed save, or half as much on a success.

Claw. *Melee Weapon Attack:* +22 to hit, reach 15 ft., one target. *Hit:* 29 (4d8 + 11) slashing damage.

Heroic Presence (Recharge 4–6). Each friendly creature of Tokinaxxus's choice that can hear him gains Epic advantage on attack rolls, saving throws, and ability checks until the end of his next turn. Additionally, if an affected creature is under a harmful effect that would allow it to attempt a saving throw to end the effect, it may immediately attempt a single saving throw to end the effect.

Tail. *Melee Weapon Attack:* +22 to hit, reach 30 ft., one target. *Hit:* 44 (6d10 + 11) bludgeoning damage. If a target is a creature, it must succeed on a DC 27 Strength saving throw or be either knocked prone or thrown up to 200 feet in a straight line away from Tokinaxxus (Tokinaxxus's choice). If a creature so thrown collides with anything that would prevent that movement, both it and whatever it collided with take 5 (1d10) bludgeoning damage for every 10 feet of movement prevented by the collision.

LEGENDARY ACTIONS

Tokinaxxus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tokinaxxus regains spent legendary actions at the start of his turn.

Dash. Tokinaxxus moves up to his speed.

Deep Breath (Costs 2 Actions). Tokinaxxus recharges his Breath Weapon.

Tail. Tokinaxxus makes a Tail attack.

Triumphant Roar. Tokinaxxus emits a roar of triumphant victory. Each enemy creature within 120 feet of him must succeed on a DC 27 Constitution saving throw or become frightened until the end of their next turn.

EPIC ORGANIZATIONS

Fantasy organizations are awesome. They put a face to political, social, and economical interests that can leverage characters for support or be a party's worst nightmare. In *Epic Legacy*, such groups are far more common and can be classified as Epic organizations when led by Epic beings. How characters interact with these groups can be a pivotal moment in your campaign, allowing the party to gain valuable allies or provoke lethal enemies. With such powerful incentives for players to engage these groups, you'll find Epic organizations a compelling force for your campaign. A council of archmages running a school of magic, an assassin clan that slays deities, or a cabal of warlocks who share in a dark secret that could unmake the world are examples of groups that are possible in a game of *Epic Legacy*. A well-crafted Epic organization provides unique opportunities for characters to gather exclusive loot, meet interesting characters, discover adventure hooks, battle Epic foes, and play an important role in some of the most significant forces in their world. Epic organizations in *Nexus* are an example of this design tool in play, aiding a DM in detailing the major players of the city along with what they have to offer. Following is a system for building Epic organizations. This tool will help your players engage with the group without demanding you develop every detail—that comes later according to the needs of your campaign. Epic organizations are divided into the following components.

- **Name.** Every organization needs a name, and Epic organizations often have impressive ones. A solid name should give some hint as to what the organization is about without revealing too much.
- **Leadership.** Who is in charge of the organization? It can be an authoritarian overlord or an anarchic collection of like-minded colleagues. Detailing an organization's leadership helps the players figure out how to socially engage the group and can introduce NPCs of great significance.
- **Membership.** This section will provide a gist of who would join this group—scoundrels, warriors, spellcasters, and even monsters can be part of an Epic organization—and how many members it might have. An organization can be small (10–30 members), medium (31–100 members), large (101–500 members), or huge (500+).
- **Alignment.** This section details the average alignment of the organization as well as its morals when it acts collectively. Even an organization of mostly evil creatures may behave in a more neutral manner when working together in order to accomplish the organization's goals.
- **Motto.** This section details a saying by the organization that illustrates their disposition and ideals.
- **Resources.** Epic organizations have considerable resources at their disposal. Their membership can consist of artisans, thieves, spellcasters, explorers, politicians, and far more, all of which are willing to contribute to the group's collective capital.

- **Creed.** The values and goals of an Epic organization are what binds the group together. This section gives a brief summary of the group's creed and sets a general expectation about how an average member is likely to behave.

Behind the Curtain: Building Epic Organizations

You probably noticed the details in this chapter don't explore the full potential within an Epic organization. That is by design and for a very good reason. One of the worst Epic DM experiences you can have comes from overdeveloping content that doesn't see play. Sure, you could expand an Epic organization to include fourteen unique member stat blocks, a detailed system for managing their resources, and a laundry list of rewards for the character to earn, but all that is pointless unless the players care enough to engage with it. We propose an alternative strategy. Use the model provided in this chapter when introducing your players to an Epic organization. There are enough details for them to get potentially hooked and for you to work with. If it seems like the party wants to get more involved with the group, then you have a green light to create more content with a pretty good chance it will see play. This holds true for villainous organizations as well. If the players find the idea of a collection of Epic villains interesting after an initial encounter, chances are they will be looking forward to discovering more next session.

It is not recommended that characters join an Epic organization unless said organization is dedicated to Epic adventuring. The methods by which an Epic organization accomplishes their goals are complex and rarely compatible with the lifestyle of an Epic adventurer. Political intrigue, recruitment, and managing huge numbers of minions may be interesting for a session or two, but that won't feel Epic for long. It is better to provide the party with routine opportunities to gain favor with an Epic organization through Epic adventures.

USING EPIC ORGANIZATIONS

The role an Epic organization plays in a campaign is up to the DM, but it's always an important one. Epic creatures only gather when their own power isn't enough to accomplish their goals, which is really saying something. A DM should only use an Epic organization when it can provide an Epic experience. Banality or mundane roles are for lesser groups and generally beneath the concern of those with Epic power. The nature of the characters' interactions with an Epic organization depends on whether the group likes them or not. Getting an Epic organization to care about a party isn't easy. It takes a significant achievement that greatly benefits or frustratingly foils the group to develop such a relationship. Doing something that the Epic organization really likes grants the party a favor, while greatly antagonizing the organization earns the DM an ire.

Favor. A favor is a token of gratitude an Epic organization gives to the characters. When the characters need a favor of Epic proportions, they can "cash in" this token and gain assistance from the organization. The nature of the assistance will always be appropriate



for the group's nature. It's probably unreasonable for an Epic organization of old scholars to join the characters on the front lines in a war in the hells. This assistance will also be Epic and should always be something the characters could not accomplish themselves without a significant detour from the adventuring lifestyle. Providing a magic item, access to special knowledge, or removal of an aggravating obstacle are all good examples of useful favors.

Favor can be both conceptual and literal. The DM is encouraged to give out a physical representation of favor that is thematic to the organization. For example, a legion of holy warriors may give the party a holy symbol of their order, or a tribe of dragons could bequeath a fang from their fallen. Use props! Players running Epic characters already have enough to keep track of, so a physical reminder is always handy.

Ire. When the characters anger an Epic organization, the DM gains a special token called an ire. The inverse of favor, ire is a weapon the DM can use to smite the characters, and the Epic organization is the delivery method. Assassination attempts, new enemies, traps, and other dastardly deeds are all methods by which an Epic organization can make the Epic adventuring life even *more* stressful. Like favor, ire should always be thematic to the Epic organization. An angry group of nature wardens can collapse a dungeon the characters are exploring, or an indignant church can mystically block the group's cleric from casting spells.

A DM in possession of ire should be a cause for concern. The players should always know their DM has it and what organization the ire is from. The DM should keep the ire visible both narratively and physically. Signs of the organization's presence in the characters' adventures coupled with an ominous token of ire at the table will up the tension and really make the players feel antagonized.

IN NEXUS: THE GANGS OF THE STEEL STREETS

Getting along is hard. With a district full of warriors—each believing firmly that their martial discipline is superior—conflict is inevitable. What began as drunken disputes between small groups quickly evolved into epic displays of violence that polarized the Streets. From that violence grew three major gangs: the Steel Street Snipers, the Wardancers, and the Punch Drunks. Each is a formidable organization with hundreds of members proficient in combat and enough resources to wage a small war on the streets of Nexus. While these gangs are daunting, they are far from the only major players in Nexus or the universe at large.

Epic Organization: Steel Street Snipers



Name: Steel Street Snipers

Leadership: Meritocratic (the best marksperson in the gang), currently **Lyari Leylari (level 24 wood elf dreadnought)**

Membership: Medium (99 members): humanoids; fighters/dreadnoughts, rangers/slayers, rogues/grifters

Alignment: Lawful evil

Motto: "Polite, efficient, and deadly."

Resources: Manpower (thugs, snipers), territory (Steel Streets), weaponry (ranged)

Creed: The snipers always fire a warning shot—it's fairer that way. The gang spends unreasonable amounts of time mastering ranged weaponry: throwing knives, javelins, archery. So long as it lets you kill at a distance, the snipers approve. When they aren't putting holes in rival gang members or shaking down citizens who fail to pay their respects, the Snipers put on stunning displays of stunt marksmanship. The locals have grown accustomed to arrows and bolts whizzing past their heads at odd hours, but to visitors the experience is always unsettling. The gang emphasizes grace, patience, and precision, perfect traits for a sniper that can drop a dragon at nine hundred feet.

In Nexus: The Watchtower (Steel Street Snipers' Headquarters)

Located at the closest edge of the city is the Watchtower. This ominous tower fortress is where masters of ranged combat, the Steel Street Snipers, hone their craft. The gangsters use an elaborate system of catapults, ballistae, and other launchers to fire targets far outside the city, which their members shoot down, raining debris upon the streets below. The tower is quite wide, consisting of six levels each bristling with weapons to deter unwanted visitors. The tower's humongous wooden door is painted like a target and is directly visible for more than five hundred feet down a nearby street. Anyone who can hit the center of the target from the maximum range is allowed entrance to meet with the gang. Miss a shot, and one of the snipers from within will usually retaliate to show you how it's done.

Epic Organization: Punch Drunks



Name: Punch Drunks

Leadership: Anarchic (no formal leader)

Membership: Large (237 members): humanoids; barbarians/ravagers, fighters/dreadnoughts, monks/enlightened fists

Alignment: Chaotic neutral

Motto: "Give 'em the ol' one-two. Then the new three-four. And if they're still standin', give 'em one more!"

Resources: Alcohol, manpower (brawlers, thugs), territory (Steel Streets)

Creed: A typical day for the Punch Drunks involves fighting and drinking, then some drinking and fighting, and then they fight some more. They are damn good at it too, pummeling their foes into bloody submission with their bare hands. The Punch Drunks are convinced that weapons are a crutch that separate a warrior from the true spirit of battle. Unfortunately, unarmed combat against armed opponents tends to leave horrific injuries, which the members proudly display as proof of their creed. Between brawls the Punch Drunks drink rival gangs under the table and unleash colorful tirades that would make a sailor blush.

In Nexus: The Slammer (Punch Drunks' Headquarters)

This glorified tavern is fashioned from humongous wooden logs held together by thick ropes, the perfect place to get into an old-fashioned bar fight. The Punch Drunks welcome all visitors to their headquarters with a punch to the face and a kick to the groin. Those who can still stand after such a beating are welcome to stay and drink, while the rest are thrown out by the bar's legendary bouncer **Big Boy Billy (level 22 gnome ravager)**. The tavern is well known for its massive kegs that can keep its patrons drinking all night long. The fires are warm, the beds comfy, and the mood jovial at all hours of the day. However, weapons or spellcasting of any kind are not allowed within the tavern, with severe punishments issued for rulebreakers, usually in the form of broken bones and bloody noses. The Slammer has a questionable menu for those who dare to drink with the Punch Drunks.

The Slammer "Menu"

Item	Cost	Description
Keg of Death	A rousing drinking song and toast	A massive keg with a handle attached, giving the drink the comical appearance of a giant mug. A single patron is not expected to finish the drink alone but instead to make friends to help them accomplish the mighty feat.
Blood Mead	Challenging a Punch Drunk to arm wrestling	Sour mead brewed in gryphon's blood. The drink stains one's eyes a brilliant crimson, giving the impression that the drinker has been lost to bloodlust.
Black and Blue	Taking a punch from the bar's bouncer, Big Boy Billy	This mud-colored drink bubbles and froths. The drinker recovers from any superficial signs of injury, such as bruises, minor cuts, black eyes, and inflammations.
Honor the Fallen	Telling a tale of woe and loss	This shot of golden liquid is from a legendary batch of beer brewed by the first Punch Drunk who left specific instructions that it never be consumed. Instead the drinker is given a small glass to be poured upon the floor in honor of a fallen comrade. The entire bar remains silent for the duration of this ritual.
Da'Meat	You must shout your order as loudly as possible	No one knows what type of meat it is, and no one cares.

The Ledger of Legends Punch Drunks on Parade

Next week is the annual "Crawling Carnival" celebration, as hosted by the Punch Drunks. Residents are advised to remain indoors for the duration of the festival. All taverns and sellers of alcoholic beverages are hereby recommended by Othello Titaneye to remain open for the duration or risk the wrath of angry would-be patrons. Othello went further to state that "this year we hope to avoid any unnecessary casualties and ask that all districts take efforts to avoid direct confrontation with the gang and their associates. We don't want a repeat of last year's brawl with a demonic horde on the University's campus."

Epic Organization: Wardancers



Name: Wardancers

Leadership: Elected council (eight leadership roles)

Membership: Large (429 members): humanoids; bards/truespeakers, fighters/dreadnoughts, monks/enlightened fists, paladins/crusaders, rogues/grifters

Alignment: Chaotic good

Motto: "Sharp blades, sharper minds."

Resources: Artisans (calligraphers and painters), manpower (thugs, warriors), territory (Steel Streets), weaponry (melee weapons)

Creed: The Wardancers are masters of martial melee weaponry with an artistic flair. The gang sees melee combat as a ferocious dance from which only one can emerge victorious. The dance may be brutal, powerful, or graceful, but it is always deadly. The group is approachable and the most noble of the three gangs, eager to put their skills on display or cross swords with new opponents. When not practicing their lethal arts, the Wardancers spend their days painting, claiming it hones the mind and steadies the spirit. Most consider this to be nothing but pretentious posturing, but it's difficult to argue with the results.

In Nexus: The Battlefield (Wardancers' Headquarters)

The Wardancers' headquarters is a massive, open-air training arena where the gang trains in full view of the district. To the infamous gang, this vulnerable position emphasizes the bold honesty and courage required to master a melee weapon. Only a fool would mistake this confidence for weakness, as the Wardancers are ready to spring into action at a moment's notice. They are quite practiced at defending their home, having defended it numerous times from rowdy Punch Drunks and sinister Snipers in bloody conflicts. Jousting, swordplay, and battlefield training are always ongoing at the Battlefield and are open to all. Only a fool would expect the Wardancers to play nice, however. They will happily put overconfident adventurers in their place and ensure the story of their humiliating defeat reaches every ear in the district.



DESIGNING MAGICAL EQUIPMENT: THE ADVENTURER'S ARSENAL

From noble paladin to diabolical wizard, at the heart of each adventurer is an insatiable, burning desire 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” is 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 core rulebooks only provide so many of these fantastical resources. When you need a powerful tool that you know your players will adore, your options are quite limited, creating a problem for the average game, let alone a game of Epic Legacy.

To solve this issue, this section details the Adventurer's Arsenal system. Within you will find many of the magical effects present in popular 5th Edition items and many more of unique design from which you can create customized weapons, armor, and magical staves of great power and detail. No longer will your barbarian player trade in a favorite greataxe for yet another magical sword, nor your wizard sigh as another magical staff lacks the character's favorite spells.

This system is simple, effective, and—most importantly—fun! It divides magic 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 lethal 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 an item into your campaign that does not follow this restriction.

IN NEXUS: THE STORMFORGE

It is the dream of every adventurer to own a piece by Sveduin the Maker. The curmudgeonly storm giant smith was brought to Nexus by personal invitation of Kaya Thul, who built for him an arcatech wonder: the Stormforge. With this machine Sveduin can harness the power of lightning with scientific precision, shaping magic and steel into masterwork equipment that knows no equal. The giant takes great pride in each piece, taking three times as long as any other craftsman to complete. The results are well worth the wait. Sveduin chooses what properties the item will possess, bequeathing ideal properties to clients he likes and less useful properties to those who annoy him (which is most people). Getting Sveduin to make a custom piece is no small feat. He is far too busy to negotiate or haggle and must be instantly convinced the piece is worth his time. When the Stormforge opens for business, the giant spends the first hour of each day meeting with potential customers. The process involves Sveduin examining the client from head to toe to determine if

Behind the Curtain: Magic Item Balance at Epic Levels

A game of Epic Legacy expects its characters to have magic items and has been balanced around their inclusion. The Adventurer's Arsenal complements 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 characters increase in power, they will need increasingly powerful equipment. Detailed here is a rough progression chart for how many magic items and of what rarity the party should have as they experience Epic Legacy. Note this progression does not include the presence of artifacts or relics being accessible to the characters. Additionally, these items should be ones the characters using them are likely to *want*.

- **Level 21–22 party:** One uncommon, one rare, and one very rare item per character. One legendary item per party.
- **Level 23–24 party:** One uncommon, one rare, one very rare, and one legendary item per character. One extraordinary item per party.
- **Level 25–26 party:** One uncommon, one rare, one very rare, and one legendary item per character. Two extraordinary items per party.
- **Level 27–28 party:** One uncommon, one rare, one very rare, and one legendary item per character. Three extraordinary items and one mythic item per party.
- **Level 29–30 party:** One uncommon, one rare, one very rare, one legendary, and one extraordinary item per character. One 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 weapons, armor, and arcana option detailed later in this chapter.

they are “well made.” No one knows what this means or how they are being judged. Many superstitious theories are traded between friends to potentially improve one's chances of getting picked. Because of the time-consuming nature of this practice, the Maker rarely gets through more than a handful of clients in a single day. Sveduin accepts no payment but may request clients bring him raw materials should his own prodigious stores prove insufficient to the task. For the purposes of creating items using the Adventurer's Arsenal, Sveduin automatically succeeds on ability checks to craft weapons, armor, or arcana, but will almost never make any mythic item with a rarity increase of +10 or higher.

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 magic 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 (+0) → uncommon (+1) → rare (+2) → very rare (+3) → legendary (+4) → extraordinary (+5) → mythic (+6 or greater)

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

NEW RARITIES: EXTRAORDINARY AND MYTHIC

Some of the items presented here can be of a rarity beyond legendary: extraordinary and mythic. These items are far too powerful for an ordinary game of 5th Edition, possessing extremely potent properties (or many weaker properties). While they may seem like just more-powerful items, their significance is easy to understand in the context of Epic Legacy. An extraordinary or mythic magic item is considered an Epic object and a source of Epic magical effects. Extraordinary items are still balanced around their rarity and are appropriate equipment for characters of 21st level or higher. However, some items take things even further: mythic items. Mythic rarity is for pieces of magical equipment whose power exceeds that of extraordinary 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.

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—specially designed to overcome any challenge—is required. 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 are fully detailed in the Weapon Item Enchantments table, organized by rarity, then alphabetically by name.

Weapon Crafting and Design

Crafting magical weapons requires the skill of an artisan-level blacksmith. In the event a DM allows a character to craft magical weapons, certain prerequisites must be met in order to forge the item. Each weapon requires at least one of the following

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 rules 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 their features benefit tremendously from your own creativity and story goals for your campaign. Relics and their many complexities are explored in greater detail in chapter 7 of the *Epic Legacy Core Rulebook*.

components as a part of the crafting process, in addition to a large amount of time and effort on the crafter's part. Each weapon has a composition, a temper, and a detailing. Crafting a weapon requires a successful Artisan's 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 in the "Magical Weapon Creation" table.

Magical Weapon Creation

Rarity	Artisan's Tools DC	Time (In Strenuous Activity)
Uncommon	12	24 hours
Rare	16	1 week
Very rare	21	1 month
Legendary	27	6 months
Extraordinary	34	1 year
Mythic	42	2 years

Composition. To be imbued with magic, a weapon must be made of 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. For examples of materials suitable to create a magical weapon, consult the Precious Materials table detailed earlier in this chapter.

Temper. After the composition is completed and the weapon processed, it must be tempered until battle ready. The downside of creating such a powerful magical instrument of death is that the tempering process is extremely hazardous. Each blow of the hammer may cause a magical sword to erupt in indignation, or 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.

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 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 telltale signatures of its creator's hand in its every edge and angle. Those rare few who can craft legendary, extraordinary 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), extraordinary (requires attunement)

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

Temper. This 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. This 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 faceted with a black pearl carved into the shape of an eye.

Enchantments

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

Quicksilver. This 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 feet of you and another magical exit portal within 5 feet of an unoccupied space you can see within 60 feet. Both portals last until the end of your turn. If you are within 5 feet 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 a weapon's rarity are detailed here. They are presented alphabetically, include the rarity increase bonus in parentheses after the enchantment name, and outline restrictions on the

type of weapon to which the enchantment can be applied. Some enchantments even exist at higher rarities, improving their effects in accordance with increases in their rarity. Note that a weapon cannot benefit from a single enchantment more than once.

Aid (+2) – Ranged Weapon 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, 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.

At Higher Rarities. Rarer versions of this weapon increase the number of healing bolts the weapon can fire, along with the amount of hit points a target regains when struck by a bolt. With a +4 increase in rarity, the weapon can fire an additional ten healing bolts every 24 hours, and the amount healed by a single bolt is doubled. With a +6 increase in rarity, the weapon can fire an additional twenty healing bolts every 24 hours and the amount healed by a single bolt is tripled.

The Ledger of Legends

The Everslate Market: An Exposé on the Most Sought-After Material in Nexus

You may have heard of the legendary indestructible material everslate. But did you know what it takes to acquire such extraordinary material? Our reporters have gone undercover to expose one of the most dangerous, lucrative, and absurd markets in Nexus, and our findings will shock you.

Know that the properties of everslate are no exaggeration. The material is truly indestructible, enduring divine power, overwhelming magic, and natural forces with equal obstinance. Understandably, anything that possesses such properties is valuable beyond measure. Here in the Steel Streets the cost of a single pound of unprocessed everslate is paid in blood, wealth, and the exceeding expertise required to shape it.

This paper has uncovered a vast conspiracy to corner and control the market of everslate. What appears to be a simple gang-run enterprise has its connections to our highest members of city government. Even the Sheriffs are not exempt from implication, as this author can exclusively reveal Lord Drax is seeking a shipment of everslate to further equip the already formidably armed Dread Guards. Just how deep does this web of lies and intrigue go? Find out in next week's issue and learn the truth.

Avenging (+1). While you hold this weapon and take damage from a creature, you can use your reaction to make one attack with the weapon against the creature if it is within range or reach of the weapon. 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.

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.

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 feet of the target. If there is no unoccupied space within 5 feet of the target, the effect fails.

Brawling (+1) – Melee Weapon Only. When you attune to this weapon it vanishes, and your unarmed strikes become magical weapons. Additionally, if the weapon would cause one or more effects on a successful hit made with it, your unarmed strikes also cause those effects on a successful hit.

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-foot radius and dim light for an additional 15 feet.

Finally, the striking end of the weapon passes through most defenses. The target gains no benefits to its AC from shields or armor.

Weapon Item Enchantments (By Rarity, Then Name)

+1 Rarity	+2 Rarity	+3 Rarity	+4 Rarity	+5 Rarity	+6 Rarity
Avenging (+1)	Aid* (+2)	Blinking (+3)	Aid* (+4)	Enhancement* (+5)	Aid* (+6)
Brawling (+1)	Binding (+2)	Cavalry (+3)	Brilliant Energy (+4)	Explosive* (+5)	Doom (+6)
Defending (+1)	Biting (+2)	Contamination (+3)	Devouring (+4)	Fortunes* (+5)	Elemental Power* (+6)
Enhancement (+1)	Cleaving (+2)	Dancing (+3)	Elemental Power* (+4)	Lucky* (+5)	Explosive* (+6)
Hurling (+1)	Concussive (+2)	Devastating (+3)	Enhancement* (+4)	Slaying* (+5)	Hellfire (+6)
Lucky* (+1)	Disruption (+2)	Enhancement* (+3)	Explosive* (+4)	Venomous* (+5)	Holy/Unholy* (+6)
Merciful (+1)	Elemental Power* (+2)	Explosive (+3)	Keen* (+4)	Vorpal (+5)	Keen* (+6)
Quicksilver (+1)	Enhancement* (+2)	Heartfinder (+3)	Nemesis (+4)		Soultaker (+6)
Slaying* (+1)	Execution (+2)	Phasing (+3)	Spellbreaker (+4)		
Sniping (+1)	Faithful (+2)	Slaying* (+3)			
Speed (+1)	Fortunes* (+2)	Spirit (+3)			
Transforming (+1)	Holy/Unholy* (+2)	Storm (+3)			
Twin (+1)	Keen* (+2)	Sundering (+3)			
Venomous* (+1)	Leadership (+2)				
Warning (+1)	Screaming (+2)				
	Seeking (+2)				
	Vampiric (+2)				
	Wounding (+2)				

* Indicates the enchantment is available at multiple rarities



Cavalry (+3) – Melee Weapon Only. This weapon is specialized for mounted combat. When you hit a creature with a with the weapon while mounted, the target is knocked prone and you may immediately take a bonus action to use the shove special attack.

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.

Concussive (+2). When you hit a Huge or smaller creature with this weapon, you may push the target up to 10 feet 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 feet away from you, and the target lands prone.

Contamination (+3). This weapon is a magical source of a single deadly disease, chosen by the weapon's creator from the following options.

Contamination Weapon Disease

Disease	Effect
Blinding Sickness	Pain grips the target's senses, and its eyes turn milky white. The target has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
Filth Fever	A raging fever sweeps through the target's body. The target has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.
Flesh Rot	The target's flesh decays. The target has disadvantage on Charisma checks and is vulnerable to all damage.
Mindfire	The target's mind becomes feverish. The target has disadvantage on Intelligence checks and Intelligence saving throws, and the target cannot consider other targets its allies.
Seizures	The target is overcome with shaking. The target has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.
Slimy Doom	The target begins to bleed uncontrollably. The target 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.

Contamination (+3), Continued

When you score a hit with this weapon, the target creature 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 three saving throws made in this manner, the symptoms of the disease manifest, which causes the target to suffer 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 a success.

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 feet, and attacks one creature of your choice within 5 feet 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 command the weapon to move 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 feet 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 an Armor Class bonus equal to the penalty taken until the start of your next turn or until the weapon leaves your hand (whichever comes first).

Doom (+6). Creatures cannot be resistant or immune to damage dealt by this weapon.

Additionally, when you fail a saving throw while holding the weapon, you can take a reaction to succeed instead.

Finally, while you are attuned to the weapon you cannot be forcibly compelled or magically manipulated into relinquishing ownership of the weapon.

Cursed. When you attune to this weapon you become afflicted with an Epic curse. While so cursed, you are destined to face an Epic creature of your DM's choice in battle. If you do not defeat the chosen creature within 1 year, you are slain instantly and cannot be returned to life for a period of 10 years. This is a Deific effect.

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, the 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 limbs to 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 creature so devoured is stored in an extradimensional space within the weapon where it 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) ability check, freeing itself and appearing in the nearest unoccupied space to the weapon on a success. 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.

At Higher Rarities. Rarer versions of this weapon increase the elemental damage the weapon deals on a hit. If the rarity increase is +4, the weapon deals an extra 4d6 damage of the energy's type to any target it hits. If the rarity increase is +6, the weapon deals an extra 8d6 damage of the energy's type to any target it hits.

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

At Higher Rarities. Rarer versions of this weapon 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 lifeforce 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). The weapon's expended charges cannot be restored.

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-foot-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, the 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 this 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 rating 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 versions 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 this 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 feet of you. Once you have used this feature, you cannot use it again for 24 hours.

Hellfire (+6). While you hold this weapon, you are wreathed in a mantle of blazing hellfire. While so wreathed you cannot be hidden, but you are terrifying to enemy creatures. When an enemy creature starts its turn and can see you, it must succeed on a DC 24 Wisdom saving throw or be frightened for as long as it is within direct line of sight to you.

Additionally, when you score a critical hit with the weapon you roll damage dice three times instead of twice.

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-foot radius around you. You and all creatures friendly to you have advantage on saving throws against spells and magical effects while within the aura.

At Higher Rarities. Rarer versions of this weapon are imbued with greater power. Such weapons deal 4d10 radiant (if holy) or necrotic (if unholy) damage on a successful hit against a celestial (if unholy), fiend (if holy), or undead (either holy or unholy). Additionally, the radius of the aura generated by the weapon increases to 30 feet. Such weapons have a +6 increase to their rarity.

Hurling (+1) – Melee Weapon Only. The weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. 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. Even rarer versions of this weapon score a critical hit on a 16–20. Such weapons have a +6 increase to their rarity.

Leadership (+2) – Melee Weapon Only. While you hold this weapon, allies within 60 feet 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 you have advantage on Charisma ability checks.

Lucky (+1). While this weapon is in your possession, you gain a +1 bonus to all your saving throws. Additionally, your 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 result of this roll. This property can't be used again until the next dawn.

At Higher Rarities. Rarer versions of this weapon can 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 (minimum 1 charge). 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 0 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. You have advantage on attack rolls against the nemesis. If your nemesis is hit by the weapon, it takes an extra 3d6 damage. 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 feet of you and a magical exit portal within 5 feet of an unoccupied space you can see within 60 feet of you. 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 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 feet 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 this 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; creator's choice). When you hit a creature of that type with the weapon, the creature takes an extra 3d6 damage of the weapon's type.

At Higher Rarities. Rarer versions of this weapon deal additional damage to creatures of a specific type on a successful hit. Such weapons with a rarity increase of +3 deal an extra 6d6 damage of the weapon's type on a successful hit, while weapons with a rarity increase of +5 deal an extra 9d6 damage of the weapon's type on a successful hit.

Sniping (+1) – Ranged Weapon Only. On each of your turns while you hold this weapon, if you do not spend movement and take no actions other than the Attack action, your range for the weapon is doubled.

Soultaker (+6). This weapon extracts the souls of those it slays, which can be called upon to grant you power.

Whenever you use the weapon to reduce a creature to 0 hit points, the target is slain instantly and the weapon extracts the target's soul, storing it within the weapon. Creatures with their souls stored within the weapon cannot be restored to life by non-Deific means. Destroying the weapon frees all of the souls trapped within.

Additionally, as an action while holding the weapon you can cast *commune* at will, though instead of communicating with a deity you communicate with the souls stored within the weapon.

Finally, if you fill the weapon with one hundred Epic souls, the weapon gains a +6 bonus to attack and damage rolls.

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

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

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 non-Epic 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). This 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.

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 give you 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 with this weapon deal double damage to objects and structures.



Sundering (+3) – Bludgeoning Weapon Only, *Continued*

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) – One-Handed Melee Weapon Only. While holding this 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. You can never have more than two of the same weapons at a time using this feature.

Vampiric (+2) – Melee Weapon 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 last until you finish a short or long rest.

Venomous (+1). As an action while you hold this 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 this weapon 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 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

Vorpal (+5) – Slashing Weapon Only, *Continued*

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 this weapon is on your person, you have advantage on initiative rolls. Additionally, you and any of your allies within 30 feet of you can't be surprised unless incapacitated by something other than nonmagical sleep. The weapon magically awakens you and any allies within 30 feet of you if you are sleeping naturally when initiative is rolled.

Wounding (+2). When a flesh-and-blood creature takes damage from this weapon, the creature's hit point maximum is 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 turns, an affected creature can attempt a DC 16 Constitution saving throw, ending all wounds on a success. Alternatively, a creature within 5 feet 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 system for creating customized armors and shields for your campaign. This system includes design and crafting guidelines, determining an item's enhancement bonus, and any enchantments it has.

Armor Crafting and Design

Crafting magical armor requires the skill of an artisan-level blacksmith. In the event a DM allows a character to craft 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 forging, and a detailing. Creating magical armor is more difficult depending on the rarity of the armor, requiring a Wisdom (Artisan's Tools) check and a considerable amount of time. Depending on the nature of the armor, only certain tools may be suitable to create it. A general guide for this process is found in the Magic Armor Creation table.

Magic Armor Creation

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

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 wood from a mystical tree. However, the type of armor may require 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 challenging to

find and difficult to process into a suitable state for crafting. For examples of materials suitable to create magical armor, consult the Precious Materials table detailed earlier in this chapter.

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 incredible skill. 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 the crafter's design sensibilities and skills. For example,

Armor and Shield Item Enchantments (By Rarity, Then Name)

+1 Rarity	+2 Rarity	+3 Rarity	+4 Rarity	+5 Rarity	+6 Rarity
Aquatic (+1)	Adamantine (+2)	Animated (+3)	Bastion* (+4)	Enhancement* (+5)	Aegis (+6)
Bastion* (+1)	Arrow-Catching (+2)	Blossoms* (+3)	Enhancement* (+4)	Fortification* (+5)	Blossoms* (+6)
Bladed (+1)	Bastion* (+2)	Enhancement* (+3)	Fortification* (+4)	Grandeur (+5)	Enhancement* (+6)
Blinding (+1)	Cavalier (+2)	Etherealness (+3)	Living (+4)	Olympian (+5)	Fortification* (+6)
Elven Weave (+1)	Dragon Scale (+2)	Fortification* (+3)	Resistance* (+4)	Resistance* (+5)	Juggernaut (+6)
Glamoured (+1)	Enhancement* (+2)	Indomitable (+3)	Retribution* (+4)	Retribution* (+5)	Resistance* (+6)
Resistance* (+1)	Enigma (+2)	Invulnerability (+3)		Spellguard* (+5)	Retribution* (+6)
Retribution* (+1)	Ghost (+2)	Mirrored (+3)		Titan (+5)	
	Mithral (+2)	Peace (+3)			
	Phoenix (+2)	Resistance* (+3)			
	Resistance* (+2)	Retribution* (+3)			
	Retribution* (+2)	Shadow* (+3)			
	Sacred (+2)	Spellguard (+3)			
	Seductive (+2)	Wildskin (+3)			
	Shadow* (+2)				
	Survival (+2)				
	Watchful (+2)				
	Zephyr (+2)				

* Indicates the enchantment is available at multiple rarities



dwarves may carve their clan history into armors they forge, while wood elves would embed diamonds in the shape of their fondest constellations into a shield.

Sample Armor

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

+1 Bladed Plate Armor of the Phoenix

Armor (plate), extraordinary (requires attunement)

Composition. This armor is composed of steel stained crimson with dye extracted from phoenix feathers. Its blades are raptor claws harvested from giant eagles.

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 plane of fire itself.

Enchantments

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

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

Phoenix. While wearing this 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. Once this effect has occurred, you cannot benefit from this feature again until 1 year has passed.

Enchantment

Some magical armors have mystical enchantments that grant them unique properties. The effects of these properties and the increase they apply to an armor's rarity are detailed here. They are presented alphabetically, include the rarity increase bonus in parentheses after the enchantment name, and outline restrictions on the type of armor to which the enchantment can be applied. Some enchantments even exist at higher rarities, improving their effects in accordance with increases in their rarity. Note that a magical armor cannot benefit from a single enchantment more than once.

Aegis (+6) – Shield Only. While you are attuned to this shield, whenever you finish a long rest you gain 100 temporary hit points. Additionally, while you hold the shield, you cannot die.

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

Animated (+3) – Shield Only. While holding this 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 Only. While wearing this armor, you have a swimming speed equal to your walking speed. In addition, when you start your turn underwater and have 0 hit points, the armor causes you to rise 60 feet toward the surface.

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

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

At Higher Rarities. Rarer versions of this armor or shield provide superior cover to creatures of your size or smaller within 5 feet of you. An item that provides three-quarters cover increases the item's rarity to +2. An item that provides three-quarters to creatures of your choice within 10 ft. of you increases the item's rarity to +4.

Bladed (+1). While you wear this armor or carry this shield, it can be used as a weapon which you are considered proficient in. The item has a reach of 5 feet 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 feet and dim light for an additional 60 feet. 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 blinded 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 following options. You gain the benefits produced by the flower until the next dawn.

At Higher Rarities. Rarer versions of this armor blossom with all six flowers. Such armors and shields grant you proficiency in Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma saving throws. Such armors and shields have a rarity increase of +6.

Blossoming Flower Effects

Flower	Effect
Dahlia	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 creator of the armor 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 (+2). You gain a +1 bonus to AC while wearing this armor or holding this shield.

At Higher Rarities. Rarer versions of this weapon 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 +5.

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 reduction 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 creatures 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 feet 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, and 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 increase 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. This armor is cursed. While wearing this armor, you cannot be hidden or invisible, and you cannot willingly attack a surprised creature.

Indomitable (+3). While you wear this armor or hold this 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 this armor or holding this 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.

Juggernaut (+6) – Armor Only. While wearing this armor, you can expend 15 feet of movement to deal 100 bludgeoning damage to an unattended object or structure within 5 feet of you. Additionally, while wearing the armor your speed cannot be reduced.

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 that would cause you to be poisoned, stunned, or unconscious on a failure, and you are immune to disease.

Mirrored (+3). While wearing this armor or holding this 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.

Mithral (+2) – Metal Armor Only. This 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, Dexterity, and Constitution scores increase by 2, as does your maximum for each score. Additionally, while you wear the armor, your carrying capacity is multiplied by 10.

Curse. This 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 will not willingly 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 this 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. You cannot benefit from this feature again until 1 year has passed.

Resistance (+1). While wearing this armor or holding this 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 specified options. For each additional damage type, the rarity of the armor increases by 1. An armor or shield of this type that attains mythic rarity in this manner grants resistance to all the damage types listed in this enchantment.

Retribution (+1) – Armor Only. While wearing this armor, a creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 damage of one of the following types, determined by the item's creator: 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, chosen by the item's creator: 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 hit points maximum, 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 by you 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 wear 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 creatures have disadvantage on spell attacks against you.

At Higher Rarities. Rarer versions of this armor or shield provide superior protection against magic. In addition to the +3 properties, 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 feet.

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 Armor Only. While wearing this armor, your speed cannot be greater than 15 feet, and your Armor Class is 23.

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 0.

Watchful (+2) – Shield Only. While holding this shield, you have truesight out to 60 feet 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 this armor, you have a flying 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.

..... The Ledger of Legends

Controversial Assassin to Be Interred within the Eternal Flame

We've all heard the tales of the infamous, exceptional, and honorable assassin aptly titled The Invisible Blade. Just the other night at my favorite tavern, the song "Crimson Sunrise" was performed to universal approval from the audience. The ballad is well loved in Nexus, detailing The Invisible Blade's extraordinary act of assassinating an entire noble house of vampires by morning. It brings me great sadness to see so many protesting the scheduled interment of the late assassin within the Eternal Flame. While I can see why one would question the worthiness of one who fights with suspicious honor, one cannot mistake the nobility in The Invisible Blade's intent. Even if there is some doubt, who are we to decide? To doubt the judgment of the flame is to question its virtue, a crime far more egregious to our fair district than honoring a figure some deem controversial.

ARCANA

Spellcasters have little use for arms and armor. Instead they call upon impressive arcane weaponry that better complements 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.

Spell Save DC and Spell Attack Bonus By Rarity	
Arcana Item Rarity	Spell Save DC/Spell Attack Bonus
Uncommon	DC 11/+3
Rare	DC 12/+4
Very Rare	DC 14/+6
Legendary	DC 16/+8
Extraordinary	DC 19/+11
Mythic	DC 22/+14

The following section details the kind of properties these items can have and a process for creating custom items. This system includes design and crafting guidelines as well as instructions on determining an item's enhancement bonus, its spellcasting trait, and any enchantments it may have.

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 and spell attacks without providing a specific save DC or spell attack bonus. The spell save DC and spell attack bonus is always the same as the wielder's unless they do not have one. In that case, spell attack bonus and spell save DC by rarity is detailed in the table on the left.

Arcana Crafting and Design

Crafting arcana items is an art that can only be performed by those of exceptional talent and powerful magic. In the event a DM allows a character to craft an arcana item, certain prerequisites must be met to contain the potent magic within. Each arcana item has at least one of the following components that must be supplied in crafting process, 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.

Arcana Item Enchantments (By Rarity, Then Name)					
+1 Rarity (Uncommon)	+2 Rarity (Rare)	+3 Rarity (Very Rare)	+4 Rarity (Legendary)	+5 Rarity (Extraordinary)	+6 Rarity (Mythic)
Arcana* (+1)	Bestial* (+2)	Arcana* (+3)	Bestial* (+4)	Archdruid (+5)	Colors* (+6)
Colors* (+1)	Brotherhood (+2)	Colors* (+3)	Colors* (+4)	Archmagi (+5)	Elder* (+6)
Elementalist* (+1)	Channeling (+2)	Elementalist* (+3)	Cosmic Control (+4)	Colors* (+5)	Infection* (+6)
Enhancement* (+1)	Colors* (+2)	Enhancement* (+3)	Dread (+4)	Elder* (+5)	Spellcasting (Zenith) (+6)
Mischief (+1)	Death (+2)	Life (+3)	Geomancy (+4)	Hierophant (+5)	Striking* (+6)
Spellcasting (Minor) (+1)	Detonation (+2)	Miraculous Mayhem (+3)	Spellcasting (Supreme) (+4)	Spellcasting (Ultimate) (+5)	Time* (+6)
	Enhancement* (+2)	Mysteries (+3)	Songs (+4)	Striking* (+5)	
	Infection* (+2)	Pact Making (Masterful) (+3)	Striking* (+4)	Time* (+5)	
	Secrets (+2)	Spellcasting (Masterful) (+3)			
	Spellcasting (Greater) (+2)	Striking* (+3)			
	Striking* (+2)	Storms (+3)			
	Toxic (+2)	Vermin (+3)			

* Indicates the enchantment is available at multiple rarities

Core. Because an arcana item generates its own magic, that energy must come from somewhere. The core of the arcana *is* that somewhere and the most vital part of any design. An arcana core is typically a component from a powerful creature, carefully harvested, preserved, and finally processed before finally integrated into the arcana item's design. Such components are typically thematic to the arcana item—a *staff of the fire elemental* that casts several fire spells may have phoenix down as a core, or even the ground heart of an ancient red dragon. The challenge rating of the creature that provides the component is roughly proportional to the rarity of the item, as detailed in the Arcana Core Component by Rarity table.

Arcana Core Component by Rarity

Rarity	CR Creature Component Range
Uncommon	6–8
Rare	9–12
Very rare	13–17
Legendary	18–23
Extraordinary	24–30 or Epic 1–10
Mythic	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 attempting 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 (see the Arcana Focus Component by Rarity table for details).

Arcana Focus Component by Rarity

Rarity	Focus Cost Average
Uncommon	1,000 gp
Rare	5,000 gp
Very rare	10,000 gp
Legendary	16,000 gp
Extraordinary	23,000 gp
Mythic	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 Elemental

Staff, extraordinary (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 this 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 bonus for spells you cast with the staff.

Cantrips: *control flames*¹ (0 charges), *firebolt* (0 charges)

Other Spells: *fire shield* (4 charges), *fireball* (3 charges, plus 1 charge per spell level beyond 3rd, up to 6th level), *gaseous form* (3 charges), *hellish rebuke* (1 charge, plus 1 charge per spell level beyond 1st, up to 6th level), *investiture of flame*² (6 charges), *scorching ray* (2 charges, plus 1 charge per spell level beyond 2nd, up to 6th level).

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

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

Spellcasting

Some arcana items can be used to cast spells. Such items have charges and a list of spells that can be cast using those charges. To cast a spell with the arcana item, a creature must be holding it and must be attuned to the item.

Casting a spell with the arcana item takes an action and expends a number of charges equal to the level at which the spell is cast (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 item'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 0 charges, its core burns out and the item permanently loses its spellcasting feature.

Arcana Spellcasting Capacity

Name	Spell Level	Number of Charges	Spells “Known”	Charge/ Recharge Rate	Rarity Increase
Minor	Cantrips–3rd	10	4	1d4 + 1	+1
Greater	Cantrips–6th	20	8	1d6 + 2	+2
Masterful	Cantrips–8th	30	13	1d8 + 3	+3
Supreme	Cantrips–9th	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

The capacity for an arcana item’s spellcasting feature increases its rarity according to the Arcana Spellcasting Capacity table, and as such an item “knows” a number of spells according to its capacity. When the item is created, the creator indicates what kind of spells they would like the item to know, typically from a general theme (such as fire, healing, or necromancy). The DM then decides what spells an item knows, which can never be at a higher level than the arcana item is able to cast. Spells can be chosen from any class spell list and require no material components in order to be cast.

Enchantment

Some arcana 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 here. If the effects of an arcana 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. Note that an arcana item cannot benefit from a single enchantment more than once.

Arcana (+1) – Requires Charges. While you wield this arcana, you are protected against a certain school of magic, determined by the item’s creator: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation.

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

At Higher Rarities. Rarer versions of this item afford great protection against magic. When you wield this item, when you fail a saving throw against a spell from any school you can take a reaction to expend 5 charges to turn your failed save into a success. 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 this item, 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 feet of you. The staff immediately becomes a specific beast of CR 5 or lower, loyal to you, which is determined by the staff’s creator at the time of its 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 feet 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 the beast 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 wand 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 casting 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 unexpended 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, until 24 hours have passed, or until you use this feature again. You cannot gain a spell slot in this manner of a level greater than the highest-level spell slot you can cast using a spellcasting class feature.

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

Colors (+1). This enchantment endows an item with one of the following colors, determined by its creator at the time of its creation: 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 feet. On a hit, the target is affected by the color according to the following list.

- **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. Staffs of mythic rarity have 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 to expend a spell slot to generate a single powerful magical phenomenon of a celestial nature, chosen from the following options.

- **Black Hole.** You cause a dark singularity to appear in an unoccupied space you can see within 120 feet. The singularity generates a powerful gravitational field in a 10-foot-radius sphere plus an additional 10 feet 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 feet, producing an explosion in a 30-foot-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 a success.
- **Shooting Star.** A radiant star projects from the rod and strikes a creature you can see within 60 feet, dealing 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 a undead in 24 hours at your maximum hit points. As an undead you no longer need to eat, drink, or breathe, your creature type changes to undead, and you have immunity to poison damage and resistance to necrotic 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 this item, as an action you can destroy it and generate a colossal explosion in a 60-foot-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. Objects and structures in the area take this damage automatically. Anything reduced to 0 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 plane 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. The creator of the wand immediately becomes attuned to the wand upon its completion. Additionally, you can only become attuned to the wand by killing a creature already attuned to it. Once you attune to the wand, you cannot become unattuned unless you are killed by an enemy creature.

At Higher Rarities. Rarer versions of this wand are deadly tools that are exceptional for magical dueling. 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 "hallowed elders" and have a rarity increase of +6.

Elementalist (+1). While holding this item you are immune to one type of elemental damage, 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 this item also absorb elemental energies. While holding such an item, when you would take elemental damage of the chosen type, in addition to the damage immunity 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 last until you finish a short or long rest. Such items have a rarity increase of +3.

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

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

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

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 this staff, you can take an action to call down a pillar of energy in a 5-foot-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, or half as much on a success.

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 (causing you to suffer any stress effects caused by the *wish*). The first time you use this feature in a year, the call is always answered. Once you have used this feature, you cannot use it again until 1 month has passed.

Infection (+2). While holding this item, when you affect a single enemy creature with a 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 you to infect your 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 do 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 feet of you that you can see. You decide whether the effect will be weal or woe, rolling a d10 and consulting the Miraculous Mayhem table. If an affected target must make a saving throw, the DC is always equal to your spell save DC or a DC appropriate for the item's rarity according to the Spell Save DC and Spell Attack Bonus By Rarity table detailed earlier in this section, whichever is higher.

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 1 for each time you have succeeded on the saving throw. The increase to the save DC resets when you finish a long rest. On a failure, the magic of the item retaliates against you, subjecting you to each woe effect from the Miraculous Mayhem table simultaneously and instantly.

Miraculous Mayhem Table

d10	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 day's rations. The target is cured of any poisons and immediately regains 10d10 hit points.	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 8 and 40 hit points and are vulnerable to piercing damage.
3	The target is encased in a giant balloon (AC 10, 1 hp), granting it a flying 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, the 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 the affected weapon, 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, it instead attempts to give its 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, Intelligence, and Wisdom 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 throws and ability checks. This effect ends early if the target becomes grappled, incapacitated, or restrained.	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.
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 or have its size 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 able 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 with the rod that has asked you a question to which you do not know the answer. 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 this 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* 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 on a Medium or smaller creature within reach and magically disguise it as something else. The object takes on an appearance of one of similar size but is otherwise indistinguishable from the form it takes, fooling even tactile and auditory senses. You can affect up to seven objects or creatures simultaneously with this feature. If you affect an eighth object or creature, you choose which one of the other affected objects or creatures 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 3rd 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 increases the maximum spell slot level you can expend for extra force damage on a hit. This maximum level of spell that can be expended using the staff is increased by one for each increase in the staff's 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 this item, you are immune to the effects of aging and cannot be magically aged.

Additionally, while you hold the item, you have either two bonus actions or two reactions (determined by the item's creator at the time of its creation).

At Higher Rarities. Rarer versions of this item grant you two bonus actions *and* two reactions instead of one or the other. Such items are titled "aeonic" and have a rarity increase of +6.

Toxic (+2). While you hold this 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. A creature who has succeeded on a saving throw against this effect is immune to it for 24 hours.

Vermin (+3). While you hold this item, you are surrounded by a cloud of buzzing vermin in a 15-foot-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 feet of you, to which the swarm flies 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.

WALKING THE STREETS

Taking a stroll down the Steel Streets is like exploring a military encampment. Everyone is armed and armored, while the sounds of clanging steel echo at all hours. The air is thick with the smoke of a thousand blacksmiths and the smell of smoldering steel, blood suffusing every surface. The people of the Steel Streets are loud and proud. No one is afraid to get in a fight, and boisterous crowds

gather when warriors of considerable skill square off in public. Many come to the Streets just to watch fights, hoping to learn from the expertise on display or pillage the bodies of the slain. Things rarely get that far, however. The violence of the Streets is akin to the competition of intense athletes, overwhelming and intimidating to those unfamiliar with such passion but ultimately all in good fun. Throughout the district there are many places worth your time. Ancient weapon masters instruct worthy students while contests of strength and skill are as popular as any bar. The following locations are a few of many such places one can visit in the Steel Streets.

NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order.

The Bladestone

A towering obelisk carved from a mysterious stone, this landmark is the source of a grand competition in the Steel Streets. Great warriors from countless worlds have tried to make their mark upon the bladestone, striking it with terrific force. However, the stone magically recovers from all damage except for the greatest single blow it has ever received. Most fail to make more than a scratch in the stubborn object, but every now and again figures of Epic power try their luck. Such an event is a big deal in the Streets—shops close and crowds form, eager to see if the new hopeful has what it takes. Any weapon can be used to strike the great stone,



The Steel Streets



but magical aid or assistance from allies is an immediate disqualification. The reigning champion is gifted one of the finest mansions on the Steel Streets, along with the undying respect from all who value skill with weapons of war. The current record holder is the legendary **Masako (level 28 half-orc ravager)**, whose katana cleaved nearly halfway through the bladestone (dealing well over 500 damage to it in the process.).

The Institute of Blood

Almost everyone loves blood sports, and Nexians are no exception. This colossal arena doubles as both a coliseum and museum, hosting nonlethal but brutal battles while paying homage to champions past. No matter their injuries, those who would be killed in the arena are spared from death by foolproof magic, though the pain of such an experience is said to be excruciating. Fighting in the



arena is a great honor. One that must be paid for via an exorbitant entrance fee. Failing to put on a good show is a disgrace few live down. The building can seat over ten thousand, and tickets are well worth the price. Beneath the fighting pit is a grand hall where the weapons, armor, and even limbs of past blood champions are displayed alongside artistic presentations of their great deeds within the institute. Outside, crimson banners of terrific size border the structure, magically displaying the faces of current competitors and announcing upcoming fights.

Battling in the area is not about winning; it's about putting on a good show. Most fights are skirmishes designed to test a range of martial abilities and provide opponents a chance to learn from each other. Such conflicts are divided up into three combat rounds during which the fighters perform the following actions.

- **Round 1.** Combatants are expected to spend their first-round insulting, belittling, and intimidating their opponents. Typically, this involves Performance or Persuasion ability check contests between combatants, with the victors winning over the crowd. Many competitors develop over-the-top personas to better perform in this stage.
- **Round 2.** The combatants attack each other with all their might but avoid utilizing “unsportsmanlike” techniques. The more damaging and exciting the attacks, the more the crowd enjoys the spectacle. Attacks and abilities that incapacitate an opponent (other than knocking one unconscious) are highly frowned upon.
- **Round 3.** The combatants separate and assess the situation. During this time, they are likely to perform strategic or tactical maneuvers to gain an advantage. Casting spells, drinking potions, finding high ground, and other such maneuvers are common choices.

This cycle can continue for hours depending on how evenly matched the combatants are. At the end of every three rounds, the crowd shouts the name of their favored competitor. If one name can be clearly heard above all others, that combatant wins the competition.

Blood Champions. Any combatant that wins one hundred matches is granted the title of Blood Champion and can never compete in the arena again. Their reputation is immortalized within the institute, and their name is spoken in awe throughout the district (and sometimes even all of Nexus, depending on the quality of their performance).

Nexian Sheriffs' Office

The Steel Streets is home to the headquarters of Nexus's security force: the Sheriffs (though the locals call them Grey Guards as a sign of disrespect). The office is made of four large alabaster stone structures linked together by pleasant gardens and pathways. One is an educational facility for deputizing new sheriffs, while the others are dedicated to various forms of bureaucracy required to run the organization. Located below the offices are holding cells in the

rare instances the Sheriffs need to hold criminals. The entire complex is surrounded by magically reinforced walls and several gigantic statues that come to life in response to any unlawful intrusion.

The Sheriffs are a mostly volunteer force made up of capable visitors to Nexus. Adventurers can always be counted on to take risks and fight well if the rewards are good enough, so Nexus offers a tantalizing benefit to those wishing to don the Sheriffs' white cloak and hat. While most Nexian visitors are afforded only a total of three months a year to visit, a tour with the Sheriffs allows an adventurer to extend a stay for an entire year. While this policy renders the organization a ragtag bunch with a diverse pool of abilities and powers, they are nonetheless a formidable force. A reasonable number of Epic heroes are counted among their ranks, a suitable deterrent for all but the most powerful of troublemakers within the city. When one is employed by the Sheriffs, they are magically enchanted in an initiation ritual, gaining the following Epic boon.

EPIC BOON: NEXIAN LAW

While in the city of Nexus you gain the following traits, which are Deific effects.

- You can hear the auditory or telepathic requests for the presence of a Nexus sheriff anywhere in the city of Nexus.
- You can communicate telepathically with any Nexus sheriff and always know the direction and fastest route toward any other Nexus sheriff.
- If you willingly attack another sheriff or Nexus city official, or if you leave the city of Nexus, you immediately lose this Epic boon.

Special Operations Center

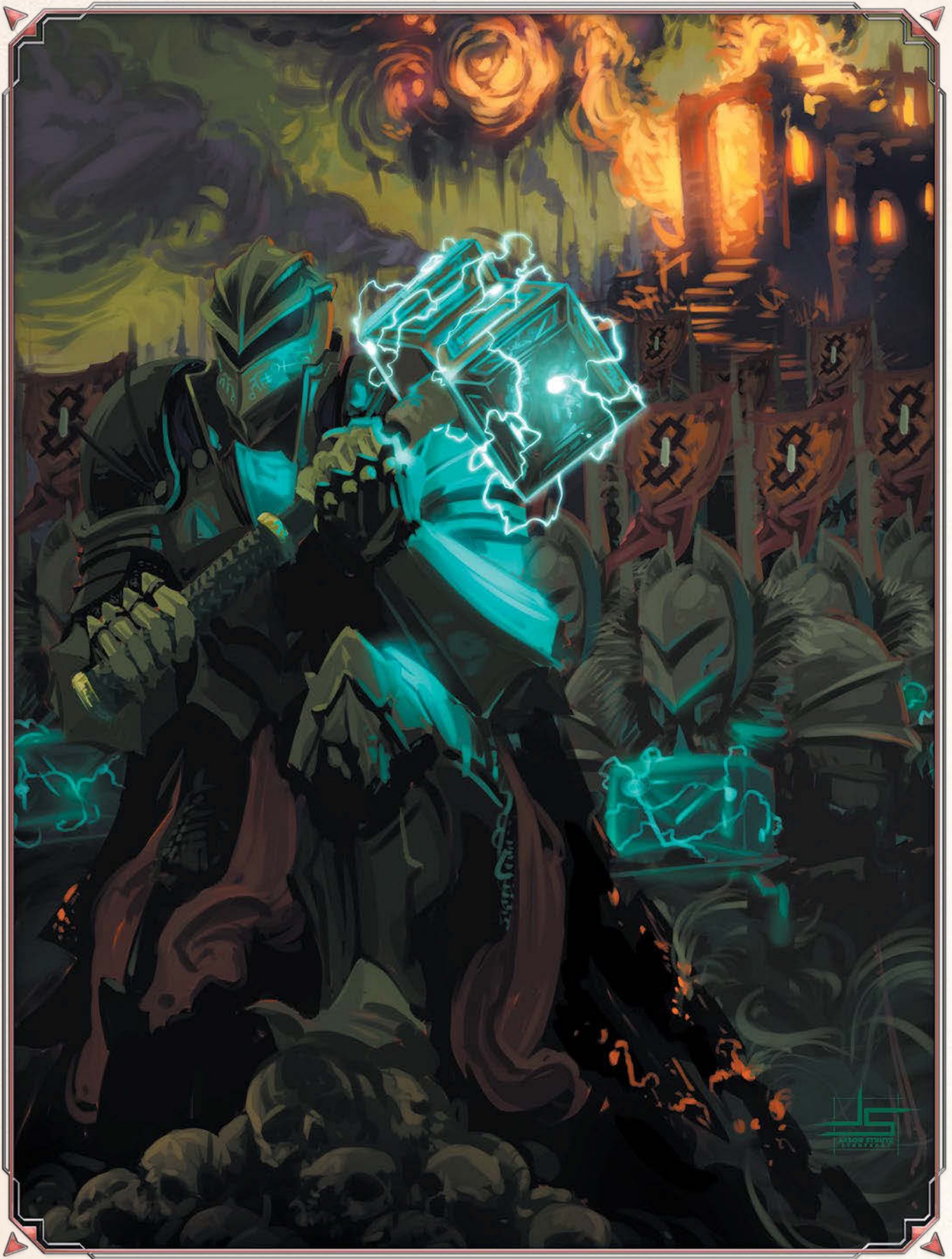
There are some dangers that even the Nexian Sheriffs are not equipped to handle. When catastrophic violence rears its head on the streets of Nexus, an elite team is called in. These are the Nexian Special Operations Force, often referred to as the Dread Guard. In their black stone fortress of a headquarters, the Dread Guard spend their days training under the guidance of one Lord Drax, whose extraordinary service record as a Nexian sheriff lead formed the basis of their founding. With a talent for the precise application of overwhelming force, Lord Drax has never failed to resolve a dire situation. With more than two hundred years of service under his belt, the number of threats Drax and his operatives have quelled is formidable. Only a fool would think to challenge their might head on.

Only High Marshal Othello Titaneye can call forth the Dread Guard and will only do so in times of crisis. While its operatives come from a diversity of backgrounds, all follow Lord Drax's example in terms of combat doctrine and training. A typical example of a Dread Guard is detailed here, though other more or less powerful operatives are known to exist.

Trial of the Unknown Hero

This gigantic, spear-wielding colossus is forged of magical steel. Occupying an entire city corner, the monument's history is unknown, but the locals have taken to calling it the “trial of the





unknown hero." Most of the time the statue is still, a silent visage of a forgotten Epic hero from ages past. However, once a day the statue recites a great epic detailing a quest for heroes to complete. The poem has proven to be tremendously long and appears to be far from complete, but when the heroic deeds detailed in the epic are completed in real life, the statue adds another stanza at the next recitation. No one knows what will happen when the story is complete, but it is considered a great honor in Nexus to have contributed to expansion of the poem.

The names of those who performed deeds at the statue's request are inscribed on its base.

Sir Arresyu II (level 23 dwarf dreadnought). Arresyu lives in a small house near the trial of the unknown hero. The son of a paladin who died valiantly while on the trial, Arresyu has taken to aiding those who attempt to complete the poem by providing potent weaponry for their quests. Should Arresyu witness any particularly promising aspirants participating in the trial, he may call them

DREAD GUARD

Medium Epic humanoid, lawful neutral

Armor Class 30 (plate, shield)

Hit Points 756 (72d8 + 432)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	22 (+6)	15 (+2)	24 (+7)	16 (+3)

Saving Throws Str +18, Dex +11, Con +15, Wis +16

Skills Insight +25, Intimidation +12, Perception +25

Damage Resistances bludgeoning, piercing, and slashing from non-Epic creatures

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 300 ft., passive Perception 35

Languages Common and three other languages

Challenge Epic 4

TRAITS

Elite Teamwork. The guard gains a +1 bonus to its saving throws for each other dread guard within 300 feet of it that it is aware of.

Additionally, the guard has Epic advantage on attack rolls against creatures within 5 feet of an ally of the guard that isn't incapacitated.

Lawbound. The guard cannot be compelled or forced to act in a manner that goes against Nexian law unless explicitly ordered to do so by a Nexus authority figure that outranks it.

Smite Chaos (1/Turn). When the guard scores a hit with a weapon attack against a creature violating Nexian law, it can choose to smite the target. A creature so smote takes an additional 55 (10d10) damage of a type chosen by the guard between cold, fire, or lightning damage.

Stormguard Weaponry. The guard's weapons are magical and grant a +3 bonus to attack and damage rolls (included in the attack).

Wargear. The guard is equipped with formidable equipment. Its plate armor and shield are magically enchanted to grant it an AC of 30, and its black greatcloak can take the shape of enormous wings to grant a fly speed of 30 feet.

ACTIONS

Multiattack. The guard makes four weapon attacks, or two weapon attacks and takes the Dash, Dodge, or Search action.

Forcecage (1/Short or Long Rest). The guard casts the spell *forcecage* (spell save DC 26).

Rally Cry (1/Short or Long Rest). The guard lets loose a rally cry that bolsters its teammates. Each allied creature within 120 feet of the guard that can hear it magically regains 100 hit points and can end 1 spell effect of its choice currently affecting it.

Shield Bash. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage. If the target is a creature, the guard can push it up to 30 feet away from it in a direction of the guard's choice.

Stormguard Crossbow. *Ranged Weapon Attack:* +14 to hit, range 120/360 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a creature, the guard may immediately take a bonus action to attempt to magically teleport the creature. The target must succeed on a DC 26 Charisma saving throw or be magically teleported to an unoccupied space within 30 feet of the guard. If there is no unoccupied space within 30 feet of the guard, the effect fails.

Stormguard Hammer. *Melee Weapon Attack:* +21 to hit, reach 5 ft., one target. *Hit:* 22 (2d12 + 9) bludgeoning damage. If the target is a creature, the guard may immediately take a bonus action to attempt to stun the target. The target must succeed on a DC 26 Constitution saving throw or be stunned until the end of its next turn. A creature that fails three such saving throws (even between multiple operatives) is instead stunned for 8 hours.

REACTIONS

Shield Block. When the guard takes damage from an attack, it can take a reaction to halve the damage.

Some Dread Guards, such as Lord Drax, are exceptional members of their order. In addition to the traits and abilities detailed above, such members have the following features.

Mythic Resistance. When the guard fails the saving throw, it can expend one of its unspent legendary actions to succeed instead.

LEGENDARY ACTIONS

The guard can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guard regains spent legendary actions at the start of their turn.

Dash. The guard moves up to his speed.

Heal. The guard magically heals itself or a creature it can see within 60 ft. The target magically regains 55 (10d10) hit points.

Strike. The guard makes a Stormguard Crossbow or Stormguard Hammer attack.



over to share a drink and share stories. The surly dwarf's magnificent beard and warrior's physique betray his experience, and those who seek his counsel respectfully may be honored with one of his customized weapons. Weapons forged by Arresyu's unique talents are magic items that have the following magical enchantment, which can be used in conjunction with the Adventurer's Arsenal detailed earlier in this chapter to create potent magic items.

Destiny (+4) – Weapon Only. This weapon is keyed to a specific character class, displaying detailing and styles thematically appropriate for that adventuring profession. While you are attuned to the weapon, you gain the following benefits according to your class. In the event you have multiple classes, you gain the benefits of the class in which you hold a majority of levels. In the event of a tie, you decide which class's benefits you gain when you attune to the weapon.

- **Barbarian.** When you enter a rage, you gain temporary hit points equal to your Strength score plus your Constitution score. These hit points are lost when your rage ends.
- **Bard.** Your Bardic Inspiration dice are increased by one dice category (d6s become d8s, d8s become d10s, d10s become d12s, and d12s become d20s), to a maximum of a d20.
- **Cleric.** When you hit a creature with a weapon attack and use your Divine Strike feature, you can expend a cleric spell slot to increase the damage. The increased damage is 1d8, plus an additional 1d8 for each spell slot level higher than 1st.
- **Druid.** When you cast a spell that expends a druid spell slot, you regain hit points. The amount of hit points regained is 1d4 for a 1st-level slot, plus an additional 1d4 for each spell slot level higher than 1st.
- **Fighter.** When you use your Action Surge feature, you also take the Dash action (no action required).
- **Monk.** When a creature succeeds on a saving throw against one of your monk features in which you expended ki points, you regain 1 ki point, up to your ki point maximum. This benefit cannot occur more than once per effect you produce.
- **Paladin.** When you cast a spell and expend a paladin spell slot while holding a melee weapon, that weapon becomes charged with holy power for 1 minute. While the weapon is so charged, when you would hit another creature with that weapon, it gains the benefits of your Divine Smite feature as though you had expended a spell slot of a level equal to the one you used to cast the paladin spell. An attack that benefits from this feature can benefit again from your ordinary Divine Smite feature.
- **Ranger.** Your Wisdom score becomes equal to your Dexterity score, or vice versa (whichever is higher).
- **Rogue.** When you score a critical hit that benefits from your Sneak Attack, you may roll the attack's damage dice three times instead of twice.

Destiny (+4) – Weapon Only, *Continued*

- **Sorcerer.** When you apply a non-Epic Metamagic to a spell you have cast, you may apply a second Metamagic you know, provided you pay its sorcery point cost.
- **Warlock.** When you hit a target with an attack, you may immediately take a bonus action to cast a spell you could cast by expending a warlock spell slot or from a warlock feature as an action that also targets an enemy creature or affects an area. The target or center of the spell is always the creature you hit. If the target is outside of the range of the spell you chose, the effect fails.
- **Wizard.** Your maximum number of non-Epic wizard spell slots for each level of spells you know increases by 1.

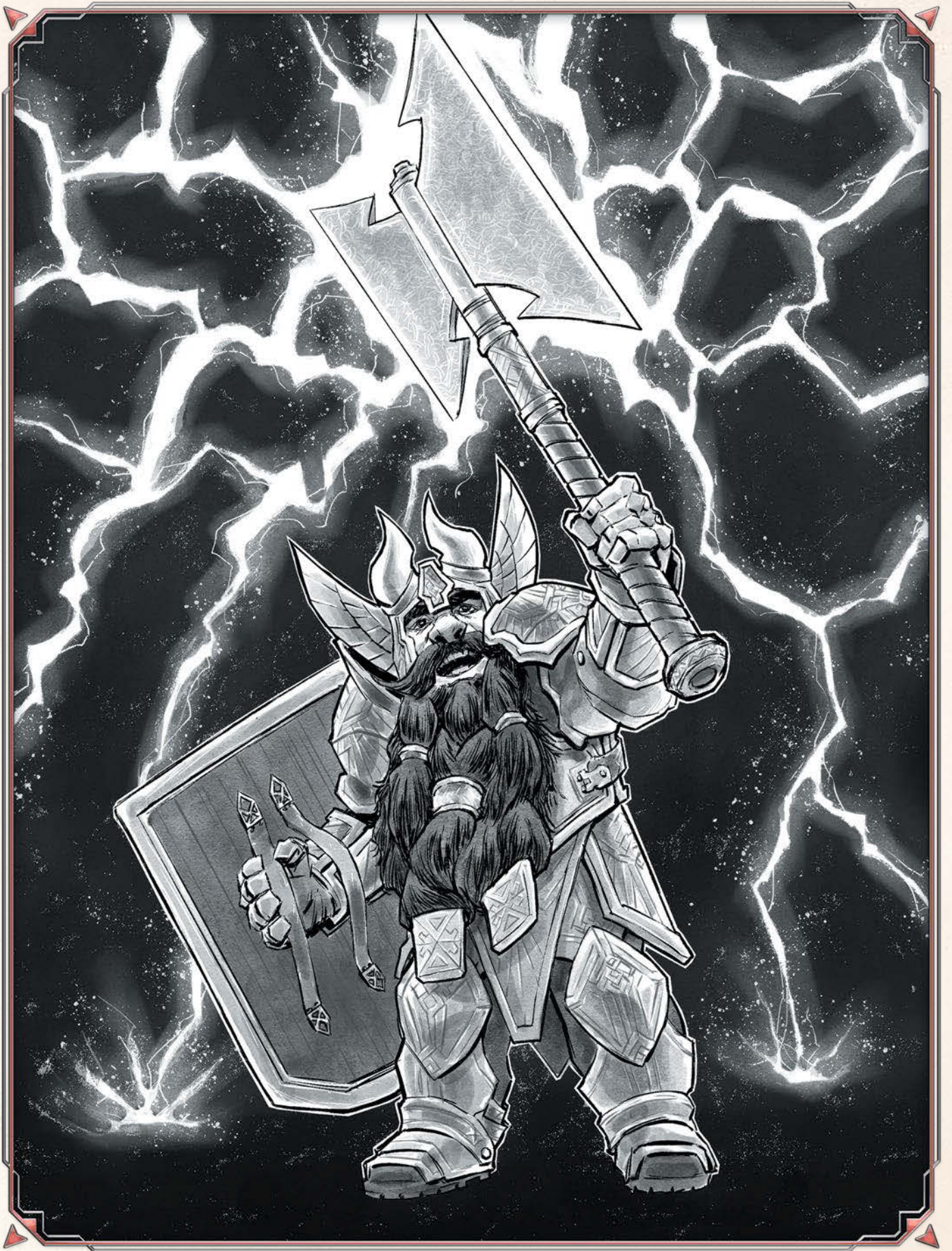
The Eternal Flame

At the center of a roundabout in the Steel Streets, a large shrine rises above the surrounding roads. At the center of this mystical shrine burns a great blue flame fueled by raging, unquenchable magic. The flame is incredibly hot, preventing all but the most stalwart from approaching. It is said the fire was created by a fire avatar to honor the heroes who passed through Nexus's gates. If the body of a dead creature is cast into the flames, its life will be judged by the highest standards of honor and virtue. Those that pass this magical test have their spirits bound to the flame and can be called upon by generations of heroes for their wisdom. This honorable existence transcends dimensions, with champions from across existence sharing their experiences with those in need. Those that fail become fuel for the flame in both body and spirit, a last chance at redemption for a dishonorable life.

The Ledger of Legends

Debate Rages over Magical Weaponry Registration

Today marks the third round of debates over the proposed Excessive Weaponry Exclusion (or E.W.E) act between the Nexus City Council. High-profile figures from all walks of Nexian life have made their opinions known on this controversial bill, inflaming tensions across the city. As a follow-up to last week's emphatic speech by the Wardancers, the Punch Drunks have scheduled a "drink in" in protest of their "biased" rivals being party to the proceedings. It doesn't take a policy expert to note that if the E.W.E act passes and magical weapons become restricted across Nexus, the Punch Drunks will certainly gain the upper hand in their ongoing war for the Steel Streets. It is this author's opinion that as brutal as that unruly district is, such an outcome will inevitably make it far worse.



CHAPTER FOUR: THE EMERALD WILDS



“It may look like a city park, but don’t let the soft grass and timeless trees fool ya. The Emerald Wilds are as savage as a tarrasque and more magical than a feylord magician at midnight. Don’t get me wrong, it’s a living wonder worth exploring. Just watch for predators, be polite to the water, and don’t pick the flowers.”

– Tamara Tall

Nexus cofounder Heletek Pyeha understood his city could be more than just a utopia for knowledge. Strange new life availed itself on each world he and Kaya explored. While his friend was more interested in discovering resources to exploit, Heletek saw the potential in a shared existence with flora and fauna of other worlds. What began as a menagerie to house collected specimens became a collection of magical biomes, blossoming with unique and rare beings from across dimensions. Heletek wasn’t much for names, so those who frequented the district took to calling it the Emerald Wilds after its sloping geography and gemlike grass. The district takes up nearly a quarter of the available space in Nexus, completely converted into an arboretum and nature preserve of epic proportions. At the center of the park is Mount Pyeha, a snowcapped peak that rises high above all but the tallest buildings in the city. Those with an affinity for the natural world can find much to do within the green expanse of the Emerald Wilds. Mythical beasts of all shapes and sizes call the district home, living as they would in nature. The hustle and bustle of the city is nearly absent, and ecological marvels are everywhere. Those who live here, from savage beast to ancient oak, take a dim view of those who flaunt unnatural magic, artifice, or a blatant disregard for nature. The Sheriffs don’t look too closely into the deaths of ignorant visitors who failed to respect Heletek’s vision.

DISTRICT OVERVIEW

Alignment: Unaligned
Population: 3,000
Economy: Agricultural
Danger: Extreme

Most consider the Emerald Wilds to be one Nexus’s greatest mysteries. Heletek wasn’t fond of explaining himself, and only the Nexus City Council truly knows what dwells within the district. Determined explorers and patient researchers can unearth astounding discoveries gone unnoticed for centuries. Many believe the district is far larger than it appears, and they may well be right.

It houses dozens of biomes, many of which are inhospitable and quite dangerous. To make things even more complicated, much of the life in the district has magically interbred, creating never-before-seen species that defy explanation. The district is now a place where anyone can fit in and explore their own existence, so long as they take care to respect the needs of the world around them.

The Emerald Wilds is a highly magical place with unique traits that affect its visitors and inhabitants. The entire area was enchanted by Heletek to be a haven for all life, forming a magical domain known as a direwyld. This particular direwyld is a Deific-level domain. The general details of domains and their properties are found later in this chapter, while the specifics of a direwyld domain are detailed here.

NEW EPIC LANGUAGE: SYMASTAI

Symastai

Language Prerequisites: Living creature

Symastai is a complex form of communication that can be performed by any creature with a visible form. The language is entirely nonverbal, requiring incredibly subtle physical cues that necessitate perfect distance, appearance, timing, and sometimes even physical contact. Symastai can convey incredibly complex emotions and ideas, some of which are nearly impossible to articulate verbally. For this reason, it is considered an incredibly intimate language, rarely spoken to those who do not have the absolute trust and confidence of the speaker. To “speak” symastai a creature must be visible to those with whom it is communicating.

CULTURE

The Emerald Wilds is a society trying desperately to avoid being a society. Its people live in isolation from each other, their days focused on self-exploration and improvement through living alongside nature. Such efforts are futile for most, as the near-infinite social weight of Nexus pulls all citizens into some aspect of city



life. The district's residents have made peace with this reality, establishing ecofriendly businesses and safeguarding visitors against the district's more unforgiving hazards. These charitable few have cultivated humble agricultural institutions: farms, vineyards, herb gardens, and other small-scale businesses. Most of these locations can be found along the Old Dusty Trail, a magical pathway that snakes throughout the district. "Ol' Dusty" is in actuality a powerful magical creation that wards off threats to tourists and visitors to the Emerald Wilds—a vital precaution.

Life for those off the beaten path is hard, but it's a life they choose. Those who thrive in the wilds of the district are among some of the most experienced naturalists and survivalists to be found anywhere. The district hosts the largest population of nonhumanoids in Nexus by a huge margin. Such creatures find these areas much more comfortable compared to the cramped buildings and narrow streets of Nexus. Adventurers in the hills are often barbarians, druids, and rangers, with a large colony of elementalists dedicated to following the teachings of Heletek in the founder's absence. No matter their origin or strength, all residents of the Emerald Wilds honor Heletek's vision for the district, reveling in its diversity and wild atmosphere.

Slang and Sayings in the Emerald Wilds

A silent nod without making eye contact – common greeting

"Truth is becoming." – common agreement

"Blooming out of season" – common insult for one who is socially awkward

"Grown well" – common compliment for one who understands who they are

"A dusty" – common insult for a tourist

"Fairweather wayfinder" – common insult for one who shields oneself from nature rather than embracing it

Fashion

The residents of the Emerald Wilds value who they are and always aspire to put their identities on display. What is considered "good" fashion depends on how well one does at expressing oneself. Those who look uncomfortable in their attire are pitied for their unwillingness to embrace their true desires, unless of course they are wearing the outfit out of necessity. Consequently, the fashion that comes out of the district varies wildly and rarely garners appreciation in wider Nexian society. Most consider the outfits to be wildly eccentric at best and downright offensive at worst. More than a few Emerald Wilds residents have caused a scandal by challenging conventions on decency. While the colors of the district are expectantly green, few feel the need to integrate their pride for the district into attire. Some of the most unusual outfits involve the integration of natural phenomena. A seductive bodysuit fashioned from ivy, an enchanted stream that flows over one's body, or even a colony of strategically placed bumblebees are among some of the more startling examples the district has been known to produce.

Wealth

To most residents of the Emerald Wilds the greatest treasure is living a life true to oneself. Unfortunately, that is small consolation when you haven't had a warm meal in over a week. While the district has ample nutrients for an experienced forager, most citizens aren't willing to live on the raggedy edge. Great care and expense are put into the district's many businesses and residents.

DIREWYLD DOMAIN

Nature is not always subtle. When a realm is untainted by the stain of civilization the land can flourish on a grand scale, becoming a primordial haven where nature reigns supreme. These magical domains are direwylds, home to fantastically powerful endemic life. Direwylds are perfectly balanced, unshakable ecosystems. They may be towering mountains awash in snow, crystal-clear tropical lakes that rejuvenate the spirit, or verdant forests that have stood for eons. It takes titanic force to threaten a direwyld. Inhabitants are swift to protect their home and immediately recognize outside threats. Living within a direwyld is the ultimate survival experience and demands one find one's place within its circle of life. Adventuring and exploring these environments are dangers few willingly undertake. The trappings of civilization are of little use in the direwyld, and even experienced survivalists struggle to do more than scrape by.

Creatures. Beasts, dragons, monstrosities, plants. Everything living in a direwyld is part of a balanced ecosystem. Nothing is unnecessary or trivial; everything plays a critical role in the cycle of life within the direwyld.

Detection. A DC 22 Wisdom (Survival) check is required to determine a direwyld's true nature.

Properties. A direwyld domain causes the following effects within its area.

- **Bonded.** Creatures and plants of the direwyld learn a unique Epic language they can use to communicate with each other. This language is generally referred to as symastai, though the dialect spoken by the creatures of the direwyld is unique and can only be understood by those proficient in the dialect. The details of symastai can be found in the sidebar by the same name.
- **Explosive Growth.** Beasts and plants that are born in a direwyld cannot die of old age and never stop growing throughout their lives, unless continued growth would make the beast or plant unsustainable by the direwyld.
- **Extreme Environment.** When a creature finishes a short rest within the direwyld, it gains one level of exhaustion. Additionally, when a creature enters a direwyld for the first time in a day, it gains one level of exhaustion. Natives of the direwyld and those who have lived within its confines for more than 1 month do not suffer this effect.
- **Night Watchers.** When a creature that is not native to the direwyld takes a long rest there, all creatures and plants of the direwyld become aware of that creature's exact location for the duration of the rest.

The results are structures perfectly integrated into the environment, minimizing environmental impact while providing ideal living for one's personal growth. To procure services and materials the residents trade in the district's greatest resource: the environment. Such transactions are limited to avoid exploiting or depleting the resource. Many of the district's unique goods are some of the most rare and expensive throughout Nexus, taking tremendous amounts of time to produce in large quantities. Potion ingredients, spell components, and crafting materials are among the most sought after, many of which can only be acquired through great personal dedication or risk.

ADVENTURING IN THE EMERALD WILDS

There is plenty of adventure to be found in the Emerald Wilds, provided a party doesn't take things too far. Rare creatures can be researched, unique materials collected, and mysterious magic performed far from the hustle and bustle of Nexus's city streets. Due to the district's direwyld domain, it is wise to plan well for even a day trip to the district. The natural wonders alone are often enough to satisfy a few thrill seekers. Climbing Mount Pyeha is a worthy pastime, though there is always something new to discover. The district has a peculiar magic that spawns new ecological wonders and consumes others. Those who knew every stone and tree of the district ten years ago would find it almost completely unrecognizable today. Crystalline caves or bubbling streams can manifest overnight, appearing as if they had always been. It is said the district builds such places for those who come seeking answers to meditate and learn. Detailed below is a list of possible plot hooks for adventures based around the Emerald Wilds.

PERSONS OF INTEREST

Few who dwell within the Emerald Wilds are in search of fame or glory. Most prefer to remain anonymous or unnoticed by the rest of Nexus, but it's difficult to escape the prodigious rumor mill that runs day and night. Many of the district's members have become (in)famous despite their best efforts, drawing attention and visitors. More than a few nonhumanoids are well-known residents of the district. It's common for Nexians to visit the park to "monsterwatch," much to the irritation of those who dislike being gawked at. The greatest among the district's residents are known for their philosophies, carefully exercised power, and unusual proclivities.

Heletek Pyeha (level 30 goliath avatar). Esteemed cofounder of Nexus and progenitor of the Emerald Wilds, Heletek Pyeha is revered by every rock, tree, and creature that calls the district home. While his absence weighs heavily on each citizen's heart, Heletek's wisdom and philosophy of personal development are everywhere. Most believe Heletek will return to meditate atop his mountain once more. They patiently await for this day, keeping the district true to the founder's vision to ensure a glorious reunion.

Ionia Farendel (level 27 wood elf primordial). Ionia arrived in Nexus looking for a well-earned vacation after many years of Epic adventuring. She soon fell in love with the Emerald Wilds, praising it as a model by which all worlds should fashion their relationship with nature. Within a decade she became the district's councilwoman and has led with distinction ever since. In person

Ionia is reserved and patient, using exactly the right words to resolve any dispute and never speaking more than what is required. Any who wish to become district citizens must meet and share in a tranquil cup of pine tea. If one word is spoken throughout the meeting among the Hill's peaceful woods, the application is rejected.

Trials of Land (Giant Panther of Legend), Air (Giant Falcon of Legend), and Sea (Giant Turtle of Legend).¹ When the Great Hunt was established, the number of participants was overwhelming. The body count was horrific, as many would-be hunters proved to be overconfident blowhards looking to take the fast track to fortune and glory. In response, a conclave of slayers (Epic rangers) created three mighty beasts to test aspiring competitors in the Great Hunt. Each of the beasts present a different challenge that hunters often face: spotting, tracking, and chasing represented. Should anyone complete all three trials without the aid of magic or tools beyond mundane equipment, they are eligible to participate in any future Great Hunts.

Each trial is provided by a wondrous specimen perfectly adapted for their task. Shekkilah the Panther prowls the district like a living shadow and must be tracked to its lair to pass the test. Doing so requires a successful DC 40 Epic Wisdom (Survival) check.² Voritoss the Falcon soars high above the district at terrific speed. To pass her trial one must catch the elusive falcon with one's bare hands. The falcon has a movement speed of 180 feet, as well as incredible athleticism and excellent senses. Gelimbru the Turtle lurks within the lakes and ponds of the Emerald Wilds and possesses adaptive camouflage, hiding in plain sight and requiring a successful DC 40 Epic Wisdom (Perception) check to find. Describing the turtle's unique golden markings on its underbelly is sufficient to pass the test.

The Last Guardian³

"The Last Guardian is equal parts tragedy and beauty. It has endured when countless others would have fallen, thanks to its unstoppable power and dignified strength. The day it falls in battle will never be forgotten, for we shall never see its like again."

– Ionia Farendel

Description

The creature's name is a mystery, so Nexians have taken to calling it the last guardian. The fey creature appears as a winged unicorn with a mane and tail of shimmering, prismatic light. Its eyes burn with a vengeful flame, and its hooves emit brilliant displays of light wherever it treads. Its power is staggering and has gone unchallenged throughout its five-hundred-year tenure as warden of the Emerald Wilds. The guardian can be found confidently patrolling the district at all hours. It is customary to avert one's eyes while in the presence of the guardian, and those who disrespect the creature reap devastating consequences.

¹ If you are using 2CGaming's *Total Party Kill Bestiary*, each of these creatures can be created using the Beast of Legend template found within.

² Epic ability checks and how they work are described in chapter 1 of the *Epic Legacy Core Rulebook*, produced by 2CGaming.

³ The last guardian is a mythic creature. For details about mythic creatures and how they function, consult chapter 8 of the *Epic Legacy Core Rulebook*.

Emerald Wilds Adventures

d10 Description

- 1 A cold light appears atop Mount Pyeha, bathing the district in an early winter. A fey princess is responsible, proclaiming she will make the first adventurers to climb the mountain her champions in a war to reclaim the Frost Throne on her home plane.
- 2 A blue dragoness lays a clutch of eggs within the Emerald Wilds, sparking a serious ethical concern as the district is not equipped to house a family of wily dragons. No one knows what magic the district may have on the unhatched wyrmlings, but so far, the dragoness has done nothing to warrant eviction. The issue has not escalated past debate, but that is unlikely to remain the status quo.
- 3 Seven fallen hunters are brought to Honor's End to be burned and for tribute to be paid to their memories. This marks the hundredth slain by the subject of this year's Great Hunt: a mythical leviathan known as the Emperor of the Deep, native to an oceanic world.
- 4 A squirrel that had been living within the Emerald Wilds is revealed to be a deity in exile, cast out by its spurned followers. Now the angry former acolytes have tracked the deity down and demand extradition so it may face execution. The Nexus City Council requests a group of adventurers go to the deity's home world and investigate whether extradition is warranted.
- 5 An act of unforgivable vandalism strikes the Emerald Wilds. A tree believed to be the last of its species is felled and stolen. Councilmember Ionia Farendel is quick to blame residents of the Towers of Thul, enflaming an already ugly rivalry between the districts until those responsible are brought to justice.
- 6 A druid ceremony at Meridia goes horribly wrong, unleashing a perpetual Epic magical storm over all of Nexus. The druids have been unable to abate the hurricane due to lack of rare magical components, which they will pay almost any price to obtain.
- 7 A trio of earth avatars begin a massive excavation at the base of Mount Pyeha, believing that the secret to the founders' return may be buried beneath the stone. The district is split. Many wish to see Heletek's return, but others argue the founder would never wish for the district to be violated in such a manner, even for a good reason.
- 8 The Last Guardian declares the Emerald Wilds is becoming irreversibly contaminated by the other districts of Nexus. Earthquakes rock the city as the district tries to separate and isolate itself. The city council is willing to try anything to prevent this from happening and has put out a public call for solutions to the problem.
- 9 All water in Nexus begins flowing to the Emerald Wilds, forming rivers and streams throughout the streets. The water collects around a mysterious tree whose roots drink up the liquid at a frightening speed. With each passing hour the tree grows larger with no end in sight.
- 10 The trials go missing, leaving few clues behind. The most popular theory is that the trials have returned to their home plane, a savage world where magic is scarce and titanic beasts roam the land. The Emerald Wilds is desperate for their return and will pay any price.

Background

Early in Nexus's history, Heletek journeyed to a small fey realm devastated by a demonic invasion. Creeping through the ruins the avatar discovered a creature unlike any he had seen before. The last of its kind and tremendously powerful, the being was the sole survivor of the onslaught and carried with it the enduring spirits of the fallen fey peoples. Seeing its loneliness, Heletek offered the creature a new home on Nexus. There it could safeguard other wayward beings deserving of protection and keep watch in the founder's absence. At first the creature refused, but over time its trust was earned. So it came to be known as The Last Guardian, enduring protector of the Emerald Wilds.

Personality

The Last Guardian is a dignified and otherworldly soul. It rarely communicates with other creatures, instead spending its time patrolling the majesty of the Emerald Wilds. Those that establish meaningful contact with the creature uncover its deep sadness for its lost home and a burning desire to protect what little it has left within the district. Provoking The Last Guardian is a mistake of considerable proportions, for the creature is merciless in battle. Even the slightest perceived threat to the district is enough to provoke a violent response which only a handful of creatures in Nexus can hope to match.

Mythic Effects

As a mythic creature, the last guardian causes the following effects.

The Last One. The guardian is the last of its kind and is considered sacred by the universe. It cannot be returned to life by non-Deific effects, and other creatures cannot take its form or create illusions of it.

Protector of Leaf and Claw. The guardian is aware of the presence of any beasts and plants within 10 miles of it. If a beast or plant within the area dies, the guardian learns the subject's exact location at its time of death. Additionally, the guardian can instantly identify on sight whether a creature has killed a beast or plant within the last 24 hours, regardless of what form the perpetrator has assumed.

Groundskeeper Boothbran (level 12 hill dwarf ranger). This curmudgeonly old dwarf is completely dedicated to the care of the Emerald Wilds. The grumpy ranger spends most of his days broom in hand sweeping the Old Dusty Trail and collecting litter. Most Nexians know better than to underestimate Boothbran. Having lived his entire life among Nexus and its people, the dwarf has his finger on the pulse of the city, and his memory is astoundingly sharp. Boothbran can recall every person he ever encountered during his tenure as groundskeeper. Between this astounding talent and



THE LAST GUARDIAN

Large mythic fey, lawful good

Armor Class 27 (natural armor); 32 (Ablative Light)

Hit Points 2,484 (184d10 + 1,472)

Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	19 (+4)	27 (+8)	20 (+5)	28 (+9)	25 (+7)

Saving Throws Str + 20, Dex +15, Con +19, Int +16, Wis +20, Cha +18

Skills Acrobatics +15, Nature +27, Perception +20, Survival +20

Damage Resistances bludgeoning, piercing, and slashing from non-Epic creatures

Damage Immunities poison

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 30

Languages Celestial, Elvish, Sylvan, Symastai

Challenge Mythic 7

TRAITS

Ablative Light. While it is not incapacitated the guardian is surrounded by a shimmering barrier of golden force in a 20-foot-radius sphere. The guardian has a +5 to its AC against attacks from outside the area and takes half damage from creatures outside the area.

Glorious Charger. The guardian can take the Dash action as a bonus action. Additionally, if the guardian moves at least 20 feet straight toward a target and hits it with a Horn attack on the same turn, the target is instead critically hit and the guardian may push the target ahead of it for as long as it continues to move in a straight line that turn.

Graceful Resilience (5/Day). When the guardian fails a saving throw, it can choose to fail gracefully. When it does so, the guardian is immune to any effects it would suffer on a failure for 1 minute.

Prismatic Power. The guardian's weapon attacks are magical. When the guardian hits with any attack, it deals an extra 27 (6d8) radiant damage (included in the attack). Additionally, the attack deals extra damage based on which lights it has awakened according to its Awakened Radiance mythic action. The details of the extra damage are listed here, and its effects are cumulative with each light the guardian has awakened.

- **Red.** 18 (4d8) fire
- **Orange.** 18 (4d8) acid
- **Yellow.** 18 (4d8) lightning
- **Green.** 18 (4d8) poison
- **Blue.** 18 (4d8) cold
- **Indigo.** 18 (4d8) force
- **Violet.** 18 (4d8) necrotic
- **Mysterious.** 18 (4d8) arcane

MYTHIC ACTIONS

On initiative count 10 (losing initiative ties), the guardian takes a mythic action to cause the following effect:

Awakened Radiance. The guardian awakens the magical power of light, unleashing a color of its choice from the following options. When it does so it unleashes a burst of light in a 300-foot-radius sphere. Each enemy creature in the area must succeed on a DC 28 Constitution saving throw or suffer an effect according to which color the guardian chose, as detailed here. Additionally, the guardian gains immunity to a type of damage associated with the color it chose. The benefits of this feature last until the guardian finishes a short or long rest, and the guardian cannot choose the same color more than once per short or long rest.

- **Red.** The guardian is immune to fire damage. On a failed save a creature takes 65 (10d12) fire damage.
- **Orange.** The guardian is immune to acid damage. On a failed save a creature takes 55 (10d10) acid damage and is blinded until the end of its next turn.
- **Yellow.** The guardian is immune to lightning damage. On a failed save a creature takes 55 (10d10) lightning damage and is stunned until the end of its next turn.
- **Green.** The guardian is immune to poison damage. On a failed save a creature takes 55 (10d10) poison damage and has Epic disadvantage on attack rolls, saving throws, and ability checks until the end of its next turn.

- **Blue.** The guardian is immune to cold damage. On a failed save a creature takes 55 (10d10) cold damage and its speed is reduced to 0 until the end of its next turn.
- **Indigo.** The guardian is immune to force damage. On a failed save a creature takes 55 (10d10) force damage and is pushed 60 feet away from the guardian.
- **Violet.** The guardian is immune to necrotic damage. On a failed save a creature's hit point maximum is reduced to its current hit points. This effect immediately ends if the target is affected by a *heal* or *greater restoration* spell.
- **Mysterious.** The guardian is immune to non-Epic spells. On a failed save a creature takes 55 (10d10) arcane damage.

ACTIONS

Multiattack. The guardian makes two Hooves attacks and one Horn attack. Instead of making its two Hooves attacks, the guardian can take the Dash action.

Gaze of Tranquility. The guardian locks eyes with a creature that can see it and attempts to inflict the creature with an Epic curse. The target must succeed on a DC 28 Wisdom saving throw or be cursed with feelings of peace and nonviolence. While so cursed the creature has Epic disadvantage on attack rolls and cannot make attacks on other creature's turns. A targeted creature can take a reaction to automatically succeed on this saving throw by averting its eyes, but a creature that does so falls prone in shame and must remain prone until the end of its next turn.

Hooves. *Melee Weapon Attack:* +20 to hit, reach 5 ft. One target. *Hit:* 27 (4d8 + 9) bludgeoning and 27 (6d8) radiant.

Horn. *Melee Weapon Attack:* +20 to hit, reach 5 ft. One target. *Hit:* 35 (4d12 + 9) bludgeoning and 27 (6d8) radiant. If the target is a creature, the guardian can choose to instead deal no damage and instantly cast an Epic spell from the options listed. The Epic spell only affects the target of the attack, and the guardian does not need to concentrate to maintain the spell's effects for the duration. Once the guardian has cast an Epic spell in this manner, it cannot cast that Epic spell again until it finishes a long rest.

Epic spell options⁴: *antimagic ray* (tier 3), *determinism*, *planar eviction*, *transmogrification*, *venom lance* (tier 3)

Mystical Wish. The guardian casts the spell *wish* (spell save DC 28, +20 to hit with spell attacks), but it cannot target itself with any effect it produces in this manner. If the guardian would suffer stress (as per the *wish* spell) when taking this action, it instead suffers no stress and cannot use this feature again until it finishes a long rest.

Sunfall (Recharge 5–6). The guardian magically teleports itself to an unoccupied space within 300 feet of it that is in the air and begins to glow like the sun, emitting daylight in a 300-foot radius until the end of its next turn. At the start of the guardian's next turn, enemy creatures within the area of daylight that are also outside the guardian's area of Ablative Light must succeed on a DC 28 Constitution saving throw or be stunned for 1 minute and permanently blinded. At the end of each of its turns a creature so stunned can repeat the saving throw, ending the effect on a success.

LEGENDARY ACTIONS

The guardian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guardian regains spent legendary actions at the start of its turn.

Canter. The guardian moves up to 30 feet.

Hooves. The guardian makes a Hooves attack.

Gather the Sun (Costs 2 Actions). The guardian recharges its Sunfall action.

Gaze of Tranquility. The guardian uses its Gaze of Tranquility action.

Mystical Wish (Costs 2 Actions). The guardian uses its Mystical Wish action.

⁴ These Epic spells can be found in chapter 4 of the *Epic Legacy Core Rulebook*.

his access to the Nexus rumor mill, Boothbran is one of the best people to ask when traditional information gathering methods fall short.



WONDROUS LOCATIONS: BUILDING AN EPIC WORLD

Stories must be told somewhere, and when it comes to telling Epic tales of wonder and danger, you need someplace special. As a DM it's your job to build a fantastic sandbox for your players to enjoy, but that means doing more than applying a shiny coat of paint. The best locations impact gameplay, influencing how characters act, fight, and explore. While a detailed paragraph about a spooky dungeon may be enough to make your players cautious, it's no substitute for horror mechanics that ramp up the tension and air of menace. If you need a prismatic waterfall where fey royalty hold court, an infinite mountain for your heroes to climb, or a dungeon whose very walls bleed danger, you've come to the right place.

This section is all about creating wondrous locations and integrating them into adventures. It's important for characters to be engaged by places they visit. It takes somewhere pretty special to get an Epic character's attention, so when using Epic Legacy, you will have to go bigger than ever to make an impression. A good Epic location will set the tone for the adventures therein, forecasting mechanics and hazards that allow characters to prepare for the difficult road ahead. Such a place should be unique to your game to achieve best results. Gameplay mechanics, ecology, and landmarks will help tell your game's story in ways a detailed plot or devious NPC cannot. While we can't build these locations for you, we can provide you with the tools to get started. Following is a system which introduces magical domains as a key feature to fantastic locations.

WHAT IS A DOMAIN?

A domain is a fantasy realm that possesses unusual properties, dangerous inhabitants, and a highly magical nature. Domains can appear anywhere but are always places of great significance. Their appearance is neither arbitrary nor goes unnoticed by powerful beings.

..... The Ledger of Legends

Giant Skunk Sighted: Has Nature Gone Too Far?

Disaster struck the Ol' Dusty Trail this morning when visitors to the district encountered a gigantic skunk, magically enhanced to unreasonable size by the power of the Emerald Wilds. The unfortunate victims were forced to endure hours of rigorous magical decontamination to remove the overwhelming stench wrought by the creature. While we can all certainly appreciate the spirit of Heletek's vision, surely there are limits to what we as a society ought to allow or, at the very least, what our noses can tolerate. Until the situation with the beast is resolved, it is this paper's recommendation citizens make every effort to avoid the Emerald Wilds until further notice.



A domain can be of any size (even a whole plane!) and reinforces the exploration pillar of 5th-Edition gameplay. A well-implemented domain is one that evokes strong emotions from the players about the location, not just the creatures inhabiting it. Characters should be challenged by significant environments they encounter on their adventures. That doesn't mean every realm is a deadly wasteland with threats at every turn, but domains should be a significant change to the status quo that alters the way the players think about how their characters interact with the environment. Each domain has key characteristics that lay the groundwork for wondrous locations: a description of the domain, examples of creatures one might find there, rules for detecting and understanding a domain, and its properties.

Description

Each domain has a description that helps a DM figure out where and how best to implement it. Not every wondrous location needs a domain. Locations that are the focus of adventures are the best candidates, providing the DM with an environment that plays a key role in adventuring. Not all domains are a good fit for a wondrous location either. An aflame domain is probably a poor choice for an arctic mountain, but in the world of Epic Legacy even paradoxical realms are possible. DMs should use a domain's description to find that perfect fit for their games or as inspiration to build wondrous locations of their own.

Creatures

Even the most inhospitable of domains are likely to contain inhabitants. The "creatures" section of a domain details what types of creatures (aberration, celestial, construct, dragon, fiend, giant, humanoid, monstrosity, ooze, undead) are likely to dwell there. However, in a game of Epic Legacy it is entirely possible for creatures of any type to live within a domain with the help of Epic magic or other powerful features. These creatures are the exception, not the rule, and only the most outrageous of domains are populated exclusively by Epic creatures.

Detection

A domain is more than just an unusual place; it has a latent magic that manifests supernatural properties. Creatures observing or interacting with a domain can attempt an Intelligence (Nature) or Wisdom (Survival) check to comprehend a domain's true nature. That doesn't mean they learn everything there is to know about a domain—they just get the gist of what goes on within the area as a result of the domain's magic.

Is a Domain a Magical Effect?

A domain is not considered a magical effect, unless the DM decides otherwise. In 5th Edition there are two types of magic: (1) spells and magical effects, and (2) the latent magic within the world of fantasy. Domains are the latter. When something uses the keywords "magical effect," it is subject to effects that would interfere, resist, or neutralize magic. Some effects may be able to interfere with a domain's properties, but effects such as *antimagic field* or *dispel magic* are not among them (unless they say otherwise of course).

Properties

This section details the impact a domain has on gameplay. The nature of the domain determines what influence it exerts, ranging from helpful to catastrophic. The properties of a domain can affect a variety of factors: impact on the environment, the inhabitants, and exploration are typical, all of which align with the domain's theme and presentation. To avoid overcomplicating the domain, the number of effects is typically limited to four impactful gameplay elements. DMs looking to expand upon a domain's properties should consider carefully the virtue of doing so. Remember, a staple of Epic Legacy design is the blend of thematically consistent content with a compelling gameplay experience.

How Powerful Are Domains?

Domains come in three power classifications: standard, Epic, and Deific. These distinctions are important, as Epic Legacy uses these categories mechanically to determine how they can be influenced. In the *Epic Legacy Core Rulebook*, anything that is classified as Epic has special rules. This means that any effect produced by the Epic domain is also an Epic effect and may be immune to non-Epic attempts to influence or interfere with its properties. For example, a curse or disease produced by a standard domain may become an Epic curse or Epic disease if that domain were made Epic. The same can be said of Deific domains, whose effects are sourced from divine power and almost completely immune to non-Deific attempts to influence them. Keep in mind that unless the characters are Epic themselves, their counterplay options against the effects of your Epic or Deific domains will be limited.

The Ledger of Legends

Drug Cultivation Rampages Unchecked in the Emerald Wilds

Yesterday the Sheriffs made a rare sojourn into the Emerald Wilds to destroy several small gardens dedicated to the cultivation of various illicit herbs. In a statement Othello Titaneye clarified: "We received a reliable tip from our contacts in the Hive, which has expanded their criminal enterprise into the drug trade above ground. We advise any who mistakenly believe we will tolerate the unregulated product of dangerous narcotics in our city to reconsider. This is your last warning." This paper can confirm the seriousness of Othello's concerns, as we procured a surviving sample which our dedicated team of interns volunteered to try. We apologize to any of our readers who witnessed their public displays of indecency and would like to assure our readers those displaying psychotic behavior are receiving the finest treatment available.

LIST OF DOMAINS

Detailed here are examples of several domains that can be used to build wondrous locations, which are presented in alphabetical order.

ABYSSAL

The crushing, black oblivion of the deep is a realm few dare tread. Those daring souls who venture into the darkest depths of a world may encounter deadly abyssal domains. These realms are inhospitable to all surface life and even present a survival challenge to those who would ordinarily consider themselves subterranean. An abyssal domain may be the deepest part of an ocean, a plane that has never been exposed to daylight, or a cave of near-immeasurable depth. To survive in such a place, one must be well suited to life without the warming glow of a sun. Sight is meaningless in the all-encompassing black of the abyss. Natives are blind horrors that have honed their other senses to perfection, ready to pounce upon fools stumbling around in the dark. Abyssal domains are safe from the many wonders of the surface world. Ancient species and forgotten cultures may lurk within such realms, waiting for the right time to rejoin those who live in the light. An abyssal domain has the following traits.

Creatures. Aberrations, dragons, and monstrosities are the most common types of creatures found in an abyssal domain. It takes something brutally powerful or perfectly adapted to thrive in an abyss, resulting in blind creatures with very sharp alternative senses.

Detection. A successful DC 20 Wisdom (Survival) check is required to determine an abyssal domain's true nature.

Properties. An abyssal domain causes the following effects within its area.

- **All-Consuming Dark.** Light cannot be shed within an abyssal domain. Sources of light are visible but provide no illumination beyond their space.
- **Dwellers in the Deep.** Creatures native to the domain have blindsight out to a range of 60 feet and have advantage on Perception checks to locate creatures by scent or sound. If an affected creature already has blindsight, the range of its blindsight is increased by 60 feet.
- **No Way Out.** Creatures that have been within the domain's area for 24 consecutive hours lose all sense of direction and become unable to determine a route or direction out of the domain by nonmagical means.
- **Shadow Blight.** Creatures within the area are perpetually afflicted by a strange disease known as shadow blight for as long as they remain within the area. When a creature so afflicted would regain hit points, it instead regains half as many hit points. Additionally, an affected creature's dreams are always auditory, olfactory, and tactile, but never visual.

AFLAME

An aflame domain lives up to its name. The realm burns and smolders with inextinguishable fires that consume any unwary travelers. Aflame domains may be fields of flowing lava, ever-burning coal mines, hotspots on the plane of fire, or even volcanic vents at the bottom of the ocean. Oppressive, overpowering heat is the key feature of an aflame domain. For obvious reasons this makes adventuring in such a domain a dangerous prospect. However, not all creatures are deterred by the fires of an aflame domain. Those who choose to live within these realms are either desperate to be left alone or possess an unhealthy affection for fire. Life in an aflame domain is brutal and difficult. There is rarely enough food to support a large population, and most inhabitants are predatory by necessity. An aflame domain has the following traits.

Creatures. Dragons, elementals, and fiends are the most common types of creatures found within an aflame domain. However, any creature with an immunity to fire damage can thrive within the area, so long as they can fight or hide well enough.

Detection. A successful DC 15 Wisdom (Survival) check is required to determine an aflame domain's true nature.

Properties. An aflame domain causes the following effects within its area.

- **Enduring Flames.** Fires lit within the domain's area cannot be extinguished by nonmagical means.
- **Ignition.** Unattended nonmagical objects within the area catch on fire and take 2d12 fire damage each round they remain alight.
- **Overwhelming Heat.** The ambient temperature in the area can never be below 200 degrees Fahrenheit, creating an area of extreme heat. In addition, a creature in the area must succeed on a Constitution saving throw at the end of every 10 minutes instead of each hour to avoid gaining levels of exhaustion.⁵
- **Spirits of Fire.** Creatures living within the area that are immune to fire damage have the flames within them empowered. When an affected creature would deal fire damage, it deals double damage instead.

⁵ See the 5th Edition core rules for more information on extreme heat and relevant saving throws.

ARCANIUM



When magic gathers in great concentrations, matter can take on mystical properties that defy reality. No better example of this can be found than in arcanium domains, realms so contaminated by powerful magic their features rival the mightiest of spells. The mysterious nature of arcanium domains is poorly understood. Their magic is impossible to harness but surprisingly stable, creating idyllic environments for unusual creatures or those willing to live dangerously. Each domain is affiliated with a single school of magic that never changes and embodies that school's properties in the environment. For example, an arcanium domain of illusion may generate constant mirages, while an arcanium domain of transmutation constantly warps and transforms into new fantastical shapes. Each arcanium domain possesses unique magic to be unleashed in a manner that to this day remains poorly understood. An arcanium domain has the following traits.

Creatures. Elementals, fey, and monstrosities are common in an arcanium domain. In addition, spellcasters of all types have good reason to explore an arcanium domain, so long as the domain is of a school of interest to said caster. Arcanium domains are far from safe, but with the aid of powerful magic and a little creativity one can live quite comfortably.

Detection. A successful DC 18 Wisdom (Survival) check is required to determine an arcanium domain's true nature.

Properties. An arcanium domain causes the following effects within its area.

- **Arcane Power.** The domain can cast spells in its area without the need for any components. The domain's spell attack bonus and spell save DC is determined by the DM, and the domain can know up to fifteen spells (including Epic spells) from its affiliated school according to its School Loyalty feature. When a domain casts a spell in this manner, the spell is cast instantly, its range is always the domain's area (when applicable), and it lasts for its full duration. A domain can cast a single spell in this manner once every 8 hours.
- **Magical Marker.** Creatures in the domain's area with a Spellcasting feature radiate with magical power. Affected creatures cannot be hidden.
- **School Loyalty.** The domain is affiliated with one of the schools of magic: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Creatures inhabiting the area that cast a spell from the domain's school do not need to provide material components, and they gain a +2 bonus to their spell attack rolls and their spell save DC with that spell.
- **Waters of Magic.** Natural water in the domain is transformed into magical fluid, the type and effects of which are detailed in the Waters of Magic table. If the fluid is removed from its natural environment, it immediately transforms back into water.

Waters of Magic

School	Description	Effect
Abjuration	Sparkling, pearlescent goo	When the water contacts a non-Epic spell or magical effect, that spell or effect is suppressed for as long as it maintains contact with the water and for 1 minute after the contact ends.
Conjunction	Brown, smooth mud	When the fluid is poured into a mold in the shape of a nonmagical object, it becomes that object over the period of 1 hour so long as the mold is not disturbed.
Divination	Perfectly clear, viscous fluid	When a creature completely submerges itself within the fluid, the creature immediately regains all features and abilities as though it had finished a long rest. A creature cannot benefit from this effect more than once a week.
Enchantment	Black sludge with star like flecks of crystal	When a creature drinks the fluid, it becomes charmed for as long as it remains within the domain's area. A creature so charmed views the domain as its home and will not willingly leave the domain under any circumstances.
Evocation	Flowering, prismatic fluid that glows with dancing light	When a creature comes into contact with the fluid for the first time on its turn or starts its turn in contact with the fluid, it takes 35 (10d6) acid, arcane, cold, fire, lightning, poison, radiant, or thunder damage (chosen randomly or DM's choice).
Illusion	Mirrored, vicious fluid	When a creature, object, or structure comes into contact with the fluid, it becomes invisible for as long as it maintains contact with the fluid. Additionally, illusions that occupy an area completely above an area of the fluid cannot be detected as illusions by spells, magical effects, or even truesight.
Necromancy	Gray mud	When the body of a creature is submerged in the fluid, the body is consumed, and a willing creature within 15 ft. gains a number of temporary hit points equal to half the consumed creature's hit point maximum (rounded down). These temporary hit points are lost if the affected creature leaves the domain's area.
Transmutation	Flesh-colored, viscous fluid	When a damaged object is completely submerged within the fluid, it is instantly restored to its full hit points and repaired of any damage it has suffered. Additionally, if the object is a magic item with charges, it is instantly restored to its maximum number of charges. An object can benefit from this effect only once.



HORROR



The feeling of being watched. The inexplicable chill running down one's spine. The strange creaks, sudden howls, and eerie shadows at every turn. These are signs one has entered a horror domain...and is in deep trouble. Fear suffuses a horror domain. Everything is shaped to pervert the natural and unnerve the courageous. Animals behave strangely while the wind whispers disturbing threats. Those who choose to live in a horror domain have either lost their minds or are terrifying in their own right. Known examples of horror domains include haunted ruins, mass graves, or dark forests. Regardless of its locale, a horror domain is not somewhere anyone would want to visit without very good reason. A horror domain has the following traits.

Creatures. Aberrations, monstrosities, and undead are most common here. To be feared is to survive in a horror domain. Most creatures living here either cause fear in others or possess considerable willpower. Stealthy creatures are frequent residents, using their sneaky skills to stalk and terrify visitors.

Detection. A successful DC 23 Wisdom (Survival) check is required to determine a horror domain's true nature.

Properties. A horror domain causes the following effects within its area.

- **Gnawing Dread.** Creatures that do not live within the horror domain cannot be immune to the frightened condition. If a creature would be immune to the frightened condition, it instead has Epic advantage on saving throws against being frightened.
- **Grotesque Vittles.** Prepared food and drinks other than water spoil after being in the domain's area for 1 hour. Food and drink so spoiled becomes infested with disgusting nonmagical, insectoid vermin.
- **Sinister Shadows.** A creature's shadow develops a mind of its own and can move and make gestures separate from its source. The shadow is sinister in nature and generally behaves in a disturbing and vile manner. Additionally, when the creature creating the shadow succeeds on a saving throw, the shadow can cause it to fail instead. Once the shadow has caused this effect, it cannot do so again for 24 hours.
- **Witching Hour.** If the domain's area is cast in natural darkness, a strange, otherworldly howling may declare it to be the witching hour. For the next hour, non-native creatures have Epic disadvantage on attack rolls, saving throws, and ability checks. Additionally, when a non-evil creature is frightened, it is vulnerable to all damage for as long as it remains frightened. Once a witching hour has occurred, it cannot occur again until 24 hours have passed.

ICEBORNE



There is cold, and then there is the heart-stopping chill of an iceborne domain. There is no warmth to be found within these icy realms. The land is locked in a perpetual winter that only the most stalwart can survive. The peak of a mountaintop, a frozen arctic plane, or a titanic glacier of ancient ice are perfect locations for an iceborne domain. Plant life is nonexistent, leaving the land rife with predators engaged in a constant struggle for survival. For those able to endure the cold, an iceborne domain is a haven. Only the strongest survive, a reality that must be proven at every opportunity lest one become prey to more dominant life. An iceborne domain has the following traits.

Creatures. Beasts, dragons, and undead roam an iceborne domain. It takes exceptional ferocity to live here, unless of course one is already dead. Creatures that are immune to cold damage may be able to eke out a life for themselves, but even then, it is always a fight for survival.

Detection. A successful DC 25 Wisdom (Survival) check is required to determine an iceborne domain's true nature.

Properties. An iceborne domain causes the following effects within its area.

- **Biting Cold.** The ambient temperature in the area can never be above negative 100 degrees Fahrenheit, creating an area of extreme cold. In addition, a creature in the area must succeed on a Constitution saving throw at the end of every 10 minutes instead of each hour to avoid gaining levels of exhaustion.⁶
- **Frozen Doom.** When a creature in the domain's area is slain, its body immediately becomes encased in ice and frozen solid.
- **Wind Chill.** Strong winds in the domain's area carry with them an otherworldly chill. A creature exposed to strong winds cannot be immune to cold damage and has Epic disadvantage on Constitution saving throws.
- **Winter Days.** Daytime in the domain (when applicable) lasts between one and three hours.

⁶ See the 5th Edition core rules for more information on extreme heat and relevant saving throws.

NECROPOLIS



Among the most fearsome and dangerous of domains is the dreaded necropolis. Within their vile borders, undead gather in tremendous numbers and necromantic power flows like water. A necropolis domain is an undead paradise—which is hell for most other beings. Everything within these domains is dead or dying. While it may seem initially appealing to necromancers and similar masters of undeath, a necropolis is inhospitable to all who cling to the feeble spark of life. Over time these areas become terrifying bastions of evil and darkness, spawning new undead monstrosities and gathering powerful creatures looking to influence the hordes of mindless dead. Necropolis domains always appear where areas of large-scale death and decay have occurred. War-torn battlefields, ancient castles ravaged by disease, and sites of mass extinction events are all prime candidates to form a necropolis. A necropolis domain has the following traits.

Creatures. Undead, undead, and more undead. Vampires, liches, and death knights are among the most significant creatures likely to be found in a necropolis domain, seeking to marshal the hordes of mindless undead that gather in a necropolis.

Detection. A successful DC 22 Wisdom (Survival) check is required to determine a necropolis domain's true nature.

Properties. A necropolis domain causes the following effects within its area.

- **Dead Rising.** A living, flesh-and-blood creature that dies within a necropolis domain rises as a zombie within 1 hour. A creature so risen has its type changed to undead, has its Intelligence score reduced to 3, and gains immunity to poison damage and the poisoned condition.
- **Eternal Decay.** Living creatures in the area rot away as though they were dead. Whenever a living creature in the area finishes a long rest, it gains a level of a unique condition called decaying, detailed in the sidebar of the same name.
- **Scourgelight.** Areas of bright light in the domain are instead always dim light.
- **The Calling.** Undead are drawn to the domain's area and naturally gather in large groups. Undead in the area can instinctively sense the presence of other undead in the domain and experience a compulsion to congregate in concentrated groups, so long as doing so would not cause them harm.

NEW CONDITION: DECAYING

When a living creature finishes a long rest in a necropolis domain, it gains levels of decaying, a condition that causes it to rot away as though it were dead. The decaying condition is measured in six levels.

If an already decaying creature suffers another effect that causes decaying, its current level of decaying increases by the amount specified in the effect's description. A creature suffers the effect of its current level of decaying as well as all lower levels.

When an affected creature finishes a long rest outside of the domain, its level of decaying is reduced by one. Other methods of removing decaying are believed to exist, though the existence and nature of such is determined by the DM.

Decaying Table

Level	Effect
1	Disadvantage on Charisma ability checks
2	Vision reduced to 60 ft.
3	Deafened
4	Cannot take the Dash or Disengage actions
5	Hit point maximum halved
6	Death

"There is a colony of vampires in the Velvet Alleys runnin' a 'blood spa.' I've never been, but rumor is if you are willing to part with a few pints, they'll pay handsomely for fresh blood. Don't worry, it's perfectly legal. In Nexus we respect all walks of life, or death, as the case may be. Besides, you never know if you'll like something until you've tried it!"

— Tamara Tall



PARADISE



A paradise domain is a land blessed with bounty and good fortune. Everything within such a domain lives as it pleases and in perfect harmony with the world around it. While many paradise domains are idyllic fields and tranquil forests, they are not always places one would like to visit. A fetid hellscape can be a paradise domain, where fresh souls are plentiful and devils languish in opulent comfort. It can be difficult to distinguish between a land that has done well for itself and a paradise domain. Only the sharpest of eyes can note that every rock, tree, and feature is perfectly located, almost as if it were intelligently designed. Beings that live within a paradise domain can be keen to welcome visitors, or they might be vicious defenders that will pay any price to guard their way of life. A paradise domain has the following traits.

Creatures. Creatures of any type can be found within a paradise domain. However, no creature will willingly dwell within these domains unless the domain in question would be an ideal environment for it.

Detection. A successful DC 21 Wisdom (Survival) check is required to determine a paradise domain's true nature.

Properties. A paradise domain causes the following effects within its area.

- **Blessing of Fortune.** Creatures living within the area have Epic advantage on ability checks. Additionally, when a creature living within the area rolls a natural 1, it instead rolls a natural 20.
- **Curse of Unwelcoming.** When a creature that would not consider the domain a paradise for itself enters the area, it becomes cursed for as long as it remains within the area. While cursed in this manner, whenever an affected creature takes a short or long rest it must succeed on a DC 18 Charisma saving throw or be banished to the border of the domain. Creatures banished from the domain three times in such a manner cannot reenter the domain again until 1 year has passed.
- **Glorious Detail.** Everything within a paradise domain appears as the best possible version of itself. Colors may be brighter, shadows darker, creatures more fearsome or more adorable, and its inhabitants more diverse or more homogeneous.
- **Prosperity.** Food, drink, and other sources of sustenance cultivated within the area of the domain are twice as tasty and nutritious as they would be otherwise.

SKYREACH



High above the clouds where creatures fly free and the sun always shines are the mysterious skyreach domains. Here creatures of the air find a refuge from the desperate banality of terrestrial life. Skyreach domains can take many forms, from a floating island nestled in the clouds to a perpetual thunderstorm forever raging above the open ocean. All that is required is a strong connection to the elements of air, lightning, and thunder. These realms are very difficult to find, particularly if one lacks the ability to fly. The wonders of a skyreach domain are many, as the domain attracts all kinds of creatures that revel in the glorious freedom found in flight. A skyreach domain has the following traits.

Creatures. Celestials, dragons, and elementals are likely to be found in a skyreach domain. Unless a skyreach domain has land upon which terrestrial creatures can stand, it will be exclusively occupied by flying creatures. These domains know no allegiance to any ideology or power but are popular destinations for groups seeking refuge from earthbound troubles.

Detection. A successful DC 22 Wisdom (Survival) check is required to determine a skyreach domain's true nature.

Properties. A skyreach domain causes the following effects within its area.

- **Buoyancy.** Objects, structures, and terrain in the domain's area do not fall; instead they float about freely.
- **Storm Tower.** Attacks and effects that deal lightning or thunder damage deal double damage in the domain. Additionally, when lightning or thunder damage is dealt within the domain's area, a clap of thunder resonates throughout the entire domain.
- **Tailwinds.** Creatures inhabiting the domain with a fly speed that are in the domain's area have their flying speeds doubled.
- **Traveling.** The domain has a fly speed of 30 feet (hover). When the domain moves, it also moves every object, structure, and piece of terrain floating within its area. The direction the domain travels is determined by the direction of the wind.



WARBOUND



If war is hell, then a warbound domain is its deepest, darkest pit. Where blood is spilled and battle rages, these deadly domains may be found. Those within its borders are driven toward violence, resolving all conflicts through remorseless brutality. A warbound domain may be the site of a bloody siege, a nation of militaristic creatures always ready for battle, or even a gladiatorial arena where blood sports are held. The defining characteristic of these realms is violence on a massive scale. Those who desire battle are drawn to it, fueling the endless, churning war machine that grinds all within to dust. A warbound domain has the following traits.

Creatures. Celestials, fiends, humanoids, and undead populate warbound domains. Armies are required to wage war, and few creatures possess the numbers to marshal a force capable of large-scale conflict. Creatures that thrive on battlefields also inhabit warbound domains. Gorecrows, scavengers, and war constructs can easily be found in such realms.

Detection. A successful DC 21 Wisdom (Survival) check is required to determine a warbound domain's true nature.

Properties. A warbound domain causes the following effects within its area.

- **Battle Ready.** When a creature inhabiting the area finishes a long rest, a set of weapons, armor, and equipment it can use mysteriously appear in an unoccupied space within 5 feet of it. The items are nonmagical but are always equipment with which the creature is proficient. If the creature removes any of these items from the domain's area, they vanish instantly.
- **Blood Curse.** Creatures in the domain's area that are engaged in combat become cursed with an all-consuming bloodlust. Creatures so cursed have Epic advantage on attack rolls and Strength and Dexterity ability checks. However, for every 24 hours a creature so cursed does not attack an enemy creature, its hit point maximum is decreased by 10. A creature whose hit point maximum is reduced to 0 in this manner dies instantly.
- **Call to Battle.** Creatures in the domain's area always know the direction toward any enemy creatures in the domain, as well as the distance toward the nearest enemy creature.
- **Lord of the Warbound.** The most powerful creature in the domain's area is mystically empowered by the domain. A creature so empowered has Epic advantage on Charisma ability checks and its hit point maximum increases by 100 for as long as it remains within the domain's area. Additionally, creatures friendly to the warlord that can see or hear it are immune to the charmed and frightened conditions.

RANGING THE WILDS

A trip to the Emerald Wilds can range from a casual walk in the park to an Epic wilderness adventure. Unless one intends to remain on the Old Dusty Trail, there will always be some risk. Experienced residents carry food, water, and clothes for inclement weather. While the district is far from populous, it isn't difficult to find others in the Wilds. Most have come to get away from everyone else and won't take kindly to being approached in a disrespectful manner. Many creatures one can encounter aren't residents at all; monstrous flora and fauna live naturally within the district's boundaries. Foolish or uncultured visitors who inadvertently battle these creatures earn the ire of the locals. If one is too conspicuous to avoid being prey or provocative enough to antagonize the local life, then one shouldn't be there in the first place. Provided one can navigate all these hazards, there is much to explore within the Emerald Wilds. Its natural wonders are as majestic as they are mysterious, with a smattering of artificial structures integrated seamlessly into the district's ecology. The following locations are but a handful of significant landmarks found with the Emerald Wilds, but are among the most well-known.

NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order.

Meridia

This cryptically named site is the center of druidism within Nexus. Its configuration is elegantly natural yet intelligently designed. Dozens of megalithic stones are arranged in a beautiful flowing pattern around a great tree with silver leaves. Upon its hallowed ground each circle of druidism is represented, a physical testament to the many aspects of nature. Only those who follow the ways of nature are welcome at Meridia—all others are mysteriously unable to locate it no matter their skills. Only with an archdruid's express permission can this exception be lifted, which is given only for the best of reasons. The silver tree within the site is rumored to be a divine being with powerful connections to nature, but the druids refuse to comment on the matter.

Druids of all types can be found in Meridia, one of which is the peculiar and dangerous Circle of Spores druid, which has discovered Epic power within the city of Nexus. The following Epic subclass feature serves as a 26th-level feature for primordials who chose the Circle of Spores as their druidic circle while advancing as a druid.⁷

Grove of Whispers

Hidden among the dense tree line of the Emerald Wilds is a grove of identical, statuesque, white-bark pine trees. None know from where Heletek Pyeha transplanted the flora, but it is rumored to have been a realm deprived of sound. The grove causes a most curious and useful effect within its area. Any who speak within the Grove of Whispers cannot be heard by any but the intended recipient. Unsurprisingly the grove has become a hotbed of crime and intrigue, overseen by a cabal of malevolent shadow elementalists.⁸

⁷ For more information on the Circle of Spores druid subclass, see the the official 5th Edition sourcebook GGtR

⁸ For information on the elementalists subclass, see the "New 5e Base Class: Elementalist" section later in this chapter.



Powerful creatures from across the multiverse barter in plain sight, forsaking anonymity in exchange for guaranteed secrecy. Lovers speak words they would never dare to utter otherwise, and criminals openly taunt the Sheriffs with their obvious—but inaudible—schemes.

The villainous elemental subclass option, shadow Elemental Affinity, is detailed here. This option is intended for players looking to explore an elemental specialization that allows for more villainous gameplay styles and campaigns. It can only be made available for character creation at the DM's discretion. The details of the elemental base class can be found later in this chapter.

EPIC CIRCLE OF SPORES

At 26th level you can craft a potent Epic disease by cultivating a strain of enhanced fungal 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, its nature, and its 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 cannot be infected by the disease for 24 hours. Creatures that would ordinarily be immune to disease cannot be immune to your disease but have Epic 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 and cannot become infected by it again for 24 hours. Regardless of your design, your disease cannot be cured nor its effects prevented by non-Epic effects.

You design your fungal disease using the following process. 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.

If you are using the disease treatment variant rules detailed in chapter 8, then your disease has a treatment score of 20 multiplied by your character level.

Building a Fungal Strain

Each fungal strain you develop has three components: a vulnerability effect, a symptom effect, and a pandemic effect. You can pick which effects apply to your disease from the following options, but at your DM's 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 instead has resistance to necrotic damage.
- **Toxic Mycelium.** An infected creature is vulnerable to poison damage. Additionally, if it is immune to poison damage, it instead has resistance to poison damage.

Symptom Effect

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

Atrophied Muscles. It takes 1 week for the disease's symptoms to manifest in an affected creature. The creature's muscles wither away, greatly reducing its strength and reflexes. Its Strength and

Dexterity scores are reduced by 2 at the end of every day after the symptoms manifest. A creature whose Strength or Dexterity is reduced to 0 by this effect dies instantly.

Brutal Hemorrhaging. It takes 1d4 hours for the disease's symptoms to manifest in an infected creature. The infected creature begins bleeding profusely from every orifice. At the end of every hour after symptoms manifest, the infected creature's hit point maximum is reduced by 10. A creature whose hit point maximum is reduced to 0 by this feature explodes.

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 feet.

Fungal Zombification. It takes a day for the disease's symptoms to manifest in an infected creature. The infected creature has 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 disease's symptoms to manifest in an infected creature. The creature becomes permanently paralyzed and cannot benefit from any effect that would make it immune to the paralyzed condition. Additionally, the disease can no longer be cured by non-Deific effects.

Pandemic Effect

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

Airborne. The disease spreads through the air. A creature displaying symptoms of the disease contaminates the area around it in a 30-foot-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.

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.

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





The Emerald Wilds

SHADOW

Villainous Elemental Affinity

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 oceans’ 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 (for example, if you choose 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 a Wisdom saving throw against one of your elemental shapes, it instead attempts a 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 creatures’ shadows and even cause them to attack their 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 increases by 1d10 when you reach 6th level (2d10), 10th level (3d10), 14th level (4d10), and 18th level (5d10).

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 and can see in magical darkness. 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 you make any ability check using 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.

Honor's End

Few places in Nexus are wilder than Honor's End. This once humble lodge has been expanded into a great hunting hall capable of seating three hundred rugged rangers. Its walls are titanic logs from ironbark trees while its roof is thatched with the bones of colossal beasts. The interior overflows with hunting trophies of all shapes and sizes, leaving just enough room for four gigantic tables, at the head of which sit huntmasters, one per table. These grizzled veterans are slayers⁹ of unparalleled skill. At the start of each new year, the huntmasters declare a new Great Hunt to thousands of aspirants from across dimensions. Each hunt has unique rules and restrictions for its participants, and the three hundred most successful hunters are allowed to feast, drink, and share stories within Honor's End until the end of the next year. Few are talented enough to keep a seat for more than a single season, with consecutive seat-holders regarded as some of the most skilled in existence.

NEW EPIC RITUAL: THE GREAT HUNT

Epic enchantment ritual

Primary Caster Restrictions: 26th level or higher, 1 or more Epic levels in the slayer Epic prestige class

Power DC: 60

Preparation Time: 1 day

Components: V, S, M (a drop of blood from each target of the ritual), L (Honor's End in Nexus)

Duration: 1 year

This ritual is performed by the huntmasters to begin a Great Hunt, binding a small army of rangers and hunters to a code of conduct that polices the behavior of those who participate in it. Additionally, the ritual designates a target for the hunters to pursue over the course of the ritual's duration.

Preparation: When you begin casting this ritual you can designate any number of creatures you can see to be a part of the Great Hunt. You must provide enough food and drink for the targets to feast on over the next 24 hours. If a target leaves your sight or is unable to find food or drink over the course of the ritual's preparation, the ritual ends for that target. Over the course of the ritual's preparation you must regale the targets with stories of survival, songs to be sung while alone in the wilds, and tales of battle with legendary foes. At the end of the ritual you must propose a toast to which all targets of the ritual must drink, or the ritual ends for that target.

Effect: The targets of the ritual are bound by a hunter's creed: a code of conduct outlining the ethics by which each hunter is expected to abide over the course of the Great Hunt. The code can be up to ten tenants of your design, none of which can be longer than a few short sentences. For example, you can decree that the targets cannot kill their quarry or cannot interfere in each other's hunts. If a participant violates this creed, you and all participants know the violator's name, which tenant(s) they violated, and their exact location for the duration of the ritual. Additionally, when you cast the ritual you can declare a single creature or species of creature to be the target of the Great Hunt, which all participants view as their quarry. The tenants of the Great Hunt only apply when hunting in pursuit of this chosen quarry.



Mount Pyeha

The first and most significant of the Emerald Wilds' landmarks is the towering Mount Pyeha. Named after and created by the Nexus cofounder, the mountain rises to a height of nearly 4,000 feet. Only a being of great power could have crafted such a wonder. The craggy peak is always capped in snow, atop which a cabal of earth elementalists known as the Stone Watchers spend their days meditating on the problem of where the inspirational founder has gone. Climbing the mount is a considerable challenge that earns the respect of the Stone Watchers. Those that fly or use magic to ascend are violently cast down.

Regal Rose Tea House

Soon after Nexus's founding, Heletek—like all great heroes—found himself in desperate need of a warm cup of tea. Thankfully he knew of a witch with extraordinary brewing talents, and the Regal Rose Tea House was the first shop in the Emerald Wilds to open to the public. Run by **Ambra, Mistress of Thorns (level 17 half-orc druid)**, this teahouse boasts an impressive herb garden where all manner of wondrous and magical plants are harvested for use in exotic teas. Visitors are welcome so long as they know their tea and make a purchase. Since the district has no tavern, Ambra's tea house has become the watering hole for adventurers specializing in wilderness heroics. Ambra takes no umbrage with such activities, so long as her customers don't ask her stupid questions or break her china. The Regal Rose is built into a hedge of redwood trees and is a two-story building of crimson wood. Most of the property is dedicated to the chaotic herb garden, whose rampant organization makes sense only to Ambra. The witch has almost any type of tea available but has a few notable brews that are exclusive to the Regal Rose, as found on the Regal Rose Tea House Menu table.

The Wandering Garden

Like a wave of living color the wandering garden flows across the hills of the Emerald Wilds. This miraculous phenomenon is awash with countless varieties of flowers, blooming and wilting in accordance with the garden's speed. The garden acts with a peculiar intelligence, seeking out those in great emotional need throughout the district. Once it has found such a soul, the garden provides them with a place of peace, beauty, and tranquility—a moment of respite from the chaos of Nexus life. Many a Nexian has found their darkest hour illuminated by the timely appearance of the wandering garden, and for this reason it is beloved by many.

EPIC SKILL CHALLENGE: CLIMBING MOUNT PYEHA

Heletek used his prodigious elemental mastery to make Mount Pyeha extremely difficult to climb. The stone is smooth and impenetrable, with nearly any fall threatening to send the climber tumbling back to the bottom. The Stone Watchers only approve of those who free climb (climbing without specialized equipment) to the top. Doing so takes a successful Epic Strength (Athletics) check, the DC of which is determined by the route taken. The mountain has three well-known routes:

- Founders Spine:** DC 30
- Face of Destiny:** DC 35
- Trial by Stone:** DC 40

The more difficult a route completed by the climber, the greater the respect they are likely to earn from the Stone Watchers. The elementalists and avatars know more than anyone else about what has happened to both founders, but they have curiously chosen not to share their findings with the rest of the city.

Regal Rose Tea House Menu

Tea Type	Cost	Description
Silk Dress	A compliment Ambra has never heard before	From the leaf of the silken orchid. Possesses incredible medicinal value. Instantly cures the drinker of chronic pain, non-Epic diseases, and poisons, and suppresses the effects of harmful psychological conditions for 24 hours. Becomes inert and useless 1 hour after brewing.
Old School	A piece of jewelry handmade by the customer	From the leaf of a mysterious plant over one million years old. Incredibly bitter, chocolatey flavor. After consuming the tea, the drinker perfectly remembers everything it sees and experiences over the next 24 hours.
Nectar of Life	Ambra's explicit consent and a magic item of <i>very rare</i> quality or higher	From the petal of the gilded lotus. A creature that drinks this tea becomes poisoned for 24 hours. For each hour that passes a creature so poisoned must succeed on a DC 30 Constitution saving throw or be slain instantly. If a creature survives for the poison's full duration, its lifespan becomes infinite and it no longer suffers harmful effects from aging. Only Ambra knows how to brew this tea, which becomes inert 10 minutes after brewing.
Emerald Lord of Truth	A piece of antique china for Ambra's collection	From the leaf of the wahrheimal plant. A creature that drinks this tea can only speak the truth for 1 week. The tea has a piney flavor with fruity undertones. It becomes inert 1 week after brewing. Popular with some couples.
Sea of Tranquility	A tree sapling that must be planted somewhere in the Emerald Wilds	From the petal of a flower that only blooms deep underwater. The flavor is incredibly delicious, and the tea remains at the ideal temperature for hours.

The caretaker of the garden is one **Carvor Naror (level 23 wood elf ascendant)**, whose dedication and attentiveness has earned the privileged friendship of the garden.

As a follower of a benevolent moon goddess, Carvor uses her teachings to administer both aid and wisdom to those who come to the Emerald Wilds seeking answers. Many a troubled soul has found peace with the help of Carvor's patient counseling. For particularly despondent patients, Carvor can call the wandering garden to him, a feat no other being has so far been able to accomplish. The elf is notorious for attempting to convert successfully treated individuals to the ways of his goddess, something others of his order frown upon for its incompatibility with their religion's dogma. Thankfully this overzealous practice never harms anyone and is the only stain upon Carvor's otherwise immaculate reputation.

Those who convert to Carvor's faith may be gifted the opportunity to learn a powerful Epic spell the elf claims was granted to him by his goddess. Whether this is true or not none can say, but the spell is impressive nonetheless.

NEW EPIC SPELL: SILVER LIGHT OF SELUNA

Tier 3 Epic transmutation (ascendant and primordial only)

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a rock from a moon)

Duration: 1 minute

The sky darkens to night and a column of moonlight shines down in a 15-foot-radius, infinitely high cylinder centered on a point within range. Until the spell ends, bright light fills the cylinder, and dim light is shed by the cylinder in a 45-foot radius.

On each of your turns after you cast the spell, you can use an action to move the cylinder 120 feet in any direction.

A creature illuminated by either light cannot be hidden or invisible. Additionally, shapechangers that enter the area for the first time on a turn or start their turns in the affected area must succeed on a Constitution saving throw or be forced to instantly revert to their true forms.

As a bonus action on each of its turns, a creature within the cylinder can offer up a prayer for aid, which is always heard by you. If you choose to answer the prayer, you can grant the praying creature a single benefit from the following options.

- The creature regains 10d10 hit points.
- If the creature is suffering an effect that allows it to attempt a saving throw to end the effect, it may immediately attempt that saving throw.
- The creature is magically teleported to an unoccupied space within either light created by the cylinder.
- The creature is freed from any curses and cured of any diseases affecting it.

Other Locations

There is much more to discover within the Emerald Wilds. When your players need a break from urban adventures or are looking to get some peace and quiet, you can always fill the district with more to see and do. There is a lot of deliberately empty space left for you to customize the Emerald Wilds to fit the needs of your game.



NEW 5E BASE CLASS: ELEMENTALIST

The elf, her face contorted with rage, 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, six sets of knuckles cracking 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 launched 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 survived.

Scientists, warriors, and spiritualists, elementalists use their formidable intellect to master the fundamental components that make up the world. When elementalists see the strength of the mountain, the fury of a hurricane, the beauty of fire, or the grace of a river, they recognize more than natural wonder. These are tools that can be used with deadly precision to accomplish miraculous magical achievements that leave other adventurers 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 magic-users 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 otherworldly 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 further, inspired by mighty 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 who witnesses a catastrophic lightning storm may spend years attempting to harness such strength. Through such immersion into the cacophonous experience countless times, a deeper understanding of the storm's true nature is gained. This attitude has afforded elementalists a reputation for extreme eccentricity, 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 for hotheaded recklessness.

Learning by doing is an elementalists' creed, and veterans are among some of the most 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 are shared only with their most trusted compatriots. A powerful elementalist is one who has mastered every detail of a chosen element, proving one's understanding with titanic displays of 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 who master them. An earth elementalist 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 elementalists grow 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.

IN NEXUS: THE CONFLUX OF ELEMENTAL POWER

Elementalists are a part of Nexus's history. Without their ability to shape and mold the world around them, the city would never have become the wonder it is today. Air, earth, fire, and water were united in their dedication to the city and learning all they could from Heletek Pyeha. Within the Emerald Wilds the elementalists honed their craft, eventually establishing a series of elemental "gardens" where they could study in peace. Filled with pools of pure elements, plenty of space to practice, and overseen by dedicated instructors, the Conflux of Elemental Power is a home for all aspiring and developing elementalists. There, one can find eight masters: **Shek-Kali, avatar of air (level 26 high elf avatar); Toridoroth the Breaker, avatar of earth (level 26 half-orc avatar); Esteeria, avatar of fire (level 26 deep gnome avatar); Shivalka, avatar of ice (level 26 goliath avatar); Petalina, avatar of life (level 26 tabaxi avatar); Clangor the Warrior, avatar of metal (level 26 battleforged avatar); The Destroyer, avatar of storms (level 26 lizardfolk avatar); and Subberache, avatar of water (level 26 human avatar).** By their hand any can learn the ways of the elementalist, so long as one demonstrates a willingness to change and respect tradition.



CREATING AN ELEMENTALIST

When you create an elemental, what element you wish to command is as much a gameplay decision as it is a storytelling one. 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 elementals are cultural icons in dwarven society. If your element of 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 its people's ways, choosing to rebel against the suffocating cultural norms.

How your character became an elemental is equally important. Most elementals began their journeys with an intense experience in which they saw something most others could not. While others ran from horrors of a forest fire, perhaps your awestruck character saw destructive glory. As your character laid foundations for an abbey, you experienced an epiphany—such crude methods were an insult to the earth. Whatever moment opened the elemental door for your character, it was then that 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 if you're 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 toward Dexterity, while fire elementals leverage Charisma to best use their abilities. Generally, choose the shapes unique to your elemental affinity, and focus on making the best use of them as you build your character.

The Ledger of Legends Elemental Affair

A scandal rocked the Conflux of Elemental Power last week as air avatar Shek-Kali and earth avatar Toridoroth the Breaker were found in each other's arms, reigniting rivalries between the elemental disciplines. The two lovers were caught when their disguises in the Velvet Alleys slipped while on a romantic gondola ride through the canals. When asked for comment the Conflux gave only the following statement: "We hold our members to the highest standards of interpersonal conduct and will be making our determinations known once the appropriate inquiries have been made." In the meantime the rest of us can only speculate as to what this means for the legacy of Heletek Pyeha, who certainly would not have approved of such unprofessional behavior.

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 at Higher Levels: 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

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 allows 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 elementals 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 elemental influence, which is calculated as follows: 30-foot-radius sphere centered on you, plus 10 feet times your Constitution modifier.

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

At 5th, 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 as follows.

- 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 can dismiss any shape you have created, ending its effect instantly.

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

The Elementalist								
Level	Proficiency Bonus	Features	Elemental Influence	Elemental Shapes Known				Primal Power
				Basic	Advanced	Expert	Master	
1st	+2	Elemental Affinity, Nexus of Power, Primordial Energy	30 ft. + 10 ft. × Constitution modifier	2	–	–	–	4
2nd	+2	Friend of the Elements	30 ft. + 10 ft. × Constitution modifier	2	–	–	–	6
3rd	+2	Elemental Empowerment	30 ft. + 10 ft. × Constitution modifier	3	–	–	–	14
4th	+2	Ability Score Improvement	30 ft. + 10 ft. × Constitution modifier	3	–	–	–	17
5th	+3		30 ft. + 20 ft. × Constitution modifier	3	1	–	–	27
6th	+3	Elemental Affinity feature	30 ft. + 20 ft. × Constitution modifier	3	1	–	–	32
7th	+3	Elemental Allies	30 ft. + 20 ft. × Constitution modifier	3	2	–	–	38
8th	+3	Ability Score Improvement	30 ft. + 20 ft. × Constitution modifier	3	2	–	–	44
9th	+4		30 ft. + 20 ft. × Constitution modifier	3	2	1	–	57
10th	+4	Elemental Affinity feature, Hybrid Elements	30 ft. + 30 ft. × Constitution modifier	3	2	1	–	64
11th	+4		30 ft. + 30 ft. × Constitution modifier	3	2	2	–	73
12th	+4	Ability Score Improvement	30 ft. + 30 ft. × Constitution modifier	3	2	2	–	73
13th	+5		30 ft. + 30 ft. × Constitution modifier	3	2	2	1	83
14th	+5	Elemental Affinity feature	30 ft. + 30 ft. × Constitution modifier	3	2	2	1	83
15th	+5		30 ft. + 40 ft. × Constitution modifier	4	2	2	1	94
16th	+5	Ability Score Improvement	30 ft. + 40 ft. × Constitution modifier	4	2	2	1	94
17th	+6		30 ft. + 40 ft. × Constitution modifier	4	3	2	1	107
18th	+6	Elemental Affinity feature	30 ft. + 40 ft. × Constitution modifier	4	3	2	1	114
19th	+6	Ability Score Improvement	30 ft. + 40 ft. × Constitution modifier	4	3	2	1	123
20th	+6	Mind over Matter	30 ft. + 50 ft. × Constitution modifier	4	3	2	1	133



Shapes Known

At 1st level, you learn two basic shapes that you meet the prerequisites for. 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.

The Magic of Elementalism

Foundation 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 could use 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 elemental exists in your campaign, you may choose to alter an elemental’s shaping ability to either Wisdom or Charisma. As long as you change nothing else about the elemental, this alteration has very little impact on class balance. Wisdom is considered a strong ability score, so any elementalists using that as their shaping ability will have a slight edge over other elementalists.

Elemental Spellcasting. While shapes are not spells, the act of creating a shape is akin to casting a spell. Shapes are considered spells for the purposes of interacting with features that affect or react to spells. Basic shapes are roughly equivalent to 2nd-level spells, advanced shapes to 4th-level spells, expert shapes to 6th-level spells, and master shapes to 8th-level spells. Use this as a rough reference if you encounter an effect that seems like it should interact with an elemental’s elemental shapes and their creation.

Primordial Energy

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

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 class progression 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 to converse more easily with them. You learn a language according to your elemental affinity, as detailed in the following table, 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 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 on 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 “augment” section of its description. You can augment a shape multiple times in a single creation, provided you have the necessary primal power to do so, and provided the total primal power expended to both 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 (for example, earth elementalists will always create elementals composed at least partly of earth, such as dust, magma, or mud mephits, 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 more 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 elemental, 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 are detailed in the Hybrid Elements graphic; the hybrid 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. Elementalists who share affinities often engage in friendly rivalries and share insight gained from their connection with their chosen element. Each views their affinity as the ideal element and, while tolerating the presence of other elementalists, rarely get along with those following an opposing affinity. The enmity between fire and

water elementalists or earth and air elementalists is legendary, as they are incompatible on almost every level. An alphabetical list of elemental affinities available to an elemental follows.

AIR

Air elementalists are swift warriors specializing in manipulating battlefield and enemy alike with the power of the wind. Most air elementalists are confident, are self-assured, and come from communities who value freedom and flexibility, quick to change their mind and adapt to any situation. 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 of 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 area of elemental influence. 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 area of elemental influence, guiding the target's 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 has taught you many things. At 1st level you gain proficiency in calligrapher's supplies.

Additionally, as an action you can subtly manipulate the air in your area of elemental influence. These effects are always harmless, can only affect a 5-foot 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. The size of the cube you can affect in this manner increases by 5 feet at 6th level, and by another 5 feet again at 10th, 14th, and 18th levels. If you take a hybrid elemental affinity when you reach 10th level, this feature can affect both the elements of air and your chosen hybrid element.

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 feet 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 Dexterity saving throws and Acrobatics.

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 in the area.

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 elementals see all problems as surmountable through time and effort, overcoming obstacles with determination and raw power. Most elementals in this field come from races and communities with strong affinity for the earth and order. Many earth elementals take pride in their bodies, eschewing the comforts of civilized life for the steady embrace of stone. More than any other elementals, 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 who flee from or dance around problems 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 area of elemental influence. These effects are always harmless, can only affect a 5-foot cube of area, and cannot interfere with the properties of magical effects, only natural ones. Examples of such effects include making a stone slide around on the floor, creating a chair out of stone, or extracting gold ore from unworked rock. The size of the cube you can affect in this manner increases by 5 feet at 6th level, and by another 5 feet again

at 10th, 14th, and 18th levels. If you take a hybrid elemental affinity when you reach 10th level, this feature can affect both the elements of earth and your chosen hybrid element.

Rock Solid

At 6th level, your mind and body are especially durable against effects that would lay 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 feet. At 18th level, the range of your tremorsense increases to 30 feet.

Earthen Might

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

Master Earth

At 18th level, you have mastered the element of earth. You gain a burrowing speed equal to your walking speed, and you can burrow through solid rock at half your burrowing speed. When you burrow in this manner, you do not disturb any material through which you pass. 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 elementals are wild souls, barely able to contain the enthusiasm each holds for the nature of their craft. While always destructive, fire elementals understand the importance of burning away the underbrush to start anew and prevent future conflagrations. Fire is the most complex of the elements—to coexist with 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 your core is a hunger that makes you and all other fire elementals ambitious in all walks of life. Only the mercurial and reserved water elementals can dampen your enthusiasm, and for this reason their presence is rarely tolerated.

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 area of elemental influence. These effects are always harmless, can only affect a 5-foot 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. The size of the cube you can affect in this manner increases by 5 feet at 6th level, and by another 5 feet again at 10th, 14th, and 18th levels. If you take a hybrid elemental affinity when you reach 10th level, this feature can affect both the elements of fire and your chosen hybrid element.

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 gain proficiency in Charisma saving throws and Intimidation.

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 when there is no time for precision. As you adventure as a water elemental, your effortless efficiency makes you uniquely valuable and superior to all others, but most especially to 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 area of 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 area of elemental influence. These effects are always harmless, can only affect a 5-foot 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 providing shelter from the rain. The size of the cube you can affect in this manner increases by 5 feet at 6th level, and by another 5 feet again at 10th, 14th, and 18th levels. If you take a hybrid elemental affinity when you reach 10th level, this feature can affect both the elements of water and your chosen hybrid element.

Tidewalker

At 6th level, your affinity with water grants you a swimming speed equal to your walking speed, and you can breathe 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 Wisdom saving throws and Insight.

Master Water

At 18th level, you have mastered the element of water in your area of 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 feet without provoking an attack of opportunity.

HYBRID ELEMENTAL AFFINITIES

Elementalists who only seek to master a single element 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 who 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 it deal 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 can use it again.

Frozen Doom

At 18th level, you can freeze solid those who suffer your icy wrath. 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 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 use an action to dismiss the effects.

- 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 the 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 with all its 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, you are proficient in martial weapons that are made of metal.

Finally, you can create elemental shapes while holding a weapon made of metal as though the hand holding the weapon were free.

Arsenal

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

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

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 as a result, 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 harmless lightning strike and a loud peal of thunder.

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 0. 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 elementalist 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 Elemental Spellcasting chart. 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 chapter. Additionally, each spell has a primal power cost determined by its level, as detailed in the table. A spell's level can be increased by augmenting it. For every 2 primal power expended augmenting a spell, its level increases by 1 to a maximum of 9th level.

Elemental Spellcasting

Elementalist Level	Maximum Spell Level	Primal Point Cost
1st	1st	2
3rd	2nd	3
5th	3rd	5
7th	4th	6
9th	5th	7
11th	6th	9
13th	7th	10
15th	8th	11
17th	9th	13

The following elemental shapes are presented according to their type (basic, advanced, expert, master) and then alphabetically.

Basic Shapes

BALL

BASIC**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 the type corresponding to your elemental affinity. 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 the 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 on a failure, 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 regain 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, you can choose to move all balls created by this effect and make a single melee spell attack with each of them.



BLAST

BASIC

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 of the type corresponding to your elemental affinity, or half as much on a success. Additionally, the shape gains the following property according to your elemental affinity.

- **Air.** The effect deals thunder damage. Additionally, on a failed save, creatures and unattended objects not completely 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 rolled (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

BASIC

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 while the shape is in effect, you can take a reaction to cause the charge to explode from the target in a 5-foot radius. Creatures in the area must attempt a Dexterity saving throw, taking 3d10 fire damage on a failure, 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

BASIC

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 area of 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

BASIC

Primal Power Cost: 1
Shaping Time: 1 bonus action
Duration: Instantaneous

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 feet. 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 following effects according to your elemental affinity.

- **Air.** If you fall at the end of the movement, your rate of descent slows to 30 feet per round for 1 minute. If you land before the minute is up, you take no falling damage, land on your feet, and the effect ends.
- **Earth.** If you make a melee attack immediately at the end of the movement provided by this shape, you deal an additional 1d4 damage on a successful hit for every 10 feet 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 take 1d4 fire damage for every 10 feet the shape attempted to throw you.
- **Water.** Instead of throwing you, you can choose for the shape to throw 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**BASIC**

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 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 increases by 1d4 for the duration of the shape.

Shield**BASIC**

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 0 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**BASIC**

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 1 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 (including yourself) that come into contact with the pathway for the first time in a round take 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 either end of the pathway (your choice as to 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**BASIC**

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 succeed on a Strength saving throw or be thrown 30 feet straight upward, 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

BASIC

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 feet long, 10 feet high, and 1 foot thick. Sections of the wall that leave your area of elemental influence vanish instantly. The wall gains the following properties according to your elemental affinity.

- **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 10-foot section of the wall is an object with an AC equal to your elemental save DC and has 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 start their 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 swimming 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 feet or the height of the wall by 5 feet.

Advanced Shapes

BIND

ADVANCED

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 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 (per the shove aside action option), it can be pushed up to an additional 15 feet.
- **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 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 are instead resistant to it.
- **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

ADVANCED

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 the type corresponding to your elemental affinity, in addition to the following effects.

- **Air.** The shape deals bludgeoning damage and pushes affected creatures 5 feet away from the affected space.
- **Earth.** The shape deals piercing damage and if the affected spaces are on the ground, they become difficult terrain.
- **Fire.** The shape deals fire damage, and each bolt deals additional fire damage equal to your shaping ability modifier.
- **Water.** The shapes deals bludgeoning damage. Additionally, 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**ADVANCED**

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 it is translucent, allowing creatures to see both into and out of it (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 0.

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**ADVANCED**

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**ADVANCED**

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-foot-by-5-foot cube, a Medium object, has an AC equal to your elemental save DC, and has 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 Medium 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**ADVANCED**

Prerequisites: Air affinity
Primal Power Cost: 4
Shaping Time: 1 action
Duration: 10 minutes

You surround a creature you can see within your area of elemental influence in a layer of thin air that prevents it from breathing for the duration. The target must succeed on a Constitution saving throw to hold its breath or immediately begin suffocating. 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**ADVANCED**

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.

- **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 create with this shape.
- **Fire.** You create a pair of eyes formed of burning flames that float 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 a 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 of your affinity.

VORTEX

ADVANCED

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

AFTERSHOCK

EXPERT

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.

BREACH

EXPERT

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 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. If the target 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 feet 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 is 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.

CYCLONE**EXPERT**

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

FLOOD**EXPERT**

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 feet 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 swimming 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 feet.

GIFT**EXPERT**

Primal Power Cost: 8
Shaping Time: 1 action
Duration: 1 minute

You touch another 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 feet.

- **Earth.** While it is not incapacitated, the target cannot be forcibly moved or teleported unwillingly.
- **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 so expended, you can target an additional willing creature with this shape.

MELTDOWN**EXPERT**

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, or similarly powerful healing magic. A target reduced to 0 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 so expended, the number of hit points the target loses increases by 8d6.

METEOR**EXPERT**

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-foot-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 explosion's 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.

WEAPON

EXPERT

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 it deals an additional 6d8 thunder damage. Additionally, the range of the weapon is doubled.
- **Earth.** The weapon is a maul, and on a successful hit it deals 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 area of elemental influence, and on a successful hit it deals 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

BLOODSHAPING

MASTER

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 of 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

MASTER

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 them 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. They 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

MASTER

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 when inside 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.

PILLAR**MASTER****Primal Power Cost:** 12**Shaping Time:** 1 action**Duration:** 1 minute

You generate a tremendous pillar of elements within your area of elemental influence. The pillar is a 15-foot-radius cylinder with a height that extends up to the end of your area of 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 nonmagical means, instead falling immediately. Additionally, creatures in the area cannot breathe, 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 failure a creature is thrown 60 feet 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 feet.

RESONATING CRYSTAL**MASTER****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 creatures within 30 feet of the crystal take damage, you 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 0 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 crystal's hit points when created increase by 10.

SMITE**MASTER****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 unleashed when you strike an enemy. When you hit with a melee or ranged attack before the duration ends, the attack deals 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 feet away from the target in a direction of your choice.
- **Earth.** The additional damage from the shape is piercing damage. If the attack is a melee attack and the target is a creature, the target is grappled (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 is a creature, it must succeed on a Constitution saving throw or deal half damage for 1 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).



BEHIND THE CURTAIN:

Homebrewing Epic Prestige Classes



5th Edition is a huge game with tons of high-quality content beyond the official books. Unfortunately, 2CGaming's Epic Legacy system can't be compatible with everything, leaving the task of integrating third-party content to those Epic DMs daring enough to make the attempt. This situation is troubling for a DM running a game with a homebrew 5th Edition base class. What will that player do when the game transitions to Epic levels? A DM could make a homebrew Epic prestige class, but it's hard to know where to start. Overcoming the design challenges to bring balance, playability, sophistication to a new Epic prestige class will be extremely difficult. That's where we come in. During Epic Legacy's development 2CGaming made all the design mistakes possible so you won't have to. This section details our experiences building Epic prestige classes and our recommendations to help you avoid making the same catastrophic errors we did when building your own. The process is outlined in the following steps and uses the elementalist base class (detailed in this chapter) as its example. We also encourage you to heavily reference the *Epic Legacy Core Rulebook's* many Epic prestige classes as you work, as comparison is often one of the best measures of success.

Step 1: An Artist Needs Good Materials. Homebrew 5th Edition base classes can be a mixed bag. An Epic prestige class needs to build upon a strong mechanical foundation to work well. Start with a substandard base and the design will only get more unstable as you build upon it. Before you throw hours of your life at this task, take a moment to really assess whether the class in question is a good fit for Epic Legacy. Look for some of the following signs:

1. **Uniqueness.** Can the base class fill a niche (both mechanically and party-wise) that makes it special? Part of what makes Epic prestige classes so awesome is that they are all *very* different in how they play and feel. If you can't make this happen in your design, the player using it will feel bad about the direction the character is heading. Beware base classes that are just a streamlined multiclass in disguise! Such designs will fall extremely short in Epic Legacy.

Example. Consider the elementalist detailed in this chapter. While it shares some thematic overlap with druids and some role overlap with spellcasters, it is very much its own thing. It has unique mechanics not represented in other classes, such as primal power, area of elemental influence, and the elemental shapes options. Players using an elementalist must master unique gameplay techniques to play one well.

2. **Complexity.** Epic prestige classes are complex by necessity. If the base class you are considering is already more complicated than a 20th-level Great Old One warlock wielding a *staff of power* and riding a dragon, we have a problem. It takes an amazingly dedicated player to handle a character like that well. A telltale sign of overcomplexity seeing characters not utilizing the majority of their features in an average gameplay session.

Example. When looking at the elementalist, we can clearly see the class is streamlined relative to similar "spellcasting" classes. It has removed repetitive mechanics like concentration and streamlined the range of its "spells" for ease of use. A player familiar with wizard or warlock usually feels the elementalist is a step down in complexity from those options, which is a great sign for a potential Epic Legacy conversion!

3. **Style.** Many designers have a tendency to overstate the significance of non-Epic character features relative to Epic Legacy. The flavor of a class matters, and if your class consideration decrees the character becomes a god of death by 20th level, some things need to change before it advances to Epic levels. Note that a change to a beloved character's class flavor may be a big deal to that player and may possibly be nonnegotiable, in which case you will need to find another solution.

Example. The elementalist is significant, but it's hardly doing anything beyond what other classes can pull off. It's not claiming divine power, gaining the ability to manipulate entire planes, or potentially one-shotting ancient dragons. An especially good barometer is the "wish test"—if a character class is able to do something the core 5E classes could only hope to accomplish similar with a *wish* spell (and suffering stress as a result), then it's probably overdoing it.

4. **Compatibility.** There are some pretty innovative and unique class designs out there. That's a good thing, but it can create compatibility problems with Epic Legacy. For example, when we created the elementalist class, we intentionally introduced a compatibility problem so we could demonstrate the solution.

Example. The elementalist presents a major compatibility issue in the form of its elemental shapes. Since they aren't spells, it begs a couple of questions. Do they continue to progress into Epic levels? Will the Epic elementalist get

Epic elemental shapes? How do we keep those unique features relevant at Epic levels? This is a major hurdle to cross, but one we intentionally introduced before doing *any* work on the Epic prestige class, just to prove the method.

Step 2: Epic Beginnings. At the heart of an Epic prestige class is a good idea. Odds are this idea won't come easily, so get comfy, turn on some epic music (our personal recommendation is Two Steps from Hell), and start combing through fictional examples of what might represent your Epic prestige class. In the case of the elemental, we used some of our favorite movies and video games as tools to figure out what an Epic elemental might look like, its aesthetic, and its design. Do not start developing mechanics yet! That comes later. By the time this brainstorming session is over you should be able to answer the question "What makes your prestige class Epic?" without explaining any class mechanics.

Step 3: A New Way to Play. Despite our earlier advice, you probably already have an idea of what your new Epic prestige class's mechanics are going to be like. It was also probably the first mechanic idea you had that didn't sound half terrible. Bad news—it's still probably not good enough. Why, you might ask? Because it was so obvious. Epic Legacy is built on the idea of mixing the unexpected with the new and exciting. If you pick the most obvious and straightforward path of advancement for your Epic prestige class, then your players will have nothing to be surprised or thrilled about. They are getting exactly what they expected. Part of what makes Epic *epic* is that element of surprise, so you should aspire to utilize a good mix of new and old mechanics. Epic prestige classes are made up of the following mechanical elements, all of which you need to respect as you create your design. As we move forward, reference the avatar, the Epic prestige class for the elemental, as a model (the avatar is explained later in this chapter).

1. Continued Progression. Some parts of the base class must scale into Epic levels. You should target features that threaten to become irrelevant without an Epic boost. In the case of the elemental, we see the integration of the avatar's Epic prestige class levels into the elemental's levels for the purposes of determining the power of its elemental shapes (see the elemental's Nexus of Power feature and the avatar's Surpassed Limits features for details). We also see an expansion on the number of shapes an elemental can know in the avatar's Elemental Knowledge feature. This ensures that many of our elemental player's favorite gameplay tools are still useful at Epic levels. The elemental's area of elemental influence also scales quite nicely with an Epic prestige class's Epic ability score increase, allowing an avatar to stack Constitution for continued benefits.

2. Epic Mechanic. Every Epic prestige class has a core mechanic that defines its Epic-ness. This mechanic should *require* the player to master its ways to achieve Epic levels of success. This mechanic must also scale as the Epic prestige class advances, improving in power as the character gains levels. In the case of the avatar, we see the Primordial Ingots feature as our Epic mechanic. With this tool Epic elementals can unleash astounding levels of power while having to master how they spend this new resource. The

potential within each use of the feature forces the player to make tough choices—whether to hold ingots in reserve or send that pesky mythic pit fiend back to hell. We also notice that as the avatar gains levels, the number of accessible ingots increases, as do the number of ways they can be used.

3. Roleplaying Expansion. An Epic character has tremendous storytelling potential. Your design should have some level of support for such an endeavor that makes the Epic prestige class unique. The way that player's character looks and interacts with the world in an Epic capacity will be shaped by your design, so you will want to think of ways to help the player tell that story. All good 5E classes have features dedicated to this practice, so be mindful of leaving space to implement it moving forward.

Step 4: Hours and Hours of Design Work. Now comes the hard part. You need to take every piece of inspiration, knowledge, and design skill you have to put your Epic prestige class together. You will need to go through the design one feature at a time, carefully considering not only the interactions it will have with *all* twenty levels of non-Epic base class, but with its Epic features as well. *Take your time.* Use copious notes and don't be afraid to throw out ideas if things aren't working. Detailed here is a model of class design we (mostly) followed when building all current Epic Legacy Epic prestige class options, along with a description of all of its components. You don't have to follow this model, but it is *strongly* recommended you do so, especially if it is your first time. The model has the following elements that will be a part of your design.

- **Epic Trial.** Achieving Epic power is no small feat. Your players should *earn* their first Epic prestige class level, and only you know how they will do that. You will need to outline a process characters must follow in the form of an Epic Trial. This is typically a story element rather than a combat one, so make sure to use either the exploration or roleplaying pillar of 5E adventuring. The trial should also be something that makes sense for the class. For example, the avatar requires a character to experience a deep philosophical truth to unlock one's full potential. This is a journey focused inward, themed around the elemental's dedication to personal growth and development.
- **Proficiency Bonus.** The model follows the proficiency bonus progression of all Epic prestige classes. Deviate from this at your game's peril.
- **Special Feature/Resources X/Y/Z.** Epic prestige classes often have special resources that scale as they gain levels. In the event that your custom Epic prestige class does as well, you will want to notate that here to indicate the rate of scaling as the character progresses. In the case of the elemental/avatar, we have two: primal power and primordial ingots.

The features and their descriptions are presented in the order that they appear.

21st-Level Features

- **Ability Score Increase.** Epic characters need bigger ability scores, so unless your base class is something super weird, you will want to include this feature. All official Epic Legacy prestige classes use it, so don't deviate unless you have good reason.
- **Epic Feat.** Epic feats are not only fun, they are powerful. A good Epic prestige class will have some cool synergies with Epic feats on top of everything else. Include this feature for the sake of keeping your Epic prestige class experiences consistent across all players.
- **Introduction to Epic Feature.** This feature is the first major power boost an Epic character gets in order to use class abilities. Usually such a feature eliminates an inconvenience from the non-Epic class or enhances a feature that has become irrelevant in high-level play. In the case of the elemental, we can see that Elemental Knowledge removes the restriction of having a significantly limited number of shapes known, without providing too much flexibility as to make the choice of which shapes to know meaningless.
- **Non-Epic Scaling Feature.** This feature takes what made the non-Epic base class good and makes it better. In the case of the elemental/avatar, we see the Surpassed Limits feature expanding the character's key resource (primal power) and an increased cap on how powerful it can make its elemental shapes. Not a huge boost, but something the player will certainly appreciate. Note that this feature continues to scale as well and synergizes with more features down the line.

22nd-Level Features

- **Epic Mechanic Feature.** At this level, the Epic prestige class showcases its core identity in the form of its Epic mechanic. This is the most important part of your design. It should be unique, fun to use, and most importantly thematic to the Epic prestige class. If your Epic mechanic is just a slightly tweaked version of a non-Epic feature, your class will be boring and "non-Epic" to the player using it. In the case of the avatar, the Elemental Ingots feature introduces a new tool for the player to learn. It's intuitive yet just different enough to require some experience to master. Note that this feature continues to scale as the Epic prestige class advances, incentivizing mastery of the tool and further propelling it to the forefront of the character's adventuring.

23rd-Level Features

- **Ability Score Increase.**

24th-Level Features

- **Epic Storytelling Feature.** Unless your Epic prestige class is still in need of new combat tools, it's time to introduce some Epic storytelling options. This feature should still be

useful in game, but it should lean away from combat and incentivize the player to use the character in a different way. Remember, the three pillars of 5E adventuring are combat, exploring, and roleplaying. Make sure your Epic prestige class supports all three. In the case of the avatar, the Elemental Ambassador feature provides the player with a powerful storytelling tool (the ability to cast *gate*) and then proposes a way to use it by providing advantages when interacting with elementals. Hopefully the player will take the hint and use the feature to summon and interact with powerful elementals to spice up the journey.

25th-Level Features

- **Ability Score Increase.**
- **Epic Feat.**

26th-Level Features

- **Epic Subclass Features.** Most players consider their characters' subclass to be almost as important as the class itself. Many subclasses change huge elements of the character, and at Epic levels they should continue to define how that character works. At this level you should provide a character with something special to cap off subclass progression. The character gets no additional subclass support past this point, so you want the players to feel like they don't need it. The feature should be very powerful, and the 26th level is often one of the most powerful Epic levels to gain for that reason. When considering the avatar, the appearance of the Epic prestige class's first Epic elemental shapes is exciting. Avatar players will unlock their most powerful "spell," which is also thematic to their subclass. Their characters will become more powerful, more unique, and more fun to play all in a single stroke.

27th-Level Features

- **Ability Score Increase.**

28th-Level Features

- **Secondary Capstone Feature.** At this level, Epic characters have gained most of their most powerful features and have little left to learn. This feature is one of the most fun to design because the stakes aren't super high for the entire Epic prestige class. We recommend designing something that really lets the character cut loose. Looking at the avatar, the Supreme Influence feature expands the character's range of elemental influence to ludicrous levels. Is that necessary? Probably not, as most enemies will be in range past the 1-mile mark. But an avatar influencing an entire plane's worth of area is spectacular and undoubtedly something the player will enjoy.

29th-Level Features

- **Ability Score Increase.**
- **Epic Feat.**

30th-Level Features

- **Capstone.** End with a bang. Achieving 30th level is deserving of an astounding reward. Don't let oversensitivity to balance get in the way of making an awesome feature. You want to wow your players when they see what lies in their characters' future. The avatar does this with its Avatar State feature, a title that is sure to get players excited before they even start reading what it does.

Step 5: Balancing. Now that your Epic prestige class has all its features and mechanics, it's time to balance it out. Having a class that is within spitting distance of its adventuring companions is important. Too powerful and it makes the player's teammates feel unimportant or useless. Too weak and the Epic prestige class won't feel Epic—a design disaster for your game. But because you took the time to create functional, high-quality mechanics, balancing is relatively easy. Numbers are easy to tweak, while overhauling mechanics is hard. Here is a checklist to go over while reviewing your new Epic prestige class. Once you can tick all the boxes, the build is ready to roll!

It's not over yet! Once you have completed your checklist, it's time to test things in the field. When you provide your new Epic prestige class to your players, there is still a pretty good chance that things could go wrong. Official Epic prestige classes received more than two hundred hours of testing *each*, and many revisions were made based on this testing. Don't expect yours to go that well without a round or two of revision based on playtesting. We strongly advise you reserve the right to make a few tweaks based on performance. Our recommendation is three rounds of revision before the class is “finalized” and out of your hands until the campaign concludes. That way your players won't feel like the

rug will be pulled out from under them whenever you feel like making a change.

Step 6: Finished! You are done! Congratulations and good job. Having done it over a dozen times, we sympathize with the magnitude and difficulty of that design challenge. If you ever get the chance to share your design with the 2CGaming design team, we would love to take a look at it!

Epic Prestige Class Balance Checklist

Question	Check
Does the Epic prestige class use specific 5E mechanical language as often as possible?	
Are all Epic prestige class features clear and leave little room for ambiguity?	
After running the numbers, does your Epic prestige class perform within an acceptable range of others of its kind (healers, damage-dealers, tanks, etc.)?	
Are all Epic prestige class features unique and do not overlap with features from other Epic prestige classes?	
Have you tried simplifying your Epic prestige class?	
Have you shared your design with players and gotten their feedback?	
Have you given yourself a pat on the back for getting this far?	

Epic Prestige Class Model

Level	Class Features	Proficiency Bonus	Special Resource/ Feature X	Special Resource/ Feature Y	Special Resource/ Feature Z
21	Ability Score Increase, Epic Feat, Introduction to Epic Feature, Non-Epic Scaling Feature	+6			
22	Epic Mechanic Feature	+6			
23	Ability Score Increase	+7			
24	Epic Storytelling Feature	+7			
25	Ability Score Increase, Epic Feat	+7			
26	Epic Subclass Feature	+7			
27	Ability Score Increase	+8			
28	Secondary Capstone	+8			
29	Ability Score Increase, Epic Feat	+8			
30	Capstone	+8			

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 who 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 were magic, gods, or heroes, there was primordial matter. From this roiling chaos the elements boiled forth to make up existence. This truth guides those who 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 imagine. Doing so requires a knowledge of both matter and energy that is beyond the ability of 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 the 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 who desire to become avatars must scour existence in pursuit of truth. Over the course of this journey an elementalist begins to understand that 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 surrounding world, the greater one's 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 1, or a single ability score by 2. 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 1, or a single ability score by 2. 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 for which you meet the prerequisites. These new shapes count against the number of elemental shapes you can know.

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 column of your class progression table.

Finally, 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 know, but must be shapes you meet the necessary prerequisites for. At 23rd level, and again at 25, 27th, and 29th level, you can learn an additional elemental shape in this manner.

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 Ingots 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 of 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 and cannot be augmented, but otherwise it follows the same rules of elemental shaping by which ordinary shapes abide.

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

JETSTREAM

EPIC**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 Epic elemental shape Upheaval.

UPHEAVAL

EPIC**Primal Power Cost:** 25**Shaping Time:** 1 action**Duration:** Instantaneous

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

The Avatar

Level	Class Features	Proficiency Bonus	Elemental Ingots	Primal Power
21	Ability Score Increase, Elemental Knowledge, Epic Feat, Surpassed Limits	+6	–	158
22	Primordial Ingots	+6	2	183
23	Ability Score Increase, Surpassed Limits (2)	+7	2	208
24	Elemental Ambassador	+7	4	233
25	Ability Score Increase, Epic Feat, Surpassed Limits (3)	+7	4	258
26	Affinity Mastery	+7	6	283
27	Ability Score Increase, Surpassed Limits (4)	+8	6	308
28	Supreme Influence	+8	8	333
29	Ability Score Increase, Epic Feat, Surpassed Limits (5)	+8	8	358
30	Avatar State	+8	10	400



NEW CONDITION: BURIED

A buried creature is submerged beneath loose earth. While submerged, the creature cannot move and is restrained unless it has a burrowing 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 feet of movement for every 1 foot 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 area 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 Epic elemental shape Supernova.

SUPERNOVA

EPIC

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 your remaining primal power is lost. For every 5 primal power lost 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 within 5 feet of you hits you with an attack or touches you, you can choose to make it take 6d6 cold damage. Additionally, you learn the Epic elemental shape Polar Lens.

POLAR LENS

EPIC

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 lens 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, know its location, and can target the creature as though you could see it. Additionally, you learn the Epic elemental shape Lotus Blessing.

LOTUS BLESSING

EPIC

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 ally creature within 15 feet of it regains 300 hit points.

- **Metal.** You are aware of the presence of metal within your area of elemental influence, along with what type of metal it is and direction toward it. Additionally, while wielding a metal weapon and wearing metal armor the maximum number of primordial ingots you can have is increased by 2. Finally, you learn the Epic elemental shape Bell of Ten Thunders.

BELL OF TEN THUNDERS

EPIC

Primal Power Cost: 25

Shaping Time: 1 action

Duration: Permanent

You form a bell of metal around a Gargantuan or smaller creature that you can see, that is on the ground, and that is within your area of elemental influence. The bell is an object with 250 hit points and an AC of 20. The creature is completely encased by the bell and gains total cover from everything outside of the bell. When the bell takes damage, any creatures inside of it take thunder damage equal to the damage taken by the bell.

- **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 raised to unlife 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) score 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. Twenty-four hours after the puppet was created, it dies and its body crumbles into black dust.

Additionally, you learn the Epic elemental shape Hungering Dark.

HUNGERING DARK**EPIC**

Primal Power Cost: 30
Shaping Time: 1 Action
Duration: 1 minute

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 elemental influence in an unoccupied space you can see. The portal is a circular opening 25 feet in diameter. You can orient the portal in any direction you choose, and the effect lasts for the duration.

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 feet of them 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 feet 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 Epic elemental shape Crown of Storms.

CROWN OF STORMS**EPIC**

Primal Power Cost: 25
Shaping Time: 1 action
Duration: 1 minute

Your primordial ingots 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 in diameter and are invisible when fully submerged in water unless you choose not to be. Additionally, you learn the Epic elemental shape Dancing Stream.

DANCING STREAM**EPIC**

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 expend. 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 reserves of primal power to create and augment shapes instead of your own. When you expend primal power to create or augment an elemental shape while in this state, you regain the amount of primal power you expended to do so at the end of that turn. When this state ends, you gain five levels of exhaustion and must finish a long rest before you can use this feature again.



CHAPTER FIVE: THE TOWERS OF THUL



"Hear that clanging? That's the melodious sound of genius being hammered into shape. Take a whiff of that stench! That's the smell of horrors a-brewing. Here the impossible is plausible, ideas are currency, and workplace hazards are a civil right. Welcome to the Towers of Thul! Make sure you don't step in anything green and glowing."

– Tamara Tall

When Kaya Thul founded Nexus, the next thing on her to-do list was building the ultimate laboratory in which to study the wonders gathered on her journeys. Back on her home world, Kaya's designs and experiments had been suffocated by small-minded fools who failed to grasp the importance of her work. But with Nexus came freedom—freedom to experiment, innovate, and push the boundaries of magic and science further than any had thought possible. Over the centuries, scores of warehouses, laboratories, and workshops were constructed and abandoned by the industrious archaic countess. Her many admirers and followers were quick to take over the derelict structures, turning the area into a hotbed of industry from which wondrous inventions and terrific dangers emerged. Nexus paid the heavy price for this pursuit of progress at any cost. The citizens quickly lost patience with lab experiments running amuck and toxic pollution choking the skies. The city council swiftly zoned a comparatively small section of the city for Kaya and her fellow scientists, hoping to contain their dangerous genius to a reasonable degree.

DISTRICT OVERVIEW

Alignment: Chaotic neutral
Population: 8,000
Economy: Industrial
Danger: High

Unsurprisingly, the plan was a total failure. Necessity is the mother of invention, and when you have a city full of geniuses in need, problems get solved quickly. Since they couldn't expand outward, the district's residents built upward. Vertical architectural marvels dedicated to science and industry soon dominated the skyline in defiance of those who sought to limit progress. All of Nexus could witness the brilliance of Kaya Thul's industrial philosophy from a supposedly safe distance. The district was titled the Towers of Thul soon after and now stands as one of the most dangerous and profitable districts in all of Nexus.

CULTURE

It takes a brave or desperate Nexian to live within the Towers of Thul. Self-reliance is an essential value one must possess to make it in this district. If your home is blown up by a neighbor's explosive machinations, it may be your fault for failing to add explosion-proof plating to the exterior. However, if you are looking to get something built or test a theory, there is no finer place in Nexus. The citizens of this district are hard workers with brilliant minds and ambitious hearts. Passion for one's work is key. Apathy and contentment are deserving of disrespect and derision, while failure is glorified as essential to the process of achieving success. Other Nexians have a wary attitude around those from the Towers of Thul. The district is often referred to as a literal blight upon Nexus, but one the city must tolerate for the sake of tradition and fear of the "mad scientist" residents. Many of Nexus's greatest calamities can be traced back to the Towers of Thul. Events such as "The Great Big Boom," "The Day the Water Was Purple," and "The Invasion of the Mega Rats" have done irreparable damage to the district's reputation.

Slang and Sayings in The Towers of Thul

"Try today, succeed tomorrow." – common saying

"Didn't work? DOUBLE IT!" – common encouragement

"That's a handsome brain you got there." – common flirt

"Bookeater" – common insult for one who likes reading more than doing

"Kookwork" – common insult for a bad invention or idea

"What's it like to be boring?" – common insult



Fashion

There is no room for impracticality within the Towers of Thul. Its citizens must constantly be ready to act on every stroke of genius or take cover from an unfolding catastrophe. Consequently, the fashion of the district is a curious combination of laboratory clothes, arcatech tools, and durable materials mixed into one. Clothing that literally can't take the heat won't last long in the district. Most garments sport the local colors—brown, neon green, and grey—along with a hefty quantity of industrial metals. Typical district citizens look like they just walked off an industrial construction job: gizmos whirring, clothes slightly smoking, and stinking of some noxious chemical. The more refined and successful residents remain immaculate despite the district's legendary grime, sporting more complex machines that can only be fully appreciated by fellow inventors and scientists.

Wealth

To those who dwell in the Towers of Thul, gold is only useful as a scientific material. The true wealth of the district lies within its brilliant minds. A good, original idea or invention is worth more than any fortune—unless said fortune could then be used to develop an even better idea. As a result, the most valuable physical objects commonly traded between residents are ideas put to paper in the form of blueprints. The more detailed and well-crafted the blueprint, the more it's worth. However, the idea on the blueprint must be unique—each creation must be certified by the Idea Factory to ensure originality. Those caught peddling copies are guilty of plagiarism, a sin second only to murdering one's intellectual rivals. A common sentence for such offenders is to spend a few months as a test subject for a local's experiments, a punishment few are expected to survive.

Blueprint Value	
Intelligence (Artisan's Tools) Check Result	Value
1–10	Kookwork (negligible value)
11–20	Meh (common value)
21–30	Pretty neat (good value)
31–35	Impressive (great value)
36–40	Genius (tremendous value)
41–45	Revolutionary (extraordinary value)
46+	Bleeding edge (virtually priceless)

Designing a blueprint is very different than following its instructions, and your players may be eager to bring their creations to life. Throughout this book there are examples of magic items, potions, poisons, diseases, and even spells that can be created by characters. At the DM's discretion, a blueprint produced in the manner described in this chapter can be a prerequisite to begin the crafting process, with premium blueprints required to manufacture the highest-quality results. Note that a blueprint requires considerable

The Value of Ideas

Players love wealth. As soon as your players discover their characters can create currency within the Towers of Thul, they will probably try to do so. This is fine! However, creating and patenting an original idea takes time and serious effort. When any character tries to do so, you can ask them to attempt an Intelligence (Artisan's Tools) check with a tool that befits what they are trying to create. Making this check takes 1 week of work, each day of which requires 8 hours of strenuous activity working on the blueprint. Upon completion the blueprint must be filed and patented at the Idea Factory, a process which typically takes another week. The value of the blueprint is based on the result of the check, as detailed in the Blueprint Value table. Note that the values are displayed in how citizens in the Towers of Thul feel about the blueprint. What exactly the characters receive in exchange for their blueprints must be negotiated based on this attitude. Residents are more likely to value exclusive blueprints. A character that has already made good use of a blueprint or distributed multiple copies has inadvertently devalued the idea.

expertise to use properly and possesses no magic of its own. It describes all the components necessary to construct its contents but not how to acquire or assemble them properly. Experienced artificers and well-connected citizens of Nexus are best equipped to make use of blueprints and may be willing to craft their contents in exchange for exclusive rights to the blueprint.

ADVENTURING IN THE TOWERS OF THUL

The resource needs in the Towers of Thul are great. The district chews through a staggering amount of material: test subjects, precious metals, alien fluids, and powerful artifacts and magic, all of which can be readily replenished by teams of dedicated adventurers. Help Wanted posters cover every public surface, seeking to entice both the brave and the foolish into questionable business partnerships. Forging a strong bond with a patron from the Towers of Thul is well worth the effort. Adventurers can expect to access cutting-edge arcatechnology, share in unearthed secrets to strange new powers, and discover solutions to seemingly impossible problems. Adventures based in and around this district should emphasize themes like discovery, ambition, risk, creation, and technology. Detailed in the Towers of Thul Adventures table is a list of possible plot hooks for adventures based around this location.

PERSONS OF INTEREST

Even in a district full of reckless scientists there are those who stand apart. To become a person of interest in the Towers of Thul requires you not only distinguish yourself through deeds, but also creativity. You want to be known for slaying dragons or being a quasi-divine being? Go somewhere else. In the Towers you must prove yourself. It's not about what you can or can't do, it's about what you're *willing* to do. Those who embrace this philosophy wholeheartedly can achieve legendary success, such as the following noteworthy figures.



Countess Kaya Thul (level 30 human archanic). The cofounder of Nexus herself is (or was) a resident of the Towers, which carries her namesake. Kaya’s brilliance is a role model to all Nexians of the district, and hers is a household name spoken in reverence. She is sorely missed, and many citizens feel that until her sparkling intellect returns the Towers will never shine as brightly as in Kaya’s heyday. Kaya Thul’s grey tower of Istavar remains a sacred place illuminated by countless inventions which the citizens hope may aid the founder in finding her way home.

Estavhan Burnholt (level 26 half-elf archanic). Elected representative to the Nexus City Council and owner of the most prestigious factory in all the Towers, Estavhan Burnholt is a force to be reckoned with. His skill in artifice is matched only by his talent for politics—a rare and dangerous combination. Estavhan is a relative newcomer to Nexus who experienced a meteoric rise to power through craftiness and brilliance. His most notable invention is the Burnholt Auto Butler, a mechanical marvel that became an essential household appliance for wealthy Nexians.

Perpetual Engine

“Only the Towers of Thul could find the presence of a sentient weapon of mass destruction fascinating instead of terrifying. No good can come from its continued existence in our fair city, and I look forward to the day a band of heroes completely dismantles the horror.”

– Othello Titaneye, High Marshal of Nexus

Description

The perpetual engine is equal parts mechanical marvel and unstoppable war machine. Its body is an efficient quadrupedal base upon which rests a gigantic torso and a myriad of formidable weapons. Its “head” is a confusing mass of metal, glass, and magic that sparks with intelligence. However, the most astounding thing about the perpetual engine is its material composition. The entire construct is fashioned from completely indestructible materials that defy reason. The only way to truly injure the engine is to disconnect and disassemble its many parts, but even then, the creature just puts itself back together. The perpetual engine’s purpose is unmistakable. It must wage war on a genocidal scale, slaughtering any resistance it encounters. Until its creators are found and its secrets unlocked, the perpetual engine remains an eternal threat to all life.

Background

One day Kaya Thul returned to Nexus, battered and bloody, dragging behind her the remains of a terrific mechanical monstrosity. Dumping its body in the Towers, Kaya left the creature to rust in a warehouse, where it remains to this day. Known as the perpetual engine, this creature has been rendered harmless by Kaya’s power but still communicates in a strange numerical language. Any who prod the engine for knowledge are gifted with tremendous technological secrets required to repair its body. This has sparked vigorous debate within the Towers, for should the creature be repaired enough to fully reactivate, it would spell devastation for the district. On the other hand, its design is light-years beyond even the Towers’ greatest minds, making it a treasure trove of knowledge too tempting to pass up.

Towers of Thul Adventures

d10 Description

- 1 A crazed gnome archanic has hidden a dozen bombs across Nexus, threatening to detonate them unless her demands for a pet gold dragon are met. She claims the bombs will permanently transform Nexians into balloons, but no one can verify her claims.
- 2 A troll with extreme regeneration powers escapes its cage. So far nothing has succeeded in killing the creature, which has adapted to every attack after recovering from injury. The “owner” of the troll would like it captured, but only after more substantive field tests have been performed.
- 3 A Nexian is killed in an accident in the Towers of Thul and is revealed to be a machine, indistinguishable from living flesh until injured. The citizen’s family knew nothing of this and seeks answers as to what happened to the original.
- 4 An ancient Epic aboleth, Zzazz the Eternal, wishes to speak with the characters, claiming to remember them from ages past. They are formally invited to its aquarium within the Towers of Thul to discuss the matter, a request that the characters would be wise to accept.
- 5 City councilmember Estavhan Burnholt has decreed that all those of “low intellect” will be evicted from the Towers of Thul. A popular vote to ratify the decree will be held in one month, during which time the district’s citizens are free to debate and campaign as they see fit.
- 6 For the first time in five hundred years the Aeonic Spire tolls. As its strange bells ring out across Nexus the anomaly within fades, allowing the secrets of chronomancy to be plundered. How long this window remains open is a mystery, but a daring few feel the risk is worth the potential reward.
- 7 A new Nexus Grand Prix is announced. This event promises to be even more of a catastrophe than the last. The winner will receive a coupon for one clinical procedure at Tsoyo’s Transformations.
- 8 A trio of researches are seeking escort to a collection of planes inhabited solely by sentient machines. All previous expeditions have proved disastrous, but the technological wonders of these “mecha-worlds” are too tempting to pass up.
- 9 A new power plant in the Towers of Thul is emitting pollution so caustic that even the robust architecture of the district is melting. Attempts to shut the factory down have proven fruitless, and no one is answering the door.
- 10 Istavar, home of the absent Kaya Thul, is vandalized by the Punch Drunks from the Steel Streets. Outraged, the Towers form their own gang in order to throw down. Calling themselves the “Big Bangs,” this new batch of thugs doesn’t seem to possess the honor and sense of self-restraint that keeps the Steel Streets reasonably safe.

Personality

Despite its horrific function, the perpetual engine is a being of surprising cunning and personability. More than anything the creature wants to be put back together, readily trading specific secrets of its construction with any willing to make repairs. A small cult of dedicated artificers and engineers have taken to worshipping the being, believing it to be the perfect technological achievement. Any benevolence on the part of the perpetual engine is purely out of necessity. Once assembled, the being intends to fulfill its primary function and lay waste to all in its path.

Mythic Effects

As a mythic creature, the perpetual engine causes the following effects.

Indestructible. The engine is incredibly difficult to destroy owing to its brilliant design and alien mechanical components. When the engine gains a level of the damaged condition via its Reconstruction Protocol feature, it gains the following benefits as its systems respond to the threat. Damaged is measured in six levels, as detailed in the New Condition: Damaged table.

NEW CONDITION: DAMAGED

Level	Effect
1	The engine gains advantage on ability checks and saving throws.
2	The engine gains blindsight out to 300 ft.
3	The engine gains Epic advantage on attack rolls.
4	When the engine takes damage from a creature within 10 ft. of it, that creature takes 28 (8d6) fire damage as steam erupts from the engine's body.
5	The engine doubles all damage it deals.
6	The engine can be slain.

If the engine is damaged and suffers another effect that causes it to gain that condition, its current level of damaged increases by the amount specified in the effect's description.

Finally, whenever the engine finishes a short or long rest, its levels of damaged are reduced by one. If this reduces the levels of damaged below one, the condition ends.

Unstoppable Force. When the engine is damaged its components are dislodged and disconnected, but they cannot be destroyed. The engine's body cannot be destroyed or dismantled by any known means, and when slain the engine slowly begins to rebuild itself over a period of 1 year. This is a Deific effect that can only be prevented by a creature succeeding on six DC 50 Epic Intelligence (Smith's Tools) checks to permanently disable it before the creature returns to "life." The last person to perform this action on the perpetual engine was countess Kaya Thul. This feature can be reenabled and the creature reactivated by a creature successfully repeating the six ability checks.

Cogmaster Metilius (level 19 gnome cleric). Cogmaster Metilius is the head of a peculiar religious sect calling themselves "the builders." His group believes that through a combination of arcotechnology and divine power they can craft perfect artificial bodies—a requirement to enter an afterlife as a cog in the great machine that propels the universe. While many doubt the truth of Metilius's claims, they can't deny the startling advancements he and his cult have made in creating constructs. The craftsmanship of the cult's golems, automatons, and clockwork beings is second to none.

Masterwork Template

When a construct is crafted by intelligent hands, they may put an extra level of care and expertise into its creation. Such constructs are masterwork specimens of their design, far superior to other, ordinary models. Their bodies resist blemish and damage while their weaponry is optimized for maximum lethal efficiency. Constructs with the masterwork template gain the following traits:

Artificial Cognition. When the construct would fail an Intelligence, Wisdom, or Charisma saving throw against a non-Epic effect, it instead succeeds. Additionally, the construct is immune to the stunned and unconscious conditions.

Indomitable Body. While the construct is not incapacitated, it cannot be pushed or pulled against its will.

Superior Infrastructure. When the construct takes more than 40 damage in a single instance from a non-Epic source, it instead takes 40 damage.

Calamity Janice (unknown). Shambling around the Towers of Thul is a creature that strikes terror into its citizens. The locals call her—it?—Calamity Janice and have good reason to dread her presence. Wherever the strange creature ventures, mayhem ensues. Calamity Janice has a disruptive effect on machinery and especially arcotechnology. The more complex the mechanism, the more catastrophic her influence. Calamity Janice appears as a hooded, halving-sized figure completely encased in a leather hazardous-materials suit and sporting a chemical mask. While it's difficult to determine where and when she will appear, Janice has been known to target creators who engage in corporate sabotage and espionage with their competitors. Killing and imprisoning Calamity Janice has proven pointless. She mysteriously returns at the most inconvenient time to wreak havoc, unleashing a legion of what can only be described as "gremlins" to rip apart the machines of ignoble inventors. Examples of the kind of havoc she inflicts, as well as the general mayhem that occurs regularly in the Towers of Thul, can be found in the Calamity in the Towers of Thul table. The save DC for effects caused by Calamity Janice are always 30, though for "average" calamities the DC is at the DM's discretion.

PERPETUAL ENGINE

Gargantuan mythic construct, lawful evil

Armor Class 30 (natural armor)

Hit Points 315 (18d20 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	4 (-3)	24 (+7)	14 (+2)	21 (+5)	1 (-5)

Saving Throws Str + 20, Dex +7, Con +17, Int +12, Wis +15, Cha +5
Skills Perception +25

Damage Resistances bludgeoning, piercing, and slashing from non-Epic creatures

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, stunned, unconscious

Senses darkvision 500 ft., passive Perception 35

Languages Binary

Challenge Mythic 4

TRAITS

Advanced Weaponry. The engine's attacks are magical and have a +3 bonus to attack and damage rolls (included in their description).

Arcane Dynamo. When the engine is affected by a non-Epic spell, that spell's caster must succeed on a DC 24 Intelligence, Wisdom, or Charisma saving throw (caster's choice) or the spell fails and is absorbed by the engine. When the engine absorbs a spell in this manner, it deals additional arcane damage on the next successful attack it makes. This benefit is cumulative and lasts until the start of the engine's next turn. The additional damage is 1d6 for a cantrip or 1st-level spell, plus 1d6 for each spell level above 1st.

Mythic Resistance. When the engine fails a saving throw, it can expend one of its unspent legendary actions to succeed instead.

Reconstruction Protocol. The engine is extraordinarily difficult to permanently damage. When the engine is reduced to 0 hit points, it is instead restored to its hit point maximum and gains one level of the damaged condition. If the engine starts its turn and has six or more levels of the damaged condition, it is slain.

Additionally, the engine is immune to effects that would kill or destroy it (such as *disintegrate* or *power word kill*) so long as it has five or fewer levels of the damaged condition.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the engine takes a mythic action to cause one of the following effects. The engine cannot cause the same effect twice in a row.

Lock On. The engine targets a creature it can see with its weaponry. Until the next initiative count 20 the target cannot be hidden or invisible from the engine, and the engine's attacks score a critical hit on an attack roll of 16–20. Additionally, the engine cannot attack another creature unless it is unable to attack its target.

Radiation Cloud. The engine emits a cloud of magical toxins in a 120-foot-radius sphere. Until the next initiative count 20 the area is heavily obscured, and creatures in the area have disadvantage on Intelligence, Wisdom, and Charisma saving throws.

ACTIONS

Multiattack. The engine makes two Cataclysm Rocket or Pound attacks and either uses Acid Sprayer, Booster Engines, Lightning Harpoon, Power Slam, or Sonic Cannon action.

Acid Sprayer. The engine sprays poisonous acid in a 30-foot cone. Each creature in the area must succeed on a DC 24 Constitution saving throw or take 54 (12d8) acid damage and become poisoned. Additionally, the ground in the affected area becomes difficult terrain unless it is immune to acid damage.

Booster Engines. The engine gains a fly speed of 90 feet until the end of its next turn.

Cataclysm Rocket. *Ranged Weapon Attack:* +10 to hit, range 1,000 ft., each target in a 25-ft. cube the engine can see.
Hit: 25 (4d10 + 3) fire damage.

Lightning Harpoon. *Ranged Spell Attack:* +15 to hit, range 120 ft., one creature. *Hit:* 31 (4d12 + 5) lightning damage, and the target is impaled by a harpoon on the end of a long chain. A creature so impaled cannot move or be moved away from the engine (including via magical teleportation). Additionally, at the end of each of its turns a creature so impaled takes 31 (4d12 + 5) lightning damage and is pulled 30 feet toward the engine.

A creature can remove the harpoon by taking an action to succeed on a DC 24 Strength (Athletics) check. If the creature is ever more than 120 feet away from the engine, the impalement ends.

Pound. *Melee Weapon Attack:* +23 to hit, reach 15 ft., one target.
Hit: 40 (6d8 + 13) bludgeoning damage.

Power Slam. The engine moves up to double its speed in a straight line. If the engine would move into a creature's space as a part of this movement, the creature must attempt a DC 24 Dexterity saving throw. On a success, the creature moves to the nearest unoccupied space out of the path of engine. On a failure, the creature is pushed ahead of the engine as it travels, takes 35 (10d6) bludgeoning damage, and is stunned until the start of its next turn.

If the engine encounters an object that would prevent the movement from this action, the object takes 70 (20d6) bludgeoning damage. If this damage destroys the object, the engine continues on its path.

Rapid Repair (Recharge 6). The engine magically regains hit points equal to its hit point maximum.

Sonic Cannon. The engine fires a line of concentrated sound in a 300 ft. line that is 5 ft. wide. Creatures in the affected area must succeed on a DC 24 Constitution saving throw or take 55 (10d10) thunder damage and be deafened. A successful save halves the damage and prevents being deafened.

LEGENDARY ACTIONS

The engine can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The engine regains spent legendary actions at the start of its turn.

Advanced Weaponry (Costs 2 Actions). The engine uses its Acid Sprayer, Booster Engines, Lightning Harpoon, Power Slam, or Sonic Cannon action.

Assault. The engine makes a Cataclysm Rocket or Pound attack.

Dispelling Burst. The engine ends any non-Epic spells or magical effects within a 10-foot-radius sphere centered on it.

Reengage. The engine moves up to its speed.

ARCATECHNOLOGY

The secret to the Towers' success is arcatechnology—the wondrous fusion of magic and machine that revolutionized life throughout Nexus and beyond. These devices are intricate, complicated, and powerful. Nexians have come to describe such devices as “arcatech,” and many consider it to be the only worthwhile thing the Towers of Thul ever produced. Arcatech is everywhere in Nexus; complex arcatech telescopes allow researchers to peer into unexplored dimensions, while arcatech bathrooms augment homes with flush toilets. Nexians have learned to appreciate the overcomplicated and sometimes untrustworthy devices. Several minor artificers make a living servicing the many needs of exasperated citizens whose arcatech door has locked them out of the house for the tenth time that week. How arcatech is presented in Nexus is up to you. It can be elegant and organic, industrial and noisy, steampunk, magicpunk, or somewhere in between. The point of arcatechnology is to demonstrate just how far the city of Nexus has advanced, with creative genius on display in almost every aspect of life.

At the heart of arcatechnology is power. All machines need it and arcatech consumes raw magic as a power source. This is much

more complicated than it sounds, for magic is not so easily controlled. Those constructing arcatechnology must take great care to properly stabilize and integrate magical power sources into their devices as well as ensure such power sources cannot be easily destroyed. In gameplay terms arcatechnology is just another way to showcase the power of magic. Functionally there may be no difference between an “ordinary” *flametongue* sword and an arcatech version of the same item. However, at the DM's discretion arcatech can be more than just a different way to experience magic. The following options can apply to arcatech items, objects, and structures at the DM's discretion. These options need not be exclusively applied.

Option 1: Arcatech Power Source. Arcatech items, objects, and structures must be magically recharged to replenish their power sources. Once a week an arcatech item must be recharged or its magic becomes inert and the item becomes useless. To recharge an item so depleted, a creature must sacrifice some of its own magic in the form of spell slots to recharge the item. Whenever a creature finishes a short or long rest while in contact with the arcatech item in question, it can choose to expend a spell slot to restore the item to full functionality. The rarity of the item determines the minimum spell slot required to recharge the item, as detailed in the Arcatech Recharge table.

Calamity in the Towers of Thul

Calamity	Description
Arcane Radiation	A machine in the area begins to emit strange waves of invisible magical energy in a 300-foot-radius sphere centered on it. The energy passes through all known barriers and there is no known form of protection against its effects. A creature that spends 1 minute in this area within a 24-hour period must succeed on a Constitution saving throw or have its hit point maximum reduced by 32 (5d12). This hit point reduction only ends if a creature is not exposed to the area for a period of 1 week.
Chemical Fire	A building erupts in a chemical fire that gives off noxious fumes. Every minute the fire persists, the structure takes 21 (6d6) fire damage and 21 (6d6) acid damage. Creatures and unattended objects in the structure also take this damage. At the end of each minute, the fire spreads to different areas of the building, up to a 30-foot-cube area. If the building is already entirely engulfed in flames when this occurs, the fire instead spreads to an adjacent building (if any).
Electrostatic Buildup	An electrical buildup occurs in a piece of complex machinery, which begins to emit violent sparks and buzzes loudly. A creature that touches the machine can disperse the electricity, taking 110 (20d10) lightning damage and ending the effect. If the effect instead persists for 1 minute the machine is destroyed, and the energy is released in a tremendous burst that fills a 50-foot-radius sphere. Creatures in the area must succeed on a Dexterity saving throw or take 55 (10d10) lightning damage.
Major Mechanical Malfunction	A construct's cognitive abilities go haywire and the construct must succeed on a Wisdom saving throw or become an enemy of all creatures it can see for 1 hour and attempting to kill as many creatures as possible over the duration. When the effect ends the construct retains no memory of the events that transpired over the the duration.
Toxic Spill	A wave of toxic fluid washes over an area of up to twenty contiguous 5-foot squares. When a creature enters the area for the first time on a turn or starts its turn there it must succeed on a Constitution saving throw or be transformed into a hideous mutant. A creature so transformed has its speed halved, cannot take bonus actions or reactions, cannot speak intelligibly, and glows a luminescent green. A <i>greater restoration</i> or <i>heal</i> spell restores an affected creature to its natural state.
Void Magnet	A strange attractive force emanates from a machine. When a creature or unattended object comes within 60 feet of the object or starts its turn within 60 feet of the object, it must succeed on a Strength saving throw or be pulled to the nearest unoccupied space to the object and restrained. The effect ends if the machine is destroyed.

Arcatech Recharge	
Minimum Spell Slot Level	Item Rarity
1st	<i>common</i>
3rd	<i>uncommon</i>
5th	<i>rare</i>
7th	<i>very rare</i>
9th	<i>legendary</i>
Tier 1	<i>extraordinary</i>
Tier 3	<i>mythic</i>

Option 2: Perfect Synergy. Arcatechnology’s perfect fusion of magic and machine confers considerable benefits over traditional magic items. An arcatech version of a magic item functions in areas of antimagic. Creatures cannot attune to or use arcatech items unless they have the necessary Intelligence (as detailed in the Arcatech Intelligence table) or are taught how by another creature with the necessary Intelligence. Once a creature learns how to use an arcatech item, it is always considered proficient with that item (where applicable).

Arcatech Intelligence	
Minimum Intelligence Required	Item Rarity
9	<i>common</i>
11	<i>uncommon</i>
13	<i>rare</i>
15	<i>very rare</i>
17	<i>legendary</i>
19	<i>extraordinary</i>
21	<i>mythic</i>

Option 3: Major Malfunction. When an arcatech item is destroyed but the majority of its structure remains, catastrophe can ensue. This can occur due to a major mechanical malfunction, an exploding power source, or a bizarre magical phenomenon. It is at the DM’s discretion what happens when an arcatech item is destroyed, though generally the rarer an item the more dangerous the malfunction. The Major Malfunctions table provides some examples of major malfunctions that can occur, which the DM can expand or limit according to the needs of the game. The save DC for effects on the table is 11 for *common* magic items, 13 for *uncommon*, 16 for *rare*, 20 for *very rare*, 25 for *legendary*, 31 for *extraordinary*, and 40 for *mythic*.

Major Malfunctions	
d6	Result
1	The power source for the item detonates. Each creature within a 15-foot-radius sphere when the item is destroyed must attempt a Constitution saving throw, taking 6d10 arcane damage on a failure, or half as much on a success.
2	The item flashes out of existence, disrupting magic in an area around it. When the item is destroyed, it generates a 30-foot-radius burst of antimagic. Non-Epic magic items in the area have their effects suppressed for 1 minute, and spells and magical effects of 5th level or lower in the area immediately end.
3	The item catches on fire and burns for 1 minute. Creatures holding or touching the item when it catches fire must attempt a Dexterity saving throw. On a failure, the creature takes 6d6 fire damage and catches on fire. A creature who is caught fire in this manner takes 6d6 fire damage at the start of each of its turns and can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful saving throw, the creature takes half as much damage, does not catch on fire, and drops or removes the destroyed item.
4	A powerful fiend is called from across the planes, appearing in the nearest unoccupied space to the item. If the item was <i>common</i> the fiend is CR 2 or lower, if <i>uncommon</i> CR 4 or lower, if <i>rare</i> CR 7 or lower, if <i>very rare</i> CR 11 or lower, if <i>legendary</i> CR 16 or lower, if <i>extraordinary</i> CR 23 or lower, and if <i>mythic</i> CR 30 or lower.
5	The item attempts to banish its user to another plane. A creature holding or wearing the item when it is destroyed must succeed on a Charisma saving throw or become banished to a plane it has never visited.
6	The item emits a dazzling flash of light. Each creature within 60 feet of the item that can see it must attempt a Constitution saving throw, becoming permanently blinded on a failure, or blinded for 1 round on a success.

..... The Ledger of Legends

Liftoff! Jino’s House of Booms Launch Date

Crazed fragtologist Jino has decreed that by this time tomorrow the greatest arcatechnological achievement Nexus has ever seen will occur. The artificer claims that his home will achieve flight via “a sequential series of controlled explosions via a solid-state fuel delivery system.” We don’t know what any of that means, but as our readers familiar with Jino know all too well, odds are it will be quite the spectacle.

TRAVERSING THE TOWERS

There is much to see and do within the Towers of Thul, provided you take appropriate precautions. Air filters, robust clothing, and a heightened sense of awareness will serve an explorer well. The Towers are not a place for tourists or socialites. Those that come here are either looking for work or have something important

Behind the Curtain: Time and Epic Mechanics

Controlling and traveling through time has been the cornerstone of epic stories for much of the 20th century and beyond. This makes playing with time travel a great tool for *Epic Legacy*, but also one that can be easily misused. While playing with time is fun conceptually, in practice it often leaves much to be desired mechanically. A great example of this problem comes from the *wish* spell, which allows a character to alter the outcome of a single roll made within the last round. That may not sound like much, but that single change can have huge implications for that combat and cause the DM a massive headache. For example, undoing a successful save on a *hold person* spell means the big bad evil guy was actually paralyzed all those times he was walloping the paladin into paste. Now the DM has to track how much damage was dealt when and to whom, but wait—the DM forgot to take notes, and now maybe it'll just be a guess? You can see where this is going.

When building mechanics based on time, try to keep in mind how much effort will be spent managing that mechanic. The further away from combat your time mechanic is, the easier it will be for both you and your players to handle its effects in a fun way. That isn't to say you can't use temporal mechanics in combat, but focus more on playability than what makes logical sense. If your game is screeching to a halt once a round to deal with time travel nonsense, a change is probably needed. The following new spell is a great example of how to make something that hits that time vibe but still plays smoothly.

NEW SPELL: REWIND

8th-level transmutation (sorcerer and wizard only)

Casting Time: 1 action

Range: Self

Components: V, S, M (a yoyo)

Duration: Concentration, up to 1 minute

You set yourself at a place in time, allowing you to return to that point over and over. When you cast the spell, you mark the space you are currently occupying. When you take damage or are affected by a hostile effect over the course of the spell's duration, you can take a reaction to magically teleport to the space you marked when you cast the spell. If the space is occupied, you instead appear in the nearest unoccupied space. When you appear, you gain 2d12 temporary hit points, which last for the spell's duration.

to do. Everyone moves with a purpose, and idle chatter is nearly nonexistent. To thrive one must learn where to go and whom to talk to, a goal best achieved by proving you are worth the time it takes to meet you. At nearly eight thousand citizens, the Towers of Thul is by no means the most popular district, but its vertical space hides countless creatures, constructs, and beings that defy classification. The following locations are but a handful of significant landmarks found with the Towers of Thul and are among the most notorious.

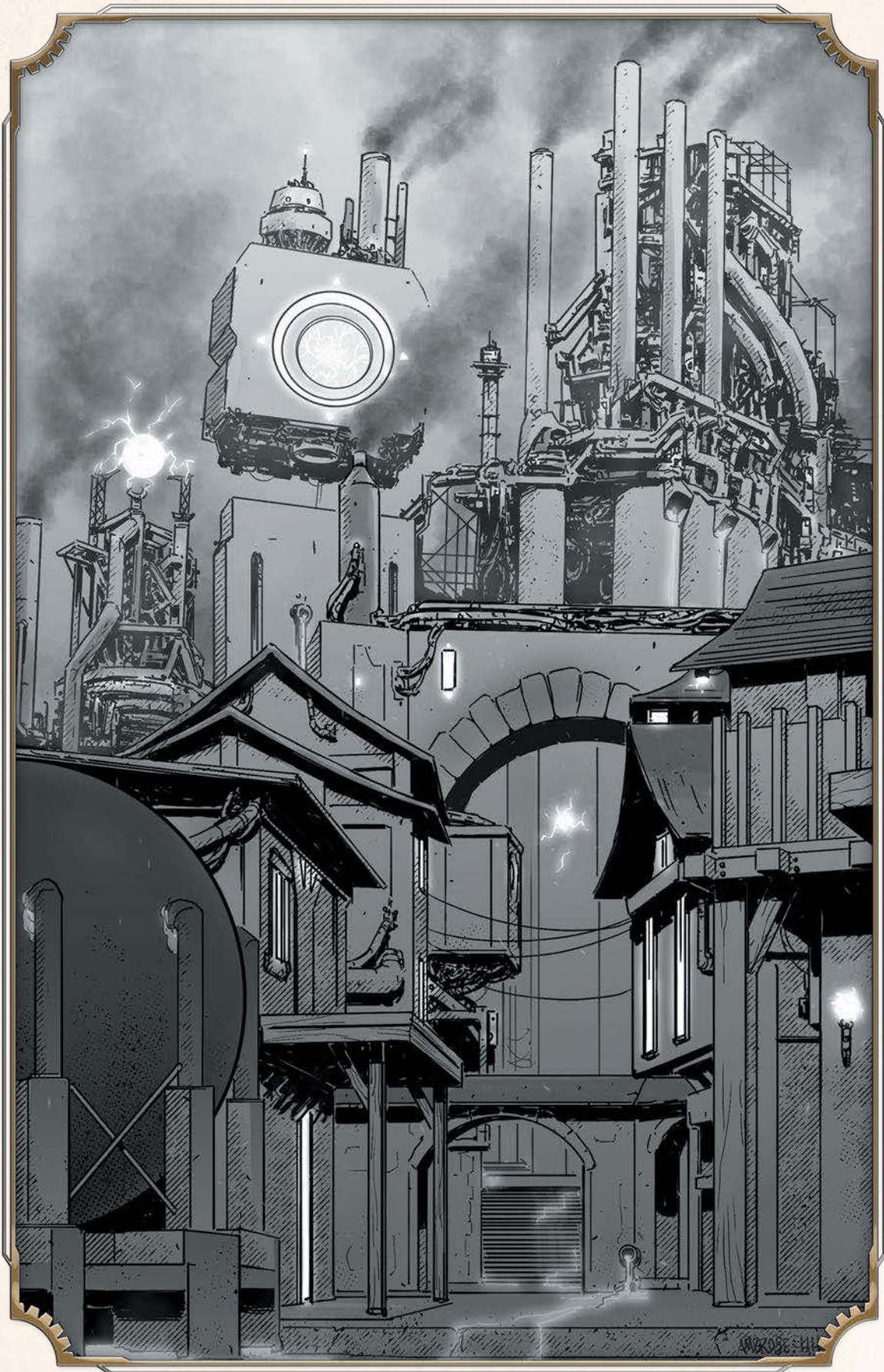
NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order.

Aeonic Spire

This massive clocktower is built from black stone by an archmage and archanic duo that sought to master time itself. The tower's robust design proved fortuitous, enduring despite a terrible accident,





The Towers of Thul

the effects of which continue to this day. Locked in a state of temporal suspension, those who dwelt within the Aeonic Spire are trapped in a pocket of eternity separated from the flow of time. The state of the tower is always in flux, warping before the eyes of Nexus's citizens—sometimes years pass in the span of a single day. The pair responsible for the accident have done much with the time given to them by learning all they can about chronomancy, but so far have they have been unable to escape. Many expeditions have been sent in to recover the wonders of the tower, though only a handful have returned, ravaged by time. Survivors speak of strange creatures prowling the tower's time-lost halls—time elementals, chrono-demons, and far worse—ready to reduce adventurers to dust.

The Aeonic Spire is a wondrous location that possess a temporal domain, the details of which can be found in the sidebar of the same name. For more information on wondrous locations consult chapter 4 of this book.

The current master of the Aeonic Spire is the archmage Ragnar, whose desire to master time was born from the trauma of his past. While a mighty practitioner of chronomancy, Ragnar has yet to unlock all its secrets. He seeks to travel back in time and undo horrors from his earliest years, gladly sharing the lore of chronomancy with all who could aid him in this task.

The Ledger of Legends

Revolutionary Invention Patented: The MACRO-Wave

Not every invention that comes from the Tower of Thul is worth praise, but every now and again something comes along that can change the future. Such is the case with the recently patented macro-wave! This arcatech wonder will soon be in every household in Nexus, for it can cook in moments food that would ordinarily take entire afternoons or even days! This author has witnessed firsthand a macro-wave roast an entire mammoth in seconds, ready to feed an entire community with minimal effort. That's why every writer currently has the up-and-coming macro-waves on preorder. If you use the order form within today's paper, you too dear reader can have a macro-wave of your very own and support your favorite journal at the same time!

TEMPORAL DOMAIN

Time is often described as a river, but sometimes it coalesces into a maelstrom called a temporal domain. These strange anomalies are incredibly dangerous and navigable by only the most powerful or alien of creatures. In these realms time does not flow so much as it erupts, warping the environment backward, forward, and even sideways through time. Creatures can live, die, and live again over the course of eons within these domains, only to emerge none the worse for wear. Temporal domains are areas of great magic and are of supreme interest to learned minds. Objects within their area gain strange properties, while sudden pivots through time open doorways to new realities. To outsiders a temporal domain appears always in flux. Mountains rise and fall in moments, trees return to their seeds, and creatures from alternate timelines pop into existence without warning.

Creatures. Celestials, constructs, dragons, fiends, and undead are commonly found in a temporal domain—only ancient or timeless creatures can consider one a habitat. Because time in a temporal domain rarely moves in a single direction for long, creatures with a long lifespan have a much smaller chance of being erased when time flows backward or succumbing to old age when it flows forward.

Detection. A DC 30 Wisdom (Survival) check is required to determine a temporal domain's true nature.

Properties. A temporal domain causes the following effects within its area.

- **Glimpse.** As an action a creature that has been in the domain for at least 24 hours can peer through time to witness an event in the past or any number of possible futures that has or will occur outside the temporal domain. The creature can perceive 1 hour of "normal"

time in this manner before the effect ends and can view the event from any angle or perspective. Once a creature has used this feature it must finish a long rest before it can use it again.

- **Imprisonment.** When a creature finishes a long rest in the area it must succeed on a DC 24 Wisdom saving throw. On a failure, time warps around the creature and traps it within the domain. The target cannot leave the domain for 1 year.
- **Temporal Resistance.** Non-Epic spells and magical effects that alter time cannot be cast within the domain's area.
- **Time Storm.** For every 24 hours that passes within a temporal domain, the area may experience a time storm, which is a natural phenomenon for the domain. A time storm causes one or more of the following effects within the area, which affect each creature, object, and structure (which are at the DM's discretion) within the domain's area.
- **Disjunct.** The domain becomes disjointed with time outside the area. Time within the domain flows up to 1d10 times faster or 1d10 times slower than time outside the area.
- **Freeze.** Time within the domain freezes.
- **Jump.** The domain jumps to a specific point in time in the past or future.
- **Reversal.** Time flows backward instead of forward.
- **Split.** The domain splits to an alternate timeline.

SCHOOL OF CHRONOMANCY

Legendary Wizard School

If time is a river, then it can be tamed, or so believe the wizards of the school of Chronomancy. Members of this school seek to master one of the most dangerous and mysterious forces in reality: time. Their research transcends the petty manipulations of mere transmutation. Chronomancers seek to peel back the veil of time with their magic, dissecting it into usable elements they can safely wield. With such understanding comes the power to change the universe as one diverts, dams, and reverses the flow of time. Most regard chronomancers as dangerously ambitious, and they are not wrong. To mishandle time is to wreak havoc on the universe itself, a risk all chronomancers are willing to accept in the name of their craft.

School of Chronomancy Features	
Wizard Level	Feature
2nd	Temporal Magic, Time Freeze
6th	Touch of Aeons
10th	Chronology
14th	Fast Forward
26th	Epic Arcane Tradition

TEMPORAL MAGIC

Beginning when you select this school at 2nd level, when you cast a wizard spell or archmage Epic spell with a duration of 1 minute or greater, you can expend a spell slot of the same level used to cast the spell to increase the duration, up to a maximum of 16 hours.

TIME FREEZE

Starting at 2nd level when you choose this school, you can freeze time in short bursts. As a bonus action on each of your turns, you can stop the flow of time for everyone but yourself. No time passes for other creatures while you take an additional turn immediately after your current one ends, during which time you use actions and move as normal.

This effect ends early if one of the actions you use or any effects you create during this period affect another creature or an object being worn or carried by someone else. Additionally, immediately after the effect ends, you gain 1 level of exhaustion.

You can use this feature a number of times equal to your Intelligence modifier, regaining all expended uses when you finish a long rest.

TOUCH OF AEONS

At 6th level, as an action you can touch an unattended object or structure and expend a wizard spell slot. When you do so, the target is magically aged 50 years if you expended a 4th or lower level spell slot, or 100 years if you expended a 5th level or higher spell

slot. If you expend an Epic spell slot, the target is instead aged a number of years of your choice.

CHRONOLOGY

At 10th level, when you roll for initiative and at the start of each round of combat, you can choose to have your turn occur on an initiative count of your choice, to a maximum of your highest possible initiative roll.

FAST FORWARD

At 14th level, you can move your body forward in time to restore your health. As an action, you can throw yourself or a friendly creature you can see within 60 ft. forward in time, immediately granting the target the benefits as though they had finished a short rest. Additionally, 1 hour of time instantly passes for the target and for any effects currently affecting the target (such as spell effects with a duration). Once you have used this feature, you must finish a long rest before you can use it again.



EPIC ARCANES TRADITION: CHRONOMANCY

At 26th level, you have mastered the ability to weave the fabric of time into your magic. When a creature fails a saving throw against one of your spells, you can choose to have it cause one of the following effects according to what happened on the failure.

- **Aeonic Flux.** If the creature would take damage from the spell on a failure, it instead loses a number of hit points equal to the damage it would have taken (before resistances, immunities, or other effects are applied) as its body is ravaged by time.
- **Fossilization.** If the target takes no damage on a failure, it is magically aged a number of years of your choice, up to your Intelligence score. If the spell is an Epic spell, you can instead magically age the target a number of years up to your Intelligence score multiplied by 10.
- **Temporal Banishment.** If the spell has a duration greater than instantaneous, the creature becomes disjunct with time for the spell's duration. While so disjunct, a creature deals half damage, its speed is halved, and it cannot take reactions.

Budget Beverages by Burnholdt

Not so much a landmark as a cultural touchstone of the Towers is Budget Beverages by Burnholdt. These colorful vending machines will supply any thirsty patron with a tasty beverage free of charge. The catch? Depending on the beverage ordered, a time-card is printed ordering each customer to present themselves at Burnholdt Industries to “pay” for their drink within a week. Failing to honor this commitment is not recommended. As a city councilmember, Burnholdt has been known to leverage political power to enforce the agreement at Budget Beverages by Burnholdt. The beverages in the table of the same name are available to those who fail to read the fine print or are desperate for a drink.

Burnholdt Industries

The largest of the Towers of Thul, Burnholdt Industries in a massive production facility responsible for most appliances, toys, and other arcatechnology found throughout Nexus. The structure is covered in billboards advertising the latest and greatest from Nexus's most innovative minds, and the smoke emitted from its many chimneys is a panoply of noxious colors. Large cranes provide cargo access to massive loading areas, while the security is multilayered and reinforced by magical iron walls and bizarre clockwork guards. The CEO of the company, Estavhan Burnholdt, has a standing bounty for any new arcatech brought to his doorstep, and many have made their fortunes through a close working relationship with the savvy businessman. The crown jewel in the Burnholdt production line is the Burnholdt Auto Butler, which has become an essential appliance in many Nexian households. The details for the Burnholdt Auto Butler are found in the sidebar of the same name.

Haywire Way

Twisting between the towers is an elaborate running track combining metal, magic, and traps into one catastrophic whole. This is Haywire Way, home to the Nexus Grand Prix—a deadly obstacle course masquerading as a race. On its bloodstained surface the fastest runners from across the realms sprint their way through an obstacle course of nefarious design. The track is enchanted to accelerate the runners to ludicrous speeds, and the many hazards found on the course are devised by the most devious and creative locals. Casualties are numerous, but the prestige of winning is well worth the effort, earning the victor the ironic title of Lucky Punk. Every restaurant in all of Nexus gives the year's Lucky Punk a free meal the first time they come calling, whether they have a reservation or not. Considering the quality of some of Nexus's restaurants, one can see why it's a prize worth dying for.

The Nexus Grand Prix is the only event that will get other Nexians excited about going to the Towers of Thul. On the day of the race the modest district is packed with more than half the city's total

Budget Beverages by Burnholdt

Drink	Cost	Description
Mother's Milk	1 day of hard labor	Nutrient fluid, providing sustenance equivalent to 1 lb of food and 1 gallon of water.
Really Green	1 hour of hard labor	Salty, sour, sweet, and tangy, all at the same time.
Brawndy	1 week of hard labor	The drinker's muscles swell grotesquely, and the drinker has advantage on Strength ability checks. This benefit lasts for 8 hours.
The Gift	1 month as a test subject	The drinker must succeed on a DC 18 Constitution saving throw or become addicted to the gift. A creature so addicted must drink the gift at least once every 24 hours or gain one level of exhaustion.
Days Gone By	None	If Days Gone By is consumed willingly, the drinker falls unconscious for 1 week. While unconscious in this manner, the drinker does not need to eat, drink, or breathe.
Job Application	Permanent Employment at Burnholdt Industries	The drinker is cured of all disease and becomes 5 years younger. A creature can only benefit from this drink once every 5 years.



NEW MAGIC ITEM: BURNHOLDT AUTO BUTLER

Burnholdt Auto Butler

Wondrous item, very rare

This humanoid-shaped, metal mannequin is the size of a standard human and forged from polished bronze. A large key protrudes from the back of the mannequin, which can be turned to wind up the item like a child's toy. Turning the key for 1 minute fully winds the mannequin, providing power to the item for 24 hours. The key can be removed and the mannequin cannot be wound by anything other than the key specifically designed for it. The mannequin obeys the orders of the creature that wound the key without question. As an action, Estavhan Burnholdt or an authorized employee of Burnholdt industries can touch the mannequin and receive detailed documentation of everything the butler has seen or heard over the past year. The butler has the following statistics.

BURNHOLDT AUTO BUTLER

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +4, Int +4

Skills Acrobatics +4, Performance +5

Condition Immunities poisoned, stunned, unconscious

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Senses darkvision 60 ft.

Languages Understands all language but can't speak

Challenge 4 (1,100 XP)

TRAITS

Dedicated Servant. As long as the butler and the creature that holds its key are on the same plane, the butler can always sense the creature's mood and nutritional desires. Additionally, the butler is aware of any diseases the creature is afflicted by and become immediately aware if the creature becomes poisoned.

Talented. The butler is proficient in all Artisan's Tools and doubles its proficiency bonus for ability checks made using Artisan's Tools.

ACTIONS

Multiattack. The butler makes two Slam attacks.

Detect Poison. The butler chooses a food or drink it can see within 5 feet and detects any poison present within the target.

Heal. The butler touches a flesh-and-blood creature within 5 feet of it. The target regains 11 (2d10) hit points.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. One target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

residents, each of which is there to cheer on the racers from their respective districts. To compete in the Grant Prix a racer must be sponsored by a city councilmember, each of which can sponsor up to three racers. Earning this favor is no small feat. Competition is stiff and many Nexians have worked for years to get a shot at the title. Death on the racetrack is rarely final, but certainly humiliating. The citizens in the Towers are allowed to build only one hazard or trap on sections of track that run by their homes, which leaves ten miles of road masterfully designed to inflict maximum carnage.

Running the Grand Prix

The Nexus Grand Prix is an example of an Epic adventure that isn't about combat. Entering, running, and surviving the Grand Prix are all challenges worthy of Epic characters and make for a nice change of pace between dungeon delves. You should treat such an event with the same level of care and attention you'd give a traditional adventure. Introduce rivals, develop political intrigue, and of course construct the most nefarious obstacle course imaginable.

As a DM if you decide to run the Nexus Grand Prix, it's advisable to use the rules for running a chase found in the *DMG*. In this case, the "quarry" is always the person in the lead, while the "pursuers" are everyone else. The race is meant for the finest athletes in all of Nexus, most of whom are Epic adventurers. The various traps and hazards are comically over the top and violent in the extreme. Giant swinging axes, crusher plates, and nail bombs are crowd favorites that are sure to cause a spectacle.

Rules of Haywire Way

- All participants must have at least one foot on the track unless they are jumping. Failure to remain on the track counts as an instant disqualification.
- All participants cannot start the race under the influence of spells or magical effects, nor can a participant be wearing or using magic items.
- Each time a racer takes the Dash action, its base walking speed increases by 10 feet. This effect ends if a creature falls prone or does not take a Dash action on its turn. Creatures on the track with a base walking speed greater than 120 feet take 35 (10d6) bludgeoning damage if they collide with an object or fall prone while moving.
- If you can't run, die or get off the track.

Idea Factory

Arguably the most important building in the Towers, the Idea Factory is where aspiring creators go to patent their ideas and creations for a modest 100 gp processing fee. This popular building is armored like a fortress and blessed with the largest single plot of land in all the Towers. The Idea Factory makes great use of this space, storing copies of every blueprint that has ever been patented in Nexus, all the way back to the city's founding. The entire operation is run by a studious clan of mechamind gnomes who take their jobs extremely seriously. Security is tight, with layers of

magical protections overseen by a quartet of Epic dragons that are too well compensated to be bribed. Patents filled at the Idea Factory have no expiration date, and copies can only be produced with the express permission of the one who filed it. This policy leaves a significant portion of patents forever locked away within the Idea Factory, never to be seen again. None but the gnomes know exactly how many works of genius are hidden away, but most agree it to be a tragically huge figure.

The gnomes gave up on maintaining any form of customer service, surrendering the bottom floor to the hundreds of applicants each proclaiming their ideas were genius and deserving of special attention. The area has since been converted into a makeshift bar and restaurant, as waiting to file a patent is the only time a citizen of the Towers has nothing better to do but drink. Adventurers were quick to deduce the Idea Factory was the best place to find work in the whole district. The jobs are always dangerous but the pay is good. The artificers of Thul have enough to worry about without unpaid adventurers breathing down their necks.

The bar is run by a dao genie named *Rorren the Treasured*. *Rorren* understands misery and failure quite well, having once been sultan overseeing a grand empire before being deposed by his own children. He is a great shoulder to lean on when an experiment goes badly or an invention tears itself apart. The Idea Factory bar can serve almost anything conventional but is best known for the items in the Idea Factory Menu sidebar.

Istavar, the Grey Rook

The abandoned home of Nexus cofounder Countess *Kaya Thul*, this ornate gothic tower is named after the founder's homeland where her family once reigned. The structure is an elaborate wonder of artistry and arcatechnology, showcasing *Kaya's* signature style of never sacrificing aesthetics while maintaining grim efficiency. The building is almost as pristine as the day it was abandoned over 100 years ago, and its twenty floors glow with mysterious, artificial lights. No citizen of the Towers has dared enter *Istavar* since *Kaya's* disappearance, a habit born of both great fear and respect for the artificer's power. In the earliest days

of the founder's disappearance several disciples of *Heletek* tried to gain entry. Their agonized screams still haunt the streets. The wrought iron gates that surround the tower are always adored with gifts from *Nexians* who pray for their founder's safe return, and the tower is illuminated by countless lights so the countess can find her way home. However, patience for the founder's return is wearing thin and more than a few adventuring parties plot to storm the abandoned property in search of fortune and glory.

Other Locations

The options presented in this section are but a small sample of interesting places to visit within the Towers of Thul. If you are a DM running adventures in the area or find your players wanting to spend more time there, there is a lot of deliberately empty space for you to fill and further develop the Towers to your liking.

How Powerful Was *Kaya Thul*?

As far as any *Nexian* can remember, no one has challenged *Kaya Thul* in combat and lived to speak about it. However, several of *Kaya's* achievements make her stand above even other archanics, such as:

- Constructing a relic, the *Great Lighthouse*
- Discovering the multiverse crossroads and founding *Nexus*
- Defeating a Great Old One and its minions during the War from Beyond the Stars, with the help of her companions
- Designing three unique, fantastic machines that no archanic has yet been able to reproduce: the *hexetronic ring*, *comspellius cane*, and *worldstrider's greaves*.

Should the founder still be alive, she is undoubtedly a mythic being possessing powers and abilities well beyond that of even the most seasoned of archanics. Only the exceedingly foolish or extremely brave could dare challenge her.

Idea Factory Menu

Item	Cost	Description
Mad World	2,000 gp or a secret never before shared	Sapphire dust, aberration bile, blueberry juice, and a purple grape. The drinker must succeed on a DC 18 Wisdom saving throw, or the creature's memories and personality are switched with that of another creature within 15 feet for 1 hour. For the duration, the drinker believes it is that creature and cannot be persuaded otherwise.
Infernal Machine	500 gp or a pint of one's own blood	Machine oil, demon piss, and topaz dust. Shaken, not stirred. The drinker must succeed on a DC 22 Constitution saving throw or become violently ill and be unable to keep food or drink down for 48 hours. Popular for drinking contests.
Day of the Dragon	100 gp or a good rumor	Ruby dust, tomato juice, and fire beetle extract. The drinker immediately belches a spectacular (but harmless) gout of flame.
Last Words	1,000 gp or a decent favor	A shot of gin, the tear of a ghost, and a handful of diamond dust with ice. The drinker prophetically speaks the last words it will utter before its death.
Ultimate Bar Nuts	Free	No one knows why they are the best. They just are.

In Nexus: Jino's House of Booms

At the northern end of the Towers is a most ominous building. Like a rocket about to lift off, the missile-shaped tower of Jino's House of Booms stands far away from other buildings, and for good reason. Here the artificer Jino indulges in his favorite pastime: blowing stuff up. The mere sound of Jino's many inventions is enough to rattle the windows several blocks away, much to the anxiety of his unfortunate neighbors. Jino is a fragtologist and aspiring archanic who firmly believes that the scientific community is in desperate need of epic explosions. No one is quite sure whether or not Jino's rocket tower can (or will) actually fly, a subject of much speculation. A tremendous betting pool has developed over the years with about an even split on whether Jino will finally accomplish his dreams or die horrifically in the attempt. Jino doesn't care about the naysayers and will gladly teach the ways of the fragtologist to any who dare to darken the doorstep of the House of Booms.

The details of the villainous artificer subclass option, the fragtologist, follow. This option is intended for players looking to explore an artificer specialization that allows for more villainous gameplay styles and campaigns. It can only be made available for character creation at the DM's discretion.

FRAGTOLOGIST

Villainous Artificer Specialization

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 toward 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 subtlety. 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 an attractive option to a fragtologist. As long as there are 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 handcraft specialized explosive material for your personal use. Crafting 1 pound of material requires 1 hour of strenuous activity as well as 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 the Fragtology Materials table. You cannot

attempt to craft an explosive material for which you do not meet the required artificer level, 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	3rd	13	10 gp	3d6 fire
F-42	6th	16	200 gp	6d6 acid
Arcanium Powder	14th	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 have prepared.

Fragtologist Spells ¹	
Artificer Level	Spell
3rd	<i>burning hands, catapult*</i>
5th	<i>pyrotechnics*, shatter</i>
9th	<i>erupting earth*, slow</i>
13th	<i>blight, fire shield</i>
17th	<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. One pound of explosive material is enough to create 10 demolition charges, and each charge weighs half a pound. Only you have the expertise to use your demolition charges safely. If another creature attempts to use one of your demolition charges, the 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-foot-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:

- As an action you can throw a demolition charge up to 30 feet into a space you can see. When the demolition

¹ Spells in this list marked with an asterisk can be found in the official 5E supplement, *XGE*.

charge enters the space to which it was thrown, it immediately explodes.

- As an action you can place a demolition charge in an unoccupied space within 5 feet of you and light its fuse. You determine how long the fuse is timed for, up to 1 minute. When the fuse runs out of time the charge immediately explodes. Once lit a fuse can only be extinguished by magically created water.

STICKY BOMBS

At 5th level, 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 feet of it succeeding on a Strength (Athletics) check versus your spell save DC.

EXPLOSIVE ENGINEERING

At 9th 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 feet away from other demolition charges, and you can only have ten demolition charges linked together at a time. Charges linked together cannot be farther than 30 feet away from at least one other linked charge, nor within 15 feet of another linked charge. As an action you can light the fuse of one of the linked charges, which has a timer with a duration of up to 1 minute before it and every charged linked to it explodes simultaneously.

ARCANE CATALYST

At 15th level you can infuse your demolition charges with powerful magic. When you place or throw 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 when it explodes. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each level higher than 1st.
- **Blasting Boost.** The area affected by the demolition charge when it explodes is increased. The radius is increased by 10 feet for a 1st-level spell slot, plus an additional 5 feet for each level higher than 1st.
- **Shaped Charge.** Certain creatures are protected against the effects of the demolition charge when it explodes. 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 1st.

ARCHANIC

Epic Artificer

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 overwhelming arcane energy. At the center of the devastation stood the archanic. Those who had derided her regal outfit and noble demeanor had no 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 have lasted 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 endless power of magic combines with the genius potential of technology in perfect symbiosis, and those who wield this newfound arcatechnology are the esteemed archanics. When might fails, nature withers, and gods falter, archanics bring their fantastic machines to bear. No problem is too complex for an archanic's intellect. All it takes is the proper tools, 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 archanics, Epic masters of magical technology. Archanics are an Epic prestige class available for artificers, the details of which follow. Additional details and information on the nature of Epic prestige classes can be found in the *Epic Legacy Core Rulebook*.

PREREQUISITES

An archanic's understanding of magic and technology in combination is masterful; they create artifacts that defy belief. This skill goes beyond any level of education. A career as an archanic 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 archanic 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 1, or a single ability score by 2. The maximum 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 (see the *Epic Legacy Core Rulebook*). You may elect instead to increase two ability scores of your choice by 1, or a single ability score by 2. The maximum for the increased ability scores 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 arcatechnology. 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 use the item; in the hands of other creatures it is a mechanical marvel beyond their comprehension.
- The item becomes an Artisan's Tool of your choice in which you are proficient, 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 continues to improve as you gain levels as an archanic. You gain improved spell slots per level, and can prepare 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	7th Level	8th Level	9th Level
<i>Globe of Invulnerability</i>	<i>Etherealness</i>	<i>Antimagic Field</i>	<i>Gate</i>
<i>Guards and Wards</i>	<i>Magnificent Mansion</i>	<i>Antipathy/Sympathy</i>	<i>Power Word Heal</i>
<i>Heal</i>	<i>Mirage Arcane</i>	<i>Clone</i>	<i>Prismatic Wall</i>
<i>Magic Jar</i>	<i>Regenerate</i>	<i>Control Weather</i>	<i>Time Stop</i>
<i>Move Earth</i>	<i>Resurrection</i>	<i>Demiplane</i>	<i>Polymorph</i>
<i>Programmed Illusion</i>	<i>Simulacrum</i>	<i>Mind Blank</i>	
<i>True Seeing</i>	<i>Symbol</i>	<i>Telepathy</i>	

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 next section. You know a number of different schematics to create fantastic machines according to the Fantastic Machine Schematics 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 knowledge and understanding to use your fantastic machines. In the hands of others, they are useless.

Wondrous Infusions

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

Master Specialist

At 26th level, your specialization reaches its zenith, and you are able to forge your weapons 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 or one of your experimental elixirs, 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 and as a part of using the potion or experimental elixer. Spells cast in this manner only require somatic components (the act of drinking the potion) and cannot be countered by spells or magical effects (such as *counterspell*).

Additionally, your experimental elixirs gain the following benefits according to the table below.

Improved Experimental Elixirs

Elixir Effect	Benefit
Healing	The drinker regrows any missing limbs or appendages.
Swiftiness	When the drinker takes the attack action, they may make an additional attack as a part of that action for the duration.
Resilience	The drinker gains resistance to a damage type of its choice for the duration.
Boldness	The drinker is immune to the frightened condition for the duration.
Flight	The drinker's fly speed is increased by 50 ft. for the duration.
Transformation	The drinker gains proficiency in a saving throw of its choice for the duration.

Level	Prestige Class Features	Proficiency Bonus	Fantastic Machine Schematics	Spell Slots per Spell Level
21st	Ability Score Increase, Arcatech Infusions, Epic Feat	+6	–	4/3/3/3/2/1
22nd	Fantastic Machines	+6	1	4/3/3/3/2/1
23rd	Ability Score Increase	+7	1	4/3/3/3/2/1/1
24th	Wondrous Infusions	+7	2	4/3/3/3/2/1/1
25th	Ability Score Increase, Epic Feat	+7	2	4/3/3/3/2/1/1/1
26th	Master Specialist	+7	3	4/3/3/3/2/1/1/1
27th	Ability Score Increase	+8	3	4/3/3/3/2/1/1/1/1
28th	Expedient Artisan	+8	4	4/3/3/3/2/2/1/1/1
29th	Ability Score Increase, Epic Feat	+8	4	4/3/3/3/2/2/2/1/1
30th	Grand Architect	+8	5	4/3/3/3/2/2/2/1/1



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 magic 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 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 feet 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).

Armor	Cost	Armor Class (AC)
Golem	12,000 gp	21

Strength	Stealth	Weight
19	Impossible ²	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 table.

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, a trifusion giga-bomb. This fantastic machine—which only an Epic fragtologist would dare build—does not count against the number of fantastic machine schematics you can know.

² Dexterity (Stealth) ability checks made while wearing golem armor are treated as though the wearer rolled a 1.

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 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 deactivate the bomb. When the countdown reaches zero, the bomb explodes, destroying itself and emitting a 100-foot-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 feet.

The explosion shatters planar space, leaving behind an empty void that has no properties (such as gravity) nor matter that was unable to survive the explosion. This damage slowly repairs over time, at a rate of 100 cubic feet per year.

Expedient Artisan

At 28th level, your experience in creating thousands of devices allows you to swiftly manufacture 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 by which you are attempting to reduce the creation time. 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 (outlined in the next section) and learn how to build a new one from the 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 magic 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 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 in the following section.

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 the 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 necessitating 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 remains: How to assemble the fantastic machine? We recommend the assembly process require an Epic Intelligence ability check³ using a set of appropriate tools with a DC of at least 30, performed over the course of a 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 it's enjoyable both for the player and the table at large. Make an 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 expend one of its charges and project a magical liquid in a 90-foot line that is 5 feet wide, or a 30-foot cone, coating everything in the area with the fluid. The blendmaster has a number of charges equal to your Intelligence modifier and regains all expended charges when you finish a long rest. The fluid you project is determined when you use the blendmaster, and it replicates the effects of magical *potions*. The *potion* effects produced must be from the following options, but you may replicate other *potion* effects by feeding a *potion* or similar such item into the blendmaster as a part of the action (consuming the *potion* in the process).

Alchematronic Blendmaster, Continued

- **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.
- **Biotic Juices.** Allied creatures in the affected area regain hit points as though they had consumed a *potion of supreme healing*. Enemy 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.
- **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: an arcane hyper-infuser. The infuser has 1 charge for every 2 levels of archanic you have, and it regains expended 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 following list of spells. 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: *asbran's arcane absorption*, *antimagic ray*, *genesis*, *spell sequencer*, *translocation*⁴

Arcatech Proto-Rifle

Weight: 3 lbs.

Name	Type	Damage
Arcatech proto-rifle	Ranged	5d10 piercing
Weight	Properties	
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 to 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 ammunition, the attack deals an additional 5d10 damage of the chosen type.

³ See *Epic Legacy Core Rulebook*, chapter 1.

⁴ For all these spells, see chapter 4 of the *Epic Legacy Core Rulebook*.



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 magic 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 (including armor). 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 feet, and you 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 equal to your 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, arcathech 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.

- **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.

Omnicombynamo, Continued

- **Superior Engineering.** The target's hit point maximum increases by 30 times your archanic level.

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

Recombobulatron

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 arcathech eyepiece with dozens of gemstone lenses, allowing the wearer to calculate, measure, and examine the 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 can measure the exact distance between any two points you can see (no action required).

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 magic items it is carrying.

Finally, if you use a magic 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 (your spell save DC)

Hit Points (20x your character level)

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

A transmobile siege machine is an arctech 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 feet 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, one action to aim, and one action to fire.

As an action while touching the machine you can return it to its backpack form. Additionally, if the machine is reduced to 0 hit points it immediately folds into its backpack form and cannot be used again until repaired.

Launch. *Ranged Weapon Attack:* +(your spell attack bonus) to hit, range 1,000 ft./2,000 ft., each target within a 10-foot square within range. *Hit:* (3d12 for each arcanic 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 2,000 feet. 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).

War Matrix

Weight: 3 lbs.

A thousand weapons packed into a modest clockwork device, the war matrix ensures that no arcanic 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 a nonmagical 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 limbs 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 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 staggering power and potential. However, not everything Epic is a god-killing tool of destruction or a world-saving hero. Entire species can be considered Epic, born into lives with special abilities and advantages that clearly separate them from their non-Epic counterparts. Some of these may be unusual offshoots of the “common” races. Groups such as dwarves, 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.

In Nexus: Tsoyo's Transformations

Unsurprisingly, Nexus is home to many members of Epic races. Its status as an interdimensional melting pot has birthed many wondrous specimens whose abilities and strengths are right at home in the City of Legends. It didn't take long for the overambitious researchers within the Towers of Thul to take notice of these unusual beings. A flurry of reckless experimentation and no small number of explosions soon followed. Untold wealth, time, and even a few lives were lost in the attempt, but only one Thulian emerged from the caustic smoke triumphant: Tsoyo the Archbiologist. What this mighty arcanic alchemist had achieved was nothing short of astounding: an Epic ritual to transform various humanoid races into an Epic form of their choice. After considerable revisions and a ferocious ad campaign, Tsoyo now offers Nexians the chance to receive this “gift”...for a modest fee of course. The Archbiologist has brushed aside all ethical concerns and started a business—Tsoyo's Transformations—that caters almost exclusively to Nexus's elite.

Tsoyo's Transformations is only open by appointment and can perform a handful of procedures each year. The Archbiologist is diligently discerning about who can contract her services, for those who abuse their newfound power risk dealing considerable damage to her business's reputation. After an evaluation period of several weeks a candidate can receive the benefits of her mighty Epic ritual: *rite of change*. The costs associated with this magic are extravagant. Tsoyo uses the evaluation period to determine how best a client's assets and skills can service her interests, but regardless of background the ask is always costly.

INTRODUCING EPIC RACES

Exceptional members of a race are not a new concept, even to Epic Legacy. 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 characters' 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 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 races 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.

NEW EPIC RITUAL: RITE OF CHANGE

Epic transmutation ritual

Primary Caster Restrictions: 26th level or higher, Infuse Item feature, ability to cast 8th-level spells with a class Spellcasting feature

Power DC: 60

Preparation Time: 90 days

Components: V, S, M (unknown—only Tsoyo knows the ritual's material component), L (a pool of alchemical fluid infused with transmutation magic large enough to accommodate the target creature)

Duration: Instantaneous

This is no mere *polymorph* spell. The effects of this magic reshape a creature on a fundamental level, permanently and irreversibly endowing a single humanoid creature with Epic potential, transforming it into an Epic version of its species.

Preparation: When you begin preparing the ritual you must place a single humanoid creature within the pool of alchemical fluid at the ritual's location. Over the course of the ritual's preparation you must spend 12 hours of strenuous activity each day perfectly balancing, mixing, and enhancing the fluid as the creature within slowly changes into its new Epic form. If the creature is removed from the pool or you fail to perform the necessary care during this time the ritual fails and the creature dies, its body horribly disfigured by the incomplete process.

Effect: The creature is transformed into an Epic version of its race, choosing between an Epic racial feat for which it meets the prerequisites or an Epic subrace option (when appropriate). Creatures that become a member of an Epic subrace lose any subrace features they had before being affected by this spell. The details of each Epic race eligible for this transformation are found later in this chapter.

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 characters 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 characters already possess. To help you tackle these conundrums as a DM, following are 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 character 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 character 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 (keep reading for more information), but combinations of both certainly exist. The details of each Epic racial feat can be found in the racial sections later in this chapter.

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, you may allow a player 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 and rare processes. 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.

Enduring Grudges. When you fail a saving throw or are hit by an attack from an enemy, you gain a grudge die, 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 d20s 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.

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

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

EPIC DWARF SUBRACE: ANCESTRAL

Once a generation or through powerful magic, a clan of dwarves gives rise to a revered ancestral dwarf. These wise and powerful dwarves can be born to any race of their kin. Each 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 dwarves always have snow-white hair that shines in bright light, and their piercing blue eyes are like chips of arctic ice. The words of ancestral dwarves 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.

EPIC DWARF SUBRACE: ANCESTRAL, CONTINUED

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 consult the spirits of your ancestors (or the ancestors of a clan to which you belong 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 Deity⁵.

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 fused 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 while their prosperity has allowed the clan to spread far and wide in pursuit of new things on which to spend money. Gilded dwarves have the following characteristics, in addition to their race's characteristics.

Ability Score Increase. Your Strength or Dexterity ability score increases 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 any pocket of anything you are wearing (whether the object was stored there or not). This effect is not considered magical, but it 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.

⁵ See chapter 2 of the *Epic Legacy Core Rulebook*.

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 score.

Sylvan Touch. Objects you are holding or wearing are considered magical and are immune to damage from nonmagical 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 unsurprising, for the elder elves have mastered powerful high magic and created wondrous, isolated societies beyond the reach of all but the most powerful beings. Few are ever permitted to walk the streets of their mysterious homes, 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), lunari (moon elves), and stellari (star 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 are 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 score increases 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.

EPIC ELF SUBRACE: SOLARI, CONTINUED

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

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

Sun 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 a secretive bunch. A reflection of the 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 among elder elves the lunari prefer to be alone. They find greater comfort in the calm silence of the heavens than the petty lives of other beings. However, when lunari elves choose 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 of seeing you use a supernatural ability to sense movement to detect creatures around you. You have blindsight out to a range of 120 feet but are blind beyond that radius. If your blindness ends, this feature is suppressed until you become blind again. Additionally, if you would gain a blindsight feature, the radius of your blindsight is instead increased by the amount of feet you would have gained from that feature.

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 or produce a magical effect that requires you to see one or more targets within range in order to affect them with the spell, you instead do not need to see your targets, though you must still be aware of their presence and which spaces they occupy.

Sylvan Synth. You can read and write a fey language for the blind commonly known as sylvan synth. 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 increases by 2, up to a maximum of 30.

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

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.

EPIC RACIAL FEAT: EPIC HALFLING, CONTINUED

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 you have without taking a long rest.

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 they look unfavorably on those who track them down. Each sidhe has pale green skin and large, almond eyes, though their hair varies wildly in color between blond, auburn, and brown. It's difficult to get a read on what a sidhe is feeling, making social interactions with them consistently unpleasant and awkward. Only around those whom 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 or movement and cannot deal thunder damage. Sidhe do not need to provide verbal components to cast spells and cannot be audibly detected by any known means.

Mystic Camouflage. If you are not incapacitated, at the end of each of your turns you can take a Hide action (no action required) provided you meet the necessary requirements to be able to be hidden.

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 characters) 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 Epic racial feat). A human cannot benefit from this feature more than once.

Pushing the Limits. An ability score of your choice increases by 4, and your ability score maximum for that score is increased to 34.

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 feet 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 you can use it again before you finish a short or long rest.

Damage Immunity (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 rightly so. 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 15, they are instead 15.

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 trancelike 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 you 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 instead to 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 spend 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 startling propensity for all things magical and mechanical. Referred to as mechaminds by other races (the gnomes have their own word for themselves, but it's too long and complex to be worth pronouncing), these gnomes value innovation and scientific achievement to an obsessive degree. Where even the most ambitious 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 they are excited.

EPIC GNOME SUBRACE: MECHAMIND, CONTINUED

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 they are typically around 5 pounds in weight.

Technopathy. You can "speak" to machines and other complex devices, and you 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 its soul is 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 against 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 finish 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 aasimar" or "glories."

EPIC AASIMAR SUBRACE: THE CHOSEN

The chosen are a 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



EPIC AASIMAR SUBRACE: THE CHOSEN, CONTINUED

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. Choose either Strength, Constitution, or Wisdom. Your ability score for your chosen ability increases by 2, up to a maximum of 30.

Celestial Light. You shed sunlight for 30 feet and dim light 30 feet 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 against them.

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 Aarakocra

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC AARAKOCRA

Prerequisites: Aarakocra

You are a champion of the skies and bane to those who tread upon open ground. Your racial traits are replaced or altered to include the following benefits.

Eagle Eye. On each of your turns you can take the Search action as a bonus action.

Fluffy Down. Due to your feathers you are immune to the effects of nonmagical extreme cold.⁶

Skylord. While you are flying you have Epic advantage on attack rolls against creatures on the ground.

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. Your racial traits are replaced or altered to include the following benefits.

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 gain extra movement equal to double your speed instead of the usual benefits.

⁶ See chapter 5 of the *DMG*.

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. Your racial traits are replaced or altered to include the following benefits.

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.

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.

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 one's destiny, and few are mightier than you. Your racial traits are replaced or altered to include the following benefits.

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.

Epic Size (*Replaces Size*). Your size is Large, you stand over 12 feet tall, and your weight is around 500 pounds.

Giant's Blood. If your strength score is lower than 17, it is instead 17.

Heroic Triumph. When you succeed on a saving throw against an enemy creature and are not incapacitated, or when you 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 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. The distance of any long jump you attempt is increased by up to 20 feet, and the height of any high jump you attempt is increased by up to 10 feet.

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 you to speak as though you were in a space up to 60 feet 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 Minotaur

The following option includes an Epic racial feat and two Epic subraces.

EPIC RACIAL FEAT: EPIC MINOTAUR

Prerequisites: Minotaur

Your spirit is as mighty as your body is strong. Those who would call themselves the enemy of you or your people will meet a swift end upon your horns. Your racial traits are replaced or altered to include the following benefits.

Bulltrue. When a creature within 5 ft. of you makes an attack against you, you can take a reaction to counter and make a single attack with your horns. If the result of your attack roll exceeds the attack roll of your attacker, the attack automatically misses.

Epic Size (*Replaces Size*). Your size is Large, you stand over 11 feet tall, and your weight is around 1,000 pounds.

Hurling Horns. When you hit a creature up to two size categories larger than you with an attack made with your horns, you can attempt a Strength (Athletics) check contested by your target's Strength (Athletics). On a success you can throw your target up to 10 feet times your Strength modifier in a straight line away from you.

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. Your racial traits are replaced or altered to include the following benefits.

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 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 feet. If you already have a blindsight feature, the range is increased by 60 feet.
- **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.

The Ledger of Legends Haywires Gone Haywire

Every year, half of Nexus attends the Grand Prix on Haywire Way, and in doing so we perpetuate a cycle of suffering and destruction for the sake of entertainment. Last year 483 spectators were maimed, 51 were wounded, and that's before we even start talking about what happened to the contestants. The remains of Vincent Vash are still yet to be found! Would not our great intellect, wisdom, and resources be better spent on any number of activities, the vast majority of which could be accomplished without killing anything? This author for one will not be attending this year's Grant Prix, and I encourage our readers instead to find something more productive and wholesome to do with their time.

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 otherwise take you to finish a short rest.

Safe Landing. While you are not incapacitated, you are immune to damage from falling and cannot land prone at the end of a fall.

Epic Triton

The following option includes an Epic racial feat.

EPIC RACIAL FEAT: EPIC TRITON

Prerequisites: Triton

A noble countenance exudes from your every action. The surface worlds will see the dignity and strength that can only be found amongst your people. Your racial traits are replaced or altered to include the following benefits.

Aquatic Affinity. While you are completely submerged in water, you have Epic advantage on attack rolls, as well as Strength, Dexterity, and Constitution saving throws.

Gift of the Seas. While you are not unconscious, creatures of your choice within 60 ft. of you can breathe water and ignore any of the drawbacks caused by a deep, underwater environment.

Natural Nobility. You have Epic advantage on Charisma ability checks against creatures of a lower social class than you.

Epic Warforged

The following option includes an Epic racial feat and two Epic subraces.

EPIC RACIAL FEAT: EPIC WARFORGED

Prerequisites: Warforged

You were built by a genius's hands, and it shows. Equal parts art and artifice, you can forge a new destiny free from the intentions of your creators. Your racial traits are replaced or altered to include the following benefits.

Artifice Integration. When you wear a piece of equipment, you can choose to integrate it 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.

Modular Armor. As an action you can touch a piece of magical armor to which you are attuned, transferring its properties to yourself. When you do so, your body gains the magical effects of the armor as though you were wearing it, and the armor becomes nonmagical. This effect lasts until you finish a long rest, at which point the magical properties are restored to the armor.

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 replace 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 WARFORGED SUBRACE: MODIPLEX

More than a few warforged 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 warforged are willing to modify their own bodies with arcathechnology, 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. They believe all creatures should aspire to craft new and superior forms for themselves. This enthusiasm for change can take dangerous and disturbing



EPIC WARFORGED SUBRACE: MODIPLEX, CONTINUED

turns on a modiplex's quest for further improvement to themselves and their companions.

Ability Score Increase. Choose Intelligence, Wisdom, or Charisma. That ability 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 1st.

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.

"You'll find many artificial Nexians in the Towers of Thul. Most are wonderful people, but their homes can be challenging. The lack of bathrooms can be very problematic. Remember to bring snacks! Most lack any sense of taste so meals can be...an experience, to say the least. The effort is totally worth it however. Few beings have such a unique and insightful perspective on what it means to be alive!"

– Tamara Tall

EPIC WARFORGED SUBRACE: PROTOTYPE

All great inventions begin with a prototype—or in the case of the warforged, many prototypes. Called “the first” by their kin, prototype warforged 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 warforged 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 a weapon of war, a struggle that not every prototype manages to overcome. Consequently, these warforged are surprisingly social, as strong community and social ties help keep the killer instincts at bay.

Ability Score Increase. Choose two ability scores from the following list: Strength, Dexterity, or Constitution. The chosen ability scores increase 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, paralyzed, restrained, and stunned conditions. Additionally, your 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 closest 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 have passed its duration changes to 1 hour. If you use it again 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.

CHAPTER SIX: THE UNIVERSITY OF OMNIVERSAL ARCANA



“If you have a need to feel really stupid, come to the University of Omniversal Arcana. The whole district is one big school of genius magic-users unearthing the secrets of the multiverse. Just keep your mouth shut, and you’ll undoubtedly learn something useful... but give ‘em a chance to prove they are the smartest one in the room, and they’ll never shut up.”

– Tamara Tall

As the magic of the multiverse passed through Nexus, students of the arcane found themselves wallowing in a pool of ignorance. Spellcasters of countless disciplines shared their secrets and quickly discovered many perspectives on magic were woefully narrow. There was so much more to learn of the arcane arts; through the combined knowledge of countless worlds, true understanding of magic could be achieved. From this ambitious goal the University of Omniversal Arcana was founded. This grand educational center is a paradise for all who seek to understand the truth of the fantasy multiverse. Its countless schools, libraries, and campuses are dedicated to magic in all its forms, taught by some of the most knowledgeable (and powerful) masters of the arcane arts.

DISTRICT OVERVIEW

Alignment: True neutral

Population: 31,000

Economy: Knowledge, magical services, paper

Danger: Low

The district is the perfect image of a prestigious school. Its many parks and cafes are immaculate beacons of intellectual refinement. Scholarly debate can be found on every corner, while open doors welcome all who seek to learn into labyrinthian lecture halls. No one school of thought dominates the University; all forms of knowledge and magic are readily accepted. Bard, cleric, druid, sorcerer, warlock, and wizard all have a deep relationship to arcane power worth understanding. Within the University’s cloistered halls brilliant theories are put to the test, but only after countless hours of tedious debate. Truth and knowledge flow freely, shared among the most scholarly minds found in Nexus. From this knowledge blossoms new and terrific magics, propelling Nexus to the forefront of magical power in the multiverse.

CULTURE

The University is not a welcoming place to those without an interest in magic. Those with closed minds or limited imagination are considered boring or useless—this stance has earned the district a reputation for pretentious elitism. However, it is only by the brilliant minds within the University that many of the city’s greatest trials have been overcome. There are few problems the district cannot solve, though whether they are willing to help is another matter. Enlisting its greatest minds requires a task worthy of their efforts, most often a conundrum of epic proportions.

Slang and Sayings in the University of Omniversal Arcana

“You’re a real page turner” – common flirt

“Knowhard” – common insult for one whose thinking is rigid and inflexible

“Magister” – common compliment for one who is a master of a given subject

“Plagiarist” – common insult

“Inky” – common compliment for one who has been writing too much

An exchange of published literature – common introductory ceremony

When the residents of the University aren’t working, they are studying; when they aren’t studying, they are practicing magic. Everyone knows how to weave a spell or two, and public spellcasting is encouraged so long as one is in a reasonable pursuit of knowledge. The Nexians here have an unfortunate habit of always speaking at least some form of the truth; cryptic riddles and half-truths are preferable to lies. Those who disagree with a perspective



are expected to discuss and debate in a levelheaded manner, mutually expanding each other's understanding of the topic. Most other Nexians find this process incredibly frustrating, and the phrase "having a scholar to dinner" is a household euphemism for ruining a good time.

Fashion

Life in the University is pleasant. The weather is always fair, the people dignified, and the scenery comfortable. This atmosphere is reflected in the fashion of the district. Clothes are tailored to maximize comfort while remaining dignified. Robes are a common choice along with tassels, shawls, and other garments carrying signs of the wearer's expertise in a field of study. Scrolls, books, and tattoos are frequent accessories, proudly displaying a prized piece of knowledge or magical incantation. No matter the outfit, magic is a key component. Each garment presents the opportunity to put one's technical skill on display, the significance of which is likely to only be understood by other spellcasters. To the untrained, this trend can be bewildering. Watching a crowd of University Nexians gush over a magical set of shoes that emit a satisfying click with every step makes little sense unless one understands just how much work it takes to achieve such a precise and satisfying result.

Wealth

There is only one currency the University trades in: magic. While knowledge is valuable, it is to be shared freely and openly to collectively further research and understanding. However, the power and skill to make use of the most innovative knowledge requires peerless spellcasting ability. The greatest spellcasters within the district are therefore its wealthiest residents, assuming they are willing to peddle their skills. There is no shortage of talent in the University. Magic-users are always willing to lend a hand toward any project deemed worth the effort in exchange for resources to further personal research. No matter the project, scholars of the University need books. Lots of them. The district uses a staggering amount of paper and ink, importing and manufacturing tons of high-quality scrivener materials daily. The rest of Nexus counts on such high demands to enlist the University in magically servicing the rest of the City.

ADVENTURING IN THE UNIVERSITY OF OMNIVERSAL ARCANA

Most adventures found in the University take place between the pages of a good book. However, the real world of the University occasionally offers some amusement.

PERSONS OF INTEREST

The citizens of the University do not seek knowledge for fame or fortune, but it arrives, nonetheless. Those who produce brilliant results or wield powerful magics are held in high regard and frequently badgered into giving guest lectures at the district's many institutions. Just as knowledge is fantastically diverse, so too are the great minds of the University. Creatures of all stripes are famous for their magic. Students will happily take a class on necromancy from a lich as readily as they would partake in a workshop on divine magic run by a celestial dragon. Some of the most prominent and well-known figures within the University of Omniversal Arcana are detailed here.

Edmund Riggarius (level 24 tiefling truespeaker, College of Valor). The legend of Edmund Riggarius is one of brutality and glory. Once a humble assistant to a band of bards, Edmund seized his destiny when he was magically transported to a land of chrome and fire. Through thunder and blood was Edmund's legend forged. The demons of the realm grew to fear the crushing tones of his magical guitar almost as much as his axe's deadly bite. How Edmund came to Nexus none can say, but the Epic bard lives up to his title espousing the virtues of music and its many magics. Most Nexians view Riggarius as an overenthusiastic hooligan, but to those willing to learn from a master, Edmund can share with other truespeakers the masterpiece *tribute of fire*. Any truespeaker who learns this masterpiece from Edmund must replace one of their known masterpieces with this masterpiece.

NEW MASTERPIECE: TRIBUTE OF FIRE

Casting Time: 1 bonus action

Range: Self (30-foot radius)

Entropy Pool Increase: +10

Duration: 1 round

You light the flame of hope within yourself and each allied creature within the masterpiece's affected area. An affected creature becomes wreathed in a harmless fire that causes it to shed light like a torch. When a creature so wreathed is affected by a hostile effect or takes damage, it can take a reaction to extinguish its flame and become immune to the effect or damage until the end of its next turn.

- *Partial* – Only a single creature of your choice within the affected area becomes wreathed in flame.
- *Flourish* – The duration of the masterpiece is increased to 1 minute.

Nicolai Venfaust (level 28 human archmage necromancer). Nicolai is a magical prodigy with an unhealthy obsession with necromancy. At the tender age of twelve the young human discovered profane secrets of necromancy and, in shortsighted excitement, transformed himself into a lich. Trapped as an undignified, child-sized undead with the emotional maturity of a twelve-year-old boy, Nicolai had nowhere to go but forward, eventually ascending to archlichdom after several centuries. Nicolai has come to Nexus in search of a way to restore his humanity but has so far failed to make any progress. His demeanor is that of a child desperately trying to appear more mature than he actually is. Those who aid Nicolai in his quest may be taught a deadly Epic spell of the archlich's nefarious design: *trial of arcane might*.

NEW EPIC SPELL: TRIAL OF ARCANE MIGHT

Tier 3 Epic evocation (archmage only)

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (10 years off the casters life; immortal creatures instead develop a magical deformity)

Duration: Concentration, up to 1 minute

You challenge another spellcaster within range to a duel of magical might. You pour your magic through a conduit of energy into a single creature with a spellcasting feature within range that you



can see. If your target does not have a spellcasting feature or is unconscious, the spell dissipates harmlessly.

The affected creature can choose to contest your power, causing you and the creature to struggle for control over the spell's energies. If the creature chooses not to contest the spell, it takes 600 arcane damage and the spell ends. While the spell is in effect, either you or the affected creature can take an action to make an Arcana (Spellcasting ability) check contested by an Arcana (Spellcasting ability) check from the other creature. If you or the creature loses two of these contests in a row, the spell ends and the loser takes 600 arcane damage. If you become unable to maintain concentration on the spell for any reason, you immediately take 600 arcane damage. A creature reduced to 0 hit points by this spell is utterly obliterated.

The Headmistress (level 29 lunari archmage). The true name of the Headmistress is irrelevant. As elected City Councilwoman to

the University of Omniversal Arcana, she commands unwavering respect from its residents. The Headmistress was elected almost unanimously when she conceived a unifying theory of magic whose proofs were said to be so elaborate that it required eighteen miles of formulae just to understand the underlying principles. The curt and condescending elder elf has no patience for ignorance—and even less for bad etiquette. Her sense of refinement and propriety is unparalleled, pushing her district further into pretentious isolation as its citizens follow her example.

Lethellion of Many Colors (level 18 halfling Painted One sorcerer). Lethellion is a grizzled halfling in the twilight of his life. As the current Painted One, his burden is heavy, which has taken a horrific toll over the decades. Lethellion hails from a world with a passionate hatred for magic, making the Painted One's charge an endless uphill battle. Disillusioned and depressed, Lethellion has sworn to never cast another spell while trying to live for as long as possible to prevent another poor soul from inheriting his "curse."

University of Omniversal Arcana Adventures

d10 Description

A school dedicated to demonology suddenly closes, with rumors of a scandal between the headmaster and an Epic succubus.

- 1 The headmaster claims innocence in the matter and is searching for heroes willing to journey to hell and clear his reputation by retrieving the offending succubus.

The bombastic Archmagister King becomes the dean of a school dedicated to evocation magic. The tiefling declares that the University should embrace the reckless experimentation of the Towers of Thul, much to the chagrin of the surrounding schools. Barely contained explosions soon follow, prompting furious scholars to request the Archmagister's disbarment.

- 2 University should embrace the reckless experimentation of the Towers of Thul, much to the chagrin of the surrounding schools. Barely contained explosions soon follow, prompting furious scholars to request the Archmagister's disbarment.
- 3 The Evermind claims to have eaten a "nasty thought" and has grown terrifically ill, causing the Great Library to close until further notice. In order to be cured of this affliction, the Evermind claims it must return the thought to the one who conceived it.

Nicolai Venfaust throws a tantrum of epic proportions upon being rejected from a teaching position at a school of Necromancy.

- 4 The diminutive archlich is now seeking blackmail to use against the school as leverage and will pay a handsome price to any willing to break in and see what they can find.

A drunken bard accidentally drops a relic, *The Crimson Viol*, into the Dance of Crowns, causing the instrument to vanish.

- 5 Desperate for the instrument's return, the bard proposes a risky plan involving temporarily transforming a group of adventurers into currency and dropping them into the fountain. Since no one knows where the magical fountain leads, most see this plan as foolhardy in the extreme.

The Painted One has discovered a process by which a creature can inherit his sorcerous origin and is looking for a worthy soul who can better shoulder the burden.

- 6 The party is approached by the Bureau, who has foreseen them causing a magical catastrophe within Nexus. If they don't turn themselves in within seven days, they will be hunted down and captured, no matter where they run.

A cultist who worships *The Vault* makes a legal claim against Feylin Liadon, claiming she stole the *relic*. Feylin doesn't deny the accusations but refuses to hand the relic over. The cultist claims that unless she does so within 1 month, his world will end in fire and cataclysm. These claims merit investigation.

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- 10 An alchemist develops a process that allows elixirs to be crafted in a fraction of their usual time, but with the potential for lethal side effects. Most are willing to accept the risks, prompting the Sheriffs to shut the operation down and put out a call for help to recover what elixirs remain in circulation.



PAINTED ONE

Legendary Sorcerous Origin

Among sorcerers there is a mythological figure whose very soul is tied to magic. Known as the Painted One, this gifted spellcaster is destined to be magic's ambassador among the material world. There can only ever be one Painted One, marked by magic at the time of its creation with strange, arcane tattoos that glow with an eldritch light. Despite their best efforts, no Painted One has escaped their destiny. Whether a Painted One considers this charge a blessing or curse is irrelevant. They must share the wonders of magic with all they encounter and safeguard existence against those who would abuse its power.

Painted One Features

Sorcerer Level	Feature
1st	Illustrated Form, Voice of Magic
6th	Arcane Ambassador
14th	Eldritch Tapestry
18th	Living Conduit
26th	Epic Sorcerous Origin

ILLUSTRATED FORM

Starting at 1st level, your body is painted with the colors of magic in the form of glowing magical tattoos. When you add a spell to your spells known, you can choose to represent that knowledge in the form of an eldritch tattoo. While in your true form you gain the following benefits of your tattoo according to the school of the spell you chose to learn. These benefits are lost if you remove your tattoo or exchange it for another.

- **Abjuration.** Once per round when you attempt a saving throw against a spell or magical effect, you can choose to grant yourself advantage on the roll.
- **Conjuration.** When you spend movement, instead of walking you can magically teleport a distance equal to the movement you spend, appearing in an unoccupied space you can see. You cannot use this feature if you are unable to move.
- **Divination.** You learn two additional non-Epic spells from any class spell list that are of a level you can cast, which do not count against the number of spells you can know. You cannot use the spells learned in this way to replace your eldritch tattoos from your Illustrated Form feature.
- **Enchantment.** When a creature fails a saving throw against a spell you cast and does not take damage from the spell on a failure, it has disadvantage on saving throws against that spell for the remainder of spell's duration.
- **Evocation.** When you cast a non-Epic spell of 1st level or higher that deals damage, you can increase the level

of the spell by 1 to a maximum of 9th level, regardless of the slot expended to cast the spell.

- **Illusion.** When you cast a spell that cannot deal damage, you can choose to make the spell's effects invisible for its duration.
- **Necromancy.** When you slay an enemy creature with a spell, you regain 2 sorcery points, up to your sorcery point maximum.
- **Transmutation.** When you assume a form other than your true form, you retain the benefits granted by your eldritch tattoos from your Illustrated Form feature. The tattoos also appear on the body of your new form.

When you add a new spell to your spells known, you can choose to replace one of your eldritch tattoos with a tattoo from that spell's school. Additionally, at 6th, 14th, and 18th level, you increase the number of eldritch tattoos you can have on your body by one. You cannot gain the benefits of a single tattoo more than once at a time.

VOICE OF MAGIC

At 1st level, you are destined to spread magic about the world and share its gifts with others. You can speak telepathically with any creature within 30 feet of you that has a spellcasting feature. At 18th level, the range of this feature increases to 120 feet.

ARCANE AMBASSADOR

At 6th level, you can use your talents and voice to persuade others to embrace magic and all its wonders, and you gain proficiency in Persuasion. If you are already proficient in Persuasion, you instead double your proficiency bonus for any Persuasion ability checks you attempt. Additionally, you have advantage on Charisma ability checks against creatures lacking a spellcasting feature.

ELDRITCH TAPESTRY

At 14th level when you cast a spell of 1st level or higher, you can choose to project its magic onto a nonmagical object or structure within 5 feet of you. The spell creates a beautiful portrait on the surface that is charged with magical energy. When a creature touches the tapestry, it absorbs the spell's power and the tapestry disappears. A creature that has absorbed a spell in this manner can cast the spell as an action without the need for any components, using your spell save DC and spell attack bonus (when applicable). This benefit lasts for 1 hour or until the creature casts the spell in this manner. Once you have created an eldritch tapestry, you must finish a short or long rest before you can create another. The tapestry immediately vanishes if you create another one before the first one is used.

LIVING CONDUIT

At 18th level you are a channel through which all magic flows. When you are affected by a spell of 5th level or higher, you gain 3 sorcery points.



EPIC SORCEROUS ORIGIN: PAINTED ONE

At 26th level you are the will of magic made incarnate, granting you the following benefits.

Completed Masterpiece. Your body becomes tattooed with all eight eldritch tattoos from your Illustrated Form feature.

New Epic Metamagic. You learn the Perfect Spell Epic Metamagic.

Perfect Spell

When you cast a spell, you may gain six levels of overload¹ to grant the benefits of every Epic Metamagic you know, without causing you to gain levels of overload from those Epic Metamagics. Spells cast in the manner are Deific effects.

¹ See the archon Epic prestige class in chapter 2 of the *Epic Legacy Core Rulebook* for information on the condition overload.

Ultimate Magic. You can create extraordinarily powerful spell slots using your Flexible Casting sorcerer features, as detailed in the Ultimate Magic table.

Ultimate Magic	
Spell Slot Level	Sorcery Point Cost
9th	15
Tier 1 Epic	20
Tier 2 Epic	25
Tier 3 Epic	30

THE SPELLWEAVERS

These creatures hold the title of the most magically gifted race to ever grace Nexus. Caretakers of the Loom of Larai and creators of new spells, the “weavers” are a race in exile. Five hundred years after Nexus was founded, the spellweavers made their way to Nexus without the aid of the *Great Lighthouse*. Never before or since has such a feat been accomplished, and so impressed were the founders that what little remained of the beleaguered race was permitted to live within the city. Today the spellweavers practice the dangerous art of spellforging to master new and deadly magics. The race is exceedingly mysterious. They refuse to share details of their home world or why they are in exile, but for five hundred years they have worked toward the goal of reclaiming their home.

Spellweaver Characters. Spellweavers are Epic creatures and can be chosen as a playable race for characters with permission from the DM. Note that as an Epic race option, spellweavers are an extraordinarily powerful tool to provide to a player, roughly equivalent in power to providing a character with an Epic racial feat or an Epic subrace option, as detailed in chapter 5.

“I never cared much for magic, but at least I could usually understand it. That was until I met one of them “weavers.” The damn things turn the simplest spells into an overcomplicated mess of gestures, syllables, and strange components. Gotta admit though, they must be doing something right. I’d never seen a fireball detonate inside a goblin before.”

– Masako, raverger

Graceful, quiet, and brilliant, spellweavers are a race few in number but tremendous in power. Their thin, pale bodies are covered in sensitive ivory skin kept cloaked beneath soft robes and linens. Each of their six arms is slender and long, ending in a three-fingered hand with delicate fingers. Their faces are like a fleshy barn owl’s, with pupil-less black eyes resting atop long, thin necks. One of the most unsettling experiences for those unfamiliar with the creatures is when a spellweaver’s head rotates an alarming 360 degrees, a feat they can easily perform without moving their bodies or straining themselves. When one gets past their alien appearance and somber demeanor, spellweavers can be recognized as quite personable. They can only experience a single emotion at a time and are incapable of expressing this emotion in their speech or body language. Instead, spellweavers must verbally state which emotion they are experiencing, usually immediately before they make a statement. This peculiar demeanor takes some getting used to. Due to the awkwardness of this interaction for many non-spellweavers, most choose to avoid expressing any emotion, giving spellweavers an undeserved reputation for coldness.

Far from Home

Spellweavers are a race on the run. From whence they came none can say, and the spellweavers aren’t telling. Given their limited numbers, it’s reasonable to assume the force that exiled them was genocidal in nature, though whether this was undeserved remains a topic of speculation. Certainly the spellweavers possess enough magical power to wreak havoc, but the race isn’t known for abusing their gifts.

All spellweavers experience severe and debilitating homesickness. Unless buried in work or adventuring, their minds inevitably turn toward thoughts of their homeland. To truly empathize with a spellweaver is to understand the sorrow it feels every time it sees another

The Ledger of Legends

Nevermind the Evermind

A lot of fuss has been raised over the presence of the Evermind within the Great Library of Vincera Tal Veri. Having spent countless hours conducting research for various articles within the establishment, this author can confirm beyond the shadow of a doubt such concerns are unwarranted. As Nexians, our greatest strengths are our open minds and capacity for coexistence. Instead of a threat to this existence, we should see the Evermind as a test of those values. Evicting the creature from its home would only prove we are not worthy of continuing the legacy of our founders, a first step down a slippery slope that leads to the inevitable collapse of Nexus and all we hold dear.

creature living comfortably in an ideal environment. When speaking of their home (an exceedingly rare occurrence), spellweavers always predicate their statements with the emotion “grief.” Speaking ill of said homeland or failing to appreciate the depths of this grief is guaranteed to provoke even the most well-mannered spellweaver.

Masters of Magic

If a spellweaver’s first love is its home, then its second is magic. Every single member of the race experiences unbridled joy when casting spells. Only the most deviant or masochistic spellweavers choose a life in which they do not interact with magic daily. This relationship with the arcane runs deep within each spellweaver and allows the race to shape magic with unparalleled skill. A spellweaver does not “cast” a spell. It folds, caresses, and delicately coaxes magic into the shape of a spell of unparalleled elegance.

Spellweavers cannot teach these techniques to other races. To them this process is as natural as the beating of one’s heart and beyond the abilities of all others. This implies the source of this talent is supernatural in nature—a theory supported by the fact that even deities of magic struggle to explain how exactly a spellweaver creates such majestic arcana. Even creatures who magically transform into spellweavers are unable to replicate this feat, to the frustration of a small nation of envious wizards. The inaccessibility of this skill had led many to believe it to be the cause behind the spellweaver’s exile.

Collectors of Lore

All spellweavers are obligated to collect every ounce of magical lore they can find in hopes of discovering a way home. No spell is too minor and no theory too outlandish to be beneath their notice. Each member is expected to contribute to the community’s resources and even dedicate time toward researching what others have gathered. Theft of such material is seen as an attack on the entire spellweaver race, which acts as one to eliminate any threats toward their mission. These duties transcend any personal morals an individual spellweaver may possess. A lawful good weaver will gladly commit an evil act so long as it is for the collective good of the entire race to do so. This behavior makes a spellweaver a tenuous ally, as no relationship with non-spellweavers, no matter how intimate, is worth betraying the entire race. For this reason, a spellweaver may be reluctant to form meaningful relationships with other races. The thought of having to potentially betray one’s friends and adventuring companions is an agonizing burden to bear.

Spellweaver Personality.

A spellweaver’s personality is affected by its favorite school of magic. A spellweaver loves casting spells from that school and shares the characteristics outlined in the Spellweaver School Affinity table, depending on the preferred school.

Spellweaver Names

Spellweaver names are themed around casting spells. Each has a first, middle, and last name. The first name of each spellweaver is always a general statement of time when they were born, such as noonday, midnight, or sunrise. The middle name is always a verb that can be associated with casting a spell, such as conjures, evokes, divines, or similar descriptions. The last name is always a theme from a school of magic. For example, a spellweaver who likes evocation magic may choose flame, ice, or acid as their last name. A full spellweaver name may be something like Twilight-Enchants-Mysteries, though other races have taken to nicknaming weavers based on the first few letters of each name. Twilight-Enchants-Mysteries may be referred to as “Twem” or “Temy” by its close friends or associates.

Spellweaver Names. Dawn-Invokes-Destruction (Daid), Morning-Divines-Truth (Moit), Dusk-Summons-Death (Dusud), Sundown-Smites-Mountain (Susm), Noontide-Bewitches-Sight (Nobes)

Spellweaver Traits

A spellweaver character has the following racial traits.

- **Epic Humanoid.** Your creature type is humanoid, and you are considered an Epic creature.
- **Ability Score Increase.** Choose two different scores from Intelligence, Wisdom, and Charisma. Your chosen ability scores increase by 2, and your maximum for those ability scores is 30.
- **Age.** Spellweavers reach maturity at around 20 years of age and can live to be over 1,000 years old.
- **Alignment.** Most spellweavers are lawful, valuing the traditions and mission of their race above their own concerns. Chaotic or neutral spellweavers may have forsaken the bonds of kinship in favor of personal pursuits, but such specimens are exceedingly rare (and hated by other members of their kind).

Spellweaver School Affinity

School	Personality
Abjuration	You are contradictory in the extreme, always bringing out counterpoints and disagreeing for the sake of discussion.
Conjuration	You strongly believe that your ideas are the best. It’s not that others can’t have better plans or theories—you just have yet to experience it.
Divination	You constantly predict the outcomes of certain courses of action, often including a statistical probability of success.
Enchantment	You always speak metaphorically.
Evocation	You always express yourself with expletives and curses.
Illusion	You never directly answer a question.
Necromancy	You find the pain of others to be exceedingly humorous. Especially if they deserve it.
Transmutation	You try to fit everything you have to say into a single sentence.



- **Size.** Spellweavers are about 7 feet tall and extremely slender. Their size is Medium, and a typical specimen weighs around 100 pounds.
- **Speed.** Your base walking speed is 30 feet.
- **Language.** You can speak, read, and write Spellweaver and one other language.
- **Magic Sight.** You sense the presence of magic within 60 feet of you. If you sense magic in this way, you can take a Search action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.
- **Many Limbed.** You have six arms and, by extension, six hands with which to hold objects, cast spells, and perform other actions.
- **Masterful Ability.** Choose Intelligence, Wisdom, or Charisma. When you cast a spell using a spellcasting ability other than that ability, you can choose to instead use that ability as your spellcasting ability.
- **Spellweaving.** When you cast a spell with a somatic component and have your six hands free, you can grant the spell one of the following benefits (when applicable).
 - Add a +5 bonus to attack rolls made with the spell.
 - When a creature attempts a saving throw versus the spell, it must instead attempt two saving throws and succeed on both in order to gain the benefits of a success.
 - Creatures attempting to counter or dispel the spell have Epic disadvantage on ability checks made to do so.

STROLLING THE CAMPUS

Within the University, class is always in session. Seers peer into scrying fountains while archmage professors lecture for countless hours to hordes of aspiring wizards struggling to stay awake. Everyone is too busy to talk about anything other than their field of study. Magic is everywhere, though always presented in a wholesome and educational manner. One doesn't have to listen hard to hear the shouting of angry intellectuals overreacting to a small detail of disagreement. To those searching for work or opportunity, many doors are open. Dozens of schools stand ready to enroll new students, while teachers are always on the lookout for promising minds to mold (and exploit). Between the cafes, libraries, dormitories, and education centers, there is much to do. Just be ready to prove yourself in order to get anywhere. The following locations are a few of the many places one can visit in the University of Omiversal Arcana.

NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order.

Dance of Crowns

In the center of the University is a great circular fountain filled with mystical water. Called the Dance of Crowns, this fountain projects water that shines like gemstones in elaborate displays. The citizens of Nexus have likened the show to that of a royal ball, from which the fountain gets its name. Each performance by the fountain is unique, with the dance becoming more elaborate the larger the donation thrown into the pool. Many great treasures have been lost to the Dance of Crowns, which vanish as soon as they sink beneath the water. The fountain is a popular destination



The University of Omiversal Arcana

for those looking to make connections in the district, causing a huge amount of traffic and conversation.

The Evermind

“Speak not to me of the foul malevolence that calls itself “Evermind.” It is a parasite disguising itself as a symbiote, trading superfluous knowledge for the chance to feast on one’s thoughts. What secrets the creature has gleaned from the countless minds it has fed upon is worrying in the extreme.”

– *The Painted One*

The Great Library is the largest public library in Nexus, a hexagonal building with a wing for each dimension to which the city has access. Within its cloistered halls is enough knowledge to fill a billion books. All information is welcome at the library. From cookbooks to conspiracy theories, from tomes on psychotropic mushrooms to an anthology of dirty knock-knock jokes. To the average reader most of this knowledge is useless, but with enough persistence one can eventually find what one is looking for.

The inside of the library is far larger than its exterior, and the entire building is kept in operation by a small army of mechanical librarians. The structure is an architectural marvel, fashioned from a dark red wood with jade columns and lit by pleasant, golden fires. The library was created by the Loremaster Vincera Tal Verei, a mighty archmage who claimed to have learned everything there was to know from her home world. However, these days the library is curated by a mighty being that makes high demands of any who wish to make use of its tremendous resources: the Evermind.

Description

Floating above a pool of turquoise liquid is a disgusting, bloated brain that pulsates with psychic power. Though it has no eyes, you cannot mistake the feeling that the creature sees you in more ways

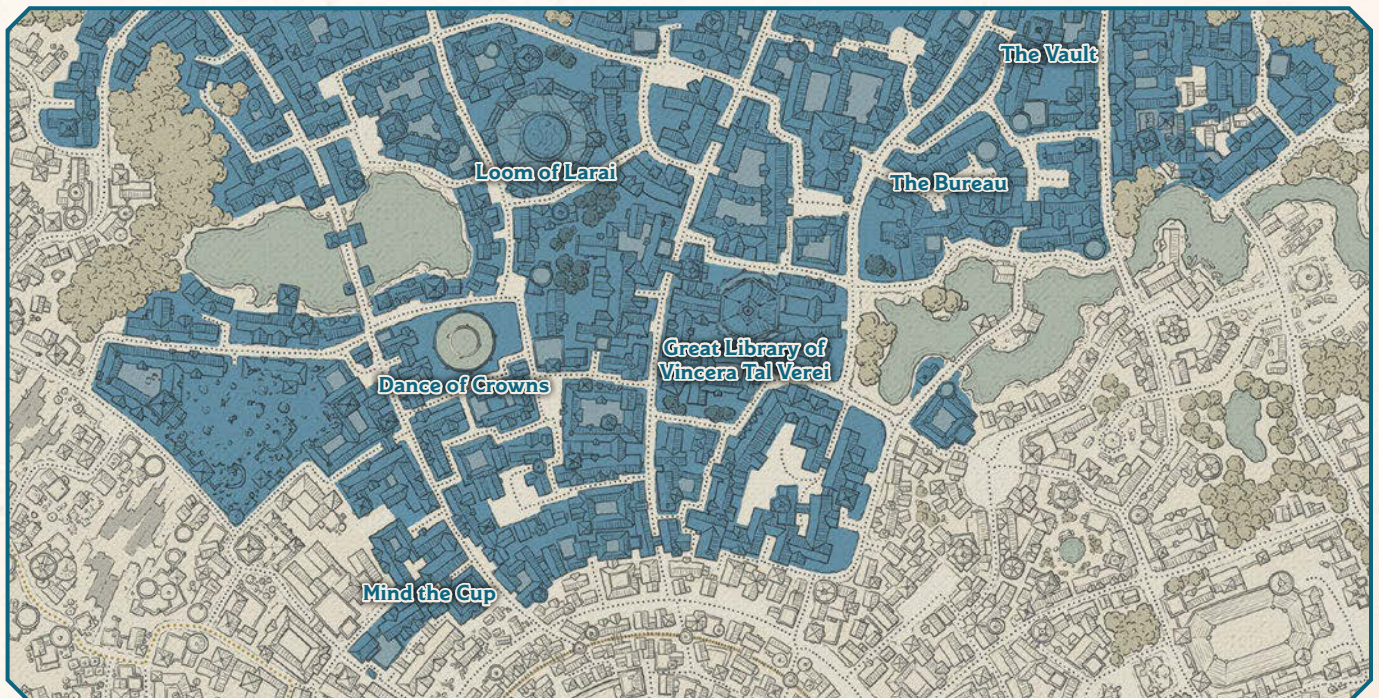
than one. Its body is surrounded in a shimmering shield of psionic energy that threatens to repel any attack against its corpulent form. Its voice echoes within your mind, a telepathic cacophony of emotion and power that threatens to overpower your senses.

Background

From what dark plane the Evermind crawled out of, none can say. But it came alone, wounded, and hungry for knowledge. Its request for asylum in Nexus was granted due to compelling testimony from Vincera Tal Verei, who held a strange affection for the beleaguered aberration. The Evermind now curates the Great Library in her honor, feeding off the thoughts of those who visit. This process is harmless, if a bit unsettling. The Evermind has no wish to deter visitors as, in addition to their tasty ideas, each patron brings the opportunity for the brain to read the countless tomes within. Lacking the ability to see, the Evermind must read through the eyes of others via telepathic contact and is able to chew through dozens of books simultaneously. How long the Evermind will remain at its post is unknown, but should anyone attempt to steal from the Great Library they will find themselves experiencing the full brunt of the creature’s psionic might.

Personality

The Evermind hates to converse with those less intelligent than itself, so it rarely communicates. In the event the creature is compelled to speak, its telepathic voice is overwhelming to most creatures. Social graces and etiquette are beneath its vast intellect, and it is unwise to expect the creature to utilize manners. The Evermind will gladly ravage the minds of those who fail to comply with its desires, and it is wise enough to know when it is outmatched by some of the more powerful forces in Nexus. Providing the Evermind with interesting knowledge is a fast track to getting on its good side, but what the creature truly desires is the means to avenge itself. The squid-headed horrors that exiled the Evermind will rue the day it returns and unleashes every ounce of its psionic might.



Mythic Effects

As a mythic creature, the Evermind causes the following effects.

False Memories. If the Evermind maintains telepathic contact with a creature for 1 hour, it can inject a false memory into that creature’s mind. When this occurs, the creature must succeed on a DC 27 Wisdom saving throw or believe the memory to be true.

Great Understanding. When the Evermind maintains telepathic contact with a creature for 24 consecutive hours, it gains understanding of the creature’s heart, mind, and soul. The Evermind learns all details about the creature’s alignment, personality, and abilities. Additionally, the Evermind automatically succeeds on Intelligence and Charisma ability checks against such creatures. This benefit lasts for 1 hour.

Mind the Cup

The student cafés within the University are numerous, but none can hold a candle to Mind the Cup. This café and lounge can only be accessed through a secret door that only opens upon the potential patron solving a ferociously difficult math problem (usually requiring a DC 24 Intelligence check at minimum). Inside is a warm fire that keeps the elegant stone interior a comfortable temperature, while students, professors, and spellcasters of all sorts enjoy pleasant conversations over immaculately brewed cups of coffee. Mind the Cup is run by a fiend and celestial pair who bonded over their love for intelligent conversation between drinks by firelight.

Epic Organization: The Bureau



Name: The Bureau

Leadership: Elected High-Arcanist (chosen by City Council), currently **Johan K’lay (level 27 half elf overlord)**

Membership: Small (27 members): humanoids; truespeakers, ascendants, primordials, archons, overlords, archmages

Alignment: Lawful neutral

Motto: “No problem without a solution.”

Resources: Magic (Epic spells and Epic rituals), magical equipment (arcana)

Creed: The bureau is an elitist, closed-minded, ruthlessly effective organization. They only get involved when overwhelming magical force is required to solve a problem. So ingenious are their solutions that most cannot begin to understand how their objectives were accomplished. The group’s teamwork is exceptional, mixing magic from dozens of disciplines into a whole greater than the sum of its parts. When they aren’t expanding their already considerable resources, the bureau spends its time practicing within their headquarters. This training is said to be as rigorous as any martial art and as mentally challenging as the most difficult of academia. The result is an elite task force of spellcasters clad in black that have saved Nexus on more than a dozen occasions.

Mind the Cup Menu

Item	Cost	Description
Blackest Night	A piece of homework on which you scored an A+	There is strong, and then there is blackest night. Upon ingestion, the drinker’s levels (if any) of exhaustion are immediately reduced to zero. A drinker cannot benefit from this beverage more than once a week.
Vanilla Bean Crème Mochaccino Supreme with Chocolate Garnish, Organic Whipped Crème, and a Cherry on Top	None, but you can only order it if no one else is waiting to order	The most outrageous drink the café makes, requiring over 30 minutes to brew. It is undoubtedly the most delicious beverage in Nexus; getting the opportunity to order this drink is nigh impossible due to the high traffic through the café at all hours.
Hate	None, but you can only order it before 5 AM	If you are in a bad mood, this drink always makes you feel better about it. The drinker will still be in a bad mood after consuming the beverage but will experience a sense of spiteful joy instead of simmering rage.
Smoky Evening	A homegrown rose	Best served to a pair. Any who drink this coffee while in conversation with another drinking the same are always friendly toward each other over the course of the entire conversation, regardless of alignment or personality.
Hearthkeeper Pastry	10 gp	Imported directly from the demiplane of prosperity fresh each day, these pastries are as artistic as they are delicious. The pastries taste good to any creature that eats them, regardless of its diet or personal preferences.



THE EVERMIND

Gargantuan mythic aberration, lawful evil

Armor Class 10 (26 with Psionic Shield)

Hit Points 735 (42d20 + 294)

Speed 5 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	25 (+7)	31 (+10)	26 (+8)	22 (+6)

Saving Throws Str +4, Dex +4, Con +16, Int +19, Wis +17, Cha +15

Skills Arcana +28, History +28, Perception +17, Religion +28

Damage Resistances bludgeoning, piercing, and slashing from non-Epic creatures

Damage Immunities psychic

Condition Immunities prone, stunned, unconscious

Senses blindsight 500 ft., passive Perception 27

Languages telepathy 5 miles

Challenge Mythic 3

TRAITS

Creature Sense. The Evermind is aware of the presence of creatures with an Intelligence score of 4 or higher on the same plane. It knows the distance and direction to each creature, can see what those creatures see, and knows each creature's Intelligence score and name. An Epic creature protected by a *mind blank* or *nondetection* spell or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics)². The Evermind's innate spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). It can innately cast the following spells, requiring no components. If the Evermind casts a spell at a level lower than 8th, it is instead cast at 8th level.

At will: *charm monster*, *mental prison*, *mind spike*, *synaptic static*
2/day each: *feeblemind*, *maddening darkness*, *psychic scream*
1/day each³: *enslave*, *infinity room*, *kinetic control*, *wall of dissolution*

Mind Over Matter (1/turn). When the evermind fails a saving throw and suffers a harmful effect, it can choose to instead not suffer that effect and become immune to it until the end of its next turn. Each time the evermind uses this feature, it takes 55 (10d10) necrotic damage.

Psionic Shield. When the Evermind finishes a long rest, it generates a barrier of psychic energy around itself, which grants the Evermind 700 temporary hit points which cannot be replaced by another source unless the Evermind allows it. While it has at least 1 temporary hit point from this feature, the Evermind has an AC of 26 and cannot be critically hit.

Telepathic Influence. When the Evermind casts a spell using its Innate Spellcasting feature, the range of the spell is equal to the radius of its telepathy.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), the Evermind takes a mythic action to cause one of the following effects. The Evermind cannot cause the same effect twice in a row.

² All at-will and 2/day spells except *feeblemind* can be found in the official 5E supplement, *XGE*.

³ These spells are Epic spells which can be found in the official 2CGaming supplement, the *Epic Legacy Core Rulebook*.

Battle of Wits. The Evermind challenges the intellect of creatures of its choice within 500 feet. The Evermind makes an Intelligence (no associated skill or tool) ability check against each affected creature, each of which contests the check with an Intelligence (no associated skill or tool) ability check of its own. A creature that loses three contests in this manner within a period of 1 hour becomes trapped in its own mind, becoming blinded, unable to willingly take actions, and unable to spend movement. Additionally, the Evermind learns everything the creature knows. This effect ends if an affected creature is moved outside of the range of the Evermind's telepathy.

Psychic Delusions. The Evermind afflicts an enemy creature it can see with visions and psychic horror. Affected creatures must succeed on an Intelligence saving throw or, until the next initiative count of 20, the target sees only what the Evermind allows it to see and is blinded toward everything else. Additionally, when the target would take psychic damage, it instead takes another type of non-Epic damage of the Evermind's choice.

ACTIONS

Multiattack. The Evermind chooses one of the following options.

- The Evermind makes four Tentacle attacks.
- The Evermind makes three Tentacle attacks and casts a spell it can cast at will.
- The Evermind casts two spells, one of which must be a spell it can cast at will.

Doubt Bomb (Recharge 5–6). The Evermind emits a psionic wave in a 120-foot-radius sphere centered on itself. Each enemy creature in the area must succeed on a DC 27 Wisdom saving throw or be afflicted with crippling doubt for 1 hour. While afflicted in this manner, when a creature rolls an 11 or higher on an attack roll or saving throw against the Evermind, it instead rolls a 10. At the end of each of its turns an affected creature can repeat the saving throw, ending the effect on itself on a success.

Inquisition. The Evermind telepathically asks a creature within range of its telepathy a question, which the creature can immediately answer as honestly and provide as much detail as possible. A creature that attempts to deceive the Evermind or chooses not to answer becomes stunned until the end of its next turn.

Tentacle. *Melee Spell Attack:* +19 to hit, reach 60 ft. One target. *Hit:* 34 (4d12 + 8) bludgeoning damage plus 13 (2d12) psychic damage. If the target is critically hit and is a creature, it must succeed on a DC 27 Wisdom saving throw or become cursed. While cursed in this manner a creature is vulnerable to psychic damage and has Epic disadvantage on Intelligence, Wisdom, and Charisma saving throws.

LEGENDARY ACTIONS

The Evermind can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Evermind regains spent legendary actions at the start of its turn.

Cast A Spell. The Evermind casts a spell it can cast at will.

Inquisition. The Evermind uses its Inquisition action.

Psionic Focus (Costs 2 Actions). The Evermind regains the use of an expended non-Epic spell.

Tentacle Flail. The Evermind makes a Tentacle attack.



The Bureau

Put enough wizards together and you'll always get a conspiracy. The Bureau is an elite organization of spellcasters dedicated to safeguarding Nexus against powerful magical threats. While not recognized in any official capacity, it is an open secret that the Bureau is one of the most powerful forces behind what goes on in the city. Their headquarters is on the corner of Nothing and Nowhere streets and is a towering grey cube with no doors, windows, nor features. The Bureau is the hidden arm of Nexus's law enforcement, aiding the Sheriffs in the rare event their strength proves inadequate.

The Vault

On a desolate corner in an isolated corner of the University lies one of the most mysterious places in Nexus: *The Vault*. Operated

by the bladesinger archmage Feylin Liadon, what looks to be a simple apartment owned by a few reclusive wizards is in fact facade inside of which lies a grand enigma. Through labyrinthian corridors and impossible rooms, past countless wards bristling with formidable magic, lies a cave of incalculable proportions. Within the vast darkness floats a titanic cube awash with magic, its many faces illuminated with arcane runes. Known simply as *The Vault*, this relic houses countless secrets—knowledge so profane and dangerous that for even a single creature to know its truths is to put entire worlds at risk.

Feylin is deadly serious when it comes to protecting *The Vault*. Only the most trusted of creatures are allowed past her many defenses to deposit worthy contributions. Her ingenuity and dedication have proven startlingly effective, for if any have attempted to steal or

NEW RELIC: THE VAULT

The Vault

Wondrous item, relic

Worshiped by the survivors of a shattered civilization, *The Vault* holds secrets too dangerous to know. Scraps of lore, powerful artifacts, forbidden magic, and more have been deposited within, never to emerge. The relic takes the shape of a great basalt box whose fractured corners surround an all-consuming void. It is into this void—the relic's extradimensional space—that objects and knowledge can be cast, imprisoned within the relic. Over the eons of its existence *The Vault* has become home to the darkest secrets of countless civilizations and worlds. The consequence of withdrawing even a single piece of such knowledge, let alone opening the entire relic, could be a disaster of apocalyptic proportions, especially if done so maliciously. Most of Nexus is unaware of *The Vault's* presence. However, the relic has proven extraordinarily useful. In the rare instance the power of the Great Lighthouse has proven inadequate, the relic has proved to be an invaluable tool in protecting Nexus against extraplanar threats. For this reason, the City Council grants Feylin free reign to operate as she pleases within the city limits, trusting in her (so far) impeccable judgement.

Properties

While unattuned, the relic has the following properties:

- **Extradimensional Space.** The inside of *The Vault* is far larger than its exterior, large enough to store a near-infinite number of objects. Additionally, no creature can enter *The Vault*, nor can any known effect determine what is inside.
- **Memory Bank.** A creature that touches *The Vault's* void can choose to forget something it knows, the knowledge of which is stored inside *The Vault*. A creature that forgets something in this manner cannot recover that information by any means other than by the power of *The Vault*.
- **Safe Deposit.** If an object smaller than *The Vault* is cast into the void in its center, the object vanishes into *The Vault*.
- **Weightlessness.** *The Vault* is weightless and floats in the air when lifted.

Attunement

Becoming attuned to the relic requires one learn *The Vault's* combination, a twenty-digit code. When a creature approaches *The Vault*,

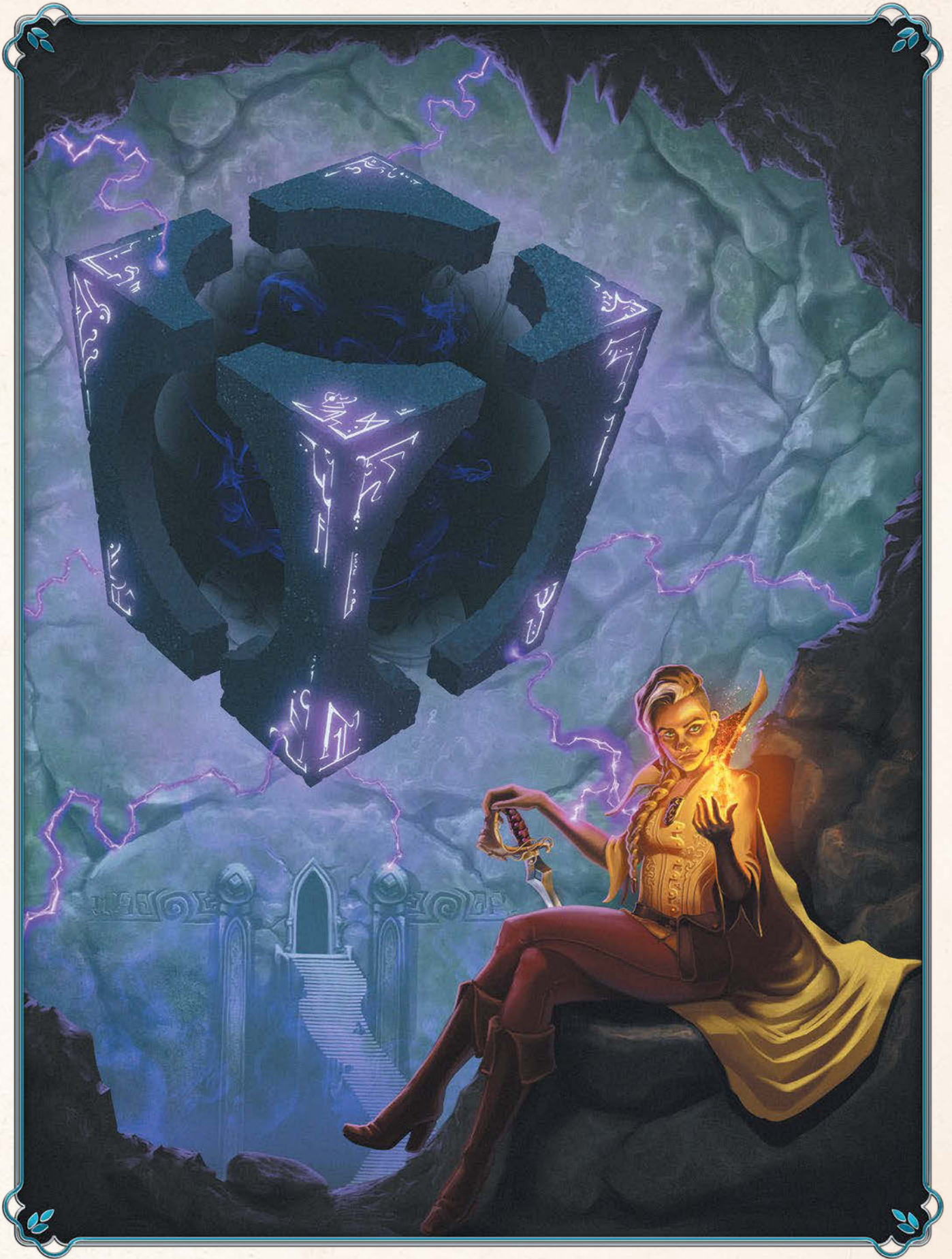
an illusory tumbler appears in front of the creature, which can be turned by hand to enter the combination. Instead of numbers, *The Vault's* tumbler is faced with ninety-nine eldritch runes whose meaning is a complete mystery, twenty of which are used in *The Vault's* combination. Guessing the combination is not enough—a creature must learn the meaning of each rune and understand its place in the combination. Each time *The Vault* is opened, a new combination is determined from the available ninety-nine runes. When this occurs, each rune appears inscribed on a surface on a unique plane within a single universe (chosen by the DM). A rune so inscribed cannot be removed or destroyed by any means, and a creature must discover, record, and discern its place in the combination. Once a rune is recovered, a successful Epic DC 40 Intelligence (Arcana) check is required to learn its place in the combination.

While attuned, the relic gains the following properties in addition to its unattuned properties:

- **Cataclysmic Opening.** By spending 1 hour of strenuous activity working with *The Vault's* tumbler, a creature attuned to the relic can open *The Vault's* void. While *The Vault's* void is open, any creature can use the relic's Withdrawal feature, as detailed below.
- **Profane Knowledge.** The creature attuned to the relic knows the general details of everything contained within *The Vault*, but not specific details that would allow the creature to make use of said knowledge.
- **Withdrawal.** As an action, a creature attuned to *The Vault* that is in contact with its void can withdraw a single object, creature, or piece of lore from within. If an object is withdrawn, it appears in the nearest unoccupied space to *The Vault*. If a piece of lore or knowledge is withdrawn, the knowledge enters the creature's mind, which it cannot forget by any known means.

Bane

If a creature attempts to open *The Vault* by any means other than its attunement process, the creature becomes imprisoned within *The Vault*, with the only means of escape being retrieved from the relic via its Withdrawal feature, as detailed above.



open *The Vault*, none have lived to tell about it. Those who share her conviction have formed a small network of operatives within Nexus, keeping their ears to the ground about any potential lore that is worthy of safeguarding within *The Vault*. When Feylin and her Keepers, as they are called, come calling, it is best to acquiesce to their requests.

Throne of Stars

This open-air observatory is at the top of the highest structure in Nexus. The building towers over Nexus at nearly a mile high. The tower is made of opalescent mithral, with no clear access to the top without the aid of magic. At the top are a number of powerful magical lenses, mirrors, and other devices used for peering across the planes. It is said one who stands atop the Throne of Stars can see anything, just as long as one knows where to look. Here diviners wield Epic magics in pursuit of unknowable truths. A particularly favored strategy is the casting of the Epic ritual *eyes of truth*.

NEW EPIC RITUAL: EYES OF TRUTH

Epic divination ritual

Primary Caster Restrictions: 22nd level or higher, 1 or more Epic levels in the archmage Epic prestige class

Power DC: 40

Preparation Time: 1 week

Components: V, S, M (a book that has never been opened), L (a tower at least 1,000 feet tall whose top is exposed to the sky)

Duration: 1 minute

This ritual allows an archmage to peer across multiple realities in pursuit of knowledge. Rarely do casters attempting this Epic ritual find exactly what they are looking for, but at minimum will uncover something that will aid them on their quest for truth.

Preparation: When you begin casting this ritual, you must sit atop the ritual's location, during which time you must remain motionless—you cannot move or take actions. Over the course of the ritual's preparation you must open your mind to the cosmic truths of the universe—an incomprehensible chaos of energy, matter, and dimensions. Throughout all of this you must hold a single question in your mind and think of nothing else. At the end of the ritual's preparation you must open your eyes, which you will then use to gaze across all reality in search of knowledge.

Effect: Your eyes glow like twin stars. For the duration of the ritual, you can see anything across time, space, and dimensions as though you were adjacent to it. You instinctively know how to search for the question you asked during the ritual's preparation, as your gaze takes you to locations that provide hints or opportunities to learn more about the answer. Rarely does the ritual fully answer your question, but it always provides you with a clear path forward to attaining your answer (if one exists).

CREATING EPIC MAGIC

What is a world of fantasy without magic? The answer: it isn't. Bringing magic into the world is a key component of any fantasy setting, and Epic Legacy is no different. Creating a spell is one of the most significant acts a spellcaster can accomplish. Quality spells persist throughout the ages, passed down and favored by experienced spellcasters. When it comes to the ways of Epic magic, those talented few who possess both the power and skill to create spells of their own are truly extraordinary. Entire worlds have been saved or doomed by their casting, forever enshrining their creators as the greatest arcanists of all time. So quite understandably, both Epic DMs and players seek to forge new Epic magic of their own.

Where before a DM or player could only follow the examples of well-known Epic spells to make their own, there are now superior tools to accomplish this mighty deed: the Spellforge. This system provides an Epic DM with everything needed to fill a world with dangerous new magics, while Epic players can make use of its many resources to weave spells unique to their favorite characters. Before you explore what the Spellforge has in store, it is wise to review the rules of Epic magic as presented in chapter 4 of the *Epic Legacy Core Rulebook*. It is not a force to be trifled with; the consequences are beyond dangerous for those who fail to take its eldritch power seriously.

IN NEXUS: THE LOOM OF LARAI

While not the only beings capable of creating Epic magic, the spellweavers are undoubtedly the most gifted at the craft. Ancient, powerful, and mysterious, the Loom of Larai is a device pulled from the spellweavers' home world dedicated to the creation of new spells. This bizarre structure appears as a great glass sphere suspended upon a beautiful web of arcane silk between eight ivory towers. Within the sphere churn staggering magical energies, woven into the shape of new spells by the spellweavers. The Loom of Larai is off limits to all but the most skilled in the arts of magic. Its value both financially and to the study of magic is incalculable, with many great spellcasters pledged to its defense. Using the Loom of Larai to forge Epic spells grants the crafter 50 additional forge points to a spell's budget, as detailed in the following process.

THE SPELLFORGE

Nothing about Epic magic is easy. It takes a spellcaster of extreme power to even begin to fathom the magnitude of an Epic spell, and only the most experienced among them can cast the staggering tier 3 Epic spells. Putting such a spell together is a multistep process that involves a bit of math and a lot of creativity. This section outlines the five steps of creating an Epic spell that anyone—both Epic players and Epic DMs—should use when weaving such magics. You are encouraged to reference both the many spells found throughout 5th Edition and the Epic spells in chapter 4 of the *Epic Legacy Core Rulebook* throughout this process. This will make the task before you less daunting, as those spells are some of the most refined and useful found anywhere.

Step 1: Conceiving Your Spell

Before you can start putting your spell together, you need to have an idea about what you want your Epic spell to do. Epic spells are more than just stronger versions of ordinary spells. Remember, Epic Legacy isn't just about scaling up the numbers. You must create a spell that is worthy of being called Epic in every sense of the word. Its victims should quake in fear while its casters revel in the extraordinary magic they can wield. Consider the *magic bullet* spell from the *Epic Legacy Core Rulebook*. Its power deals overwhelming force damage to a single target, striking with unerring precision. If that sounds familiar, don't worry, there is a reason for that. In many ways *magic bullet* is similar to *magic missile*, but with a couple key differences, such as the ability to hit any target within range, even if you can't see it! It's okay to conceive your spell based on a non-Epic model, but its final design will need something exceptional to make it worthy of being called Epic magic. Once you have a decent idea of what you'd like your Epic spell to do, you are ready to proceed to the next step.

Step 2: Working the Forge

Detailed in this section is the multifaced Spellforge, the anvil upon which your spell will be hammered into shape. Make good use of this system. Experiment, theory craft, and explore the hundreds of potential options before you. Note that while this system is quite comprehensive, it is not all encompassing. Based on the Epic spell tier of the spell you are trying to craft, you are afforded a budget of forge points. These points are to be spent on the various components of your spell, with the aim of bringing your vision to life.

Beware. Just because you have spent all your points does not mean the spell you created is powerful. Careful customization of each of your spell's elements—casting time, range, components, duration, activator, catalyst, and seeds—is required to get a quality result. Read each of the forge's components carefully to understand how best to use them, and take your time. To a character or NPC creating these spells, it represents a lifetime achievement. The least you can do is give it half an hour or two. Once you have spent all your forge points, your work is not done—you must proceed to step 3 and assemble the spell.

Step 3: Assembling the Spell

The elements of the forge are not designed to give you a polished final model of your spell. It only provides a general outline for how the spell ought to function. You must carefully weave it together, ensuring its mechanical language and effects are in line with your vision. If you have to bend or twist the rules of your spell beyond the parameters of its elements purchased with forge points, that's fine. It's more important that your spell be mechanically clean, powerful, and true to your vision than an exact realization of what the forge dictates. If all has gone well, assembling your spell should be the final flourish in your design; but if things aren't quite working, fear not. Proceed to step 4!

Step 4: Refining the Spell

Once your spell is in a castable shape, give it a whirl! Use it in your next game session or play around with it in some test scenarios. Chances are you will notice a thing or two that needs changing to get a balanced and effective result. Referencing your final product against the official Epic spells is very helpful here. Note that if you are a player creating a spell, your DM has the absolute authority

to make any adjustments to achieve a more balanced result. In the event a change must be made, collaborate to ensure the spell remains true to your creative vision.

Step 5: Implementation

Congratulations! You have created your first Epic spell. Remember, learning an Epic spell is a big deal. Access to such knowledge is as precious as any magical blade or enchanted suit of armor. How this spell comes to be in your campaign should be significant. There is no reasonable metric for how long it takes to craft an Epic spell, nor how difficult the process is. Each opportunity is unique, an act that simply cannot be accomplished in downtime between adventures or with replenishable resources.

Tier

Before you can begin building your Epic spell, you must first select an Epic spell tier to determine its budget. Epic spells come in three tiers: tier 1, tier 2, and tier 3. The higher the Epic spell's tier, the more powerful it is likely to be (hence the larger point budget). See the Epic Spell Tier Budget table for details. Note that if you are a player being afforded the rare opportunity to create an Epic spell, you can only create an Epic spell of an Epic spell tier that you are able to cast. Higher tiers may be beyond you until you achieve higher Epic levels.

Epic Spell Tier Budget	
Epic Spell Tier	Forge Point Budget
1	125
2	155
3	195

Once you have your Epic spell's budget, you can begin spending it on various elements to grant your spell its properties: activators (shape and targeting), catalysts (attack type, contact, mobility, and saving throws), and seeds. However, each spell must first have several essential elements established: school, casting time, range, components (V, S, M), and duration. No matter what the effects of your spell, these elements must be present for it to be forged. Some of these factors may reduce the cost of forging your spell, while others may increase it. The details of each element and its impact on forging your spell follow.

School

There are eight schools of magic: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Throughout the process of forging your spell, you will decide many aspects of its construction, but its school is not one of them. Instead, the school of your spell will be based on what seeds are used to produce the spell's effects. Each seed has a school affinity listed in its description. When your spell has spent all of its forge points, it belongs to the school of magic into which it has invested the most forge points via its seeds. In the event of a tie, you decide which school of magic to which your spell belongs.

Casting Time

Spells take time to cast. This can range from quick or minor actions such as bonus actions or reactions to longer casting times such as an action or even multiple rounds. Generally, the longer it takes



to cast a spell, the easier it is to cast. Detailed in the Epic Spell Casting Times table are the various casting times you can use when creating your spell, along with their budget cost and special notes about said casting times.

Epic Spell Casting Times	
Casting Time	Forge Point Cost
1 reaction	15 forge points
1 bonus action	20 forge points
1 action	0 forge points
round	-15 forge points
1 minute	-50 forge points
1 hour	-100 forge points
8 hours	-130 forge points

Reaction Casting Times. If your spell has a casting time of a reaction, it requires a specific trigger that allows you to cast it as a reaction. For example, the *shield* spell can only be cast when you are hit by an attack or targeted with a *magic missile* spell. When forging a spell, you must specify what condition, circumstance, or effect must occur for you to cast your spell. By paying the reaction casting time budget cost again, you may specify an additional trigger for your spell. Some examples of reaction triggers include:

- When a creature is attacked
- When a creature attempts/succeeds/fails a saving throw
- When a creature moves toward/away/at all
- When a spell is cast
- When a creature takes damage
- When a creature deals damage
- When a creature dies
- When a creature regains hit points

The Ledger of Legends Is Reality an Illusion?

Anyone who has spent enough time around an illusionist will begin to question the nature of reality. I had the privilege of sitting down with a local sidhe archmage illusionist, Uwenti. Her insights and expertise in areas of magic make a compelling case that perhaps reality is not what it appears. According to Uwenti, perception is magic, and magic is a facet of reality. Ergo, one's perception is a tool by which one can define what is real, made all the more possible through the application of magic. Illusion magic to be precise. Her theories postulate that all of magic is in fact an illusion, a tool by which our perceptions adjust reality according to our whims. While an intriguing theory with some supporting evidence, I must confess the notion to be quite sobering to those of us lacking magical talent. If true, we are among the misguided masses unable to pierce the veil which obscures the truth of existence.

Range

All spells have a limit to how far their effects can manifest. When a spell is cast, any affected targets or areas must be within its range. Generally speaking, the longer range the spell, the more powerful it is. Detailed in the Epic Spell Ranges table are the various ranges you can use when creating your spell, along with their budget costs.

Epic Spell Ranges	
Range	Forge Point Cost
Self	0 forge points
Touch	5 forge points
30 ft.	10 forge points
60 ft.	15 forge points
90 ft.	20 forge points
120 ft.	25 forge points
300 ft.	30 forge points
1,200 ft.	35 forge points
1 mile	40 forge points
Sight	65 forge points

Components

Magic is a strange force. Sometimes it requires spoken words, peculiar physical gestures, and even esoteric materials in order to become a spell. Epic spells are no exception to this condition, requiring at minimum either a verbal (spoken), somatic (physical motion) or material (tangible) component to be cast. Generally speaking, the fewer components a spell requires, the more powerful it is. This is because the prerequisites for casting said spell go down, making it easier to cast. For example, a spell with only a verbal component requires no free hand to perform somatic components, and no rare materials to provide to cast the spell. Detailed in the Epic Spell Components table are the various components you can use when creating your spell, along with the associated budget costs and special notes about said components.

Epic Spell Components	
Components	Forge Point Cost
V, S, M	0 forge points
V, S	15 forge points
V or S	30 forge points

Special Material Components. Most material components for spells can be provided by either a spell focus or a material component pouch. Unless you are using the rare Epic spell components variant from the *Epic Legacy Core Rulebook*, this holds true for Epic spells as well. These components are typically simple to replace, requiring little effort on the caster's part. However, some material components can be significantly more expensive, increasing the power of the spell proportionally. Spells such as *greater restoration* or *true resurrection* are good examples of this practice in play. At your DM's discretion, your Epic spell can require similarly rare components, which reduces the budget cost of your spell. Gold or expensive gems may be good enough for non-Epic spells, but

Epic spells require more substantial material components to reduce their budget costs. As a general rule, the budget cost of the spell should be reduced based on the availability of the material to your character, as detailed in the following examples.

- **-15 to spell's forge point cost.** Material component should require 1 week of downtime, with 8 hours of strenuous activity each day to acquire.
- **-30 to spell's forge point cost.** Material component should require 1 month of downtime, with 8 hours of strenuous activity each day to acquire.
- **-60 to spell's forge point cost.** Material component should require 1 year of downtime, with 8 hours of strenuous activity each day to acquire.

Duration

How long a spell lasts is critical. Some spells can produce their effects near instantaneously while others persist for hours after their casting. Any effects your spell causes must be considered a part of its duration unless your DM allows otherwise. As a general rule, the longer a spell lasts the more powerful it is. Detailed in the Epic Spell Durations table are the various durations you can use when creating your spell, along with their budget costs.

Concentration. Many spells allow their casters to assist in perpetuating their durations by forcing them to concentrate. By focusing their minds, spellcasters facilitate a spell's continued existence, up to its duration. When creating a spell with a duration greater than 1 round, you can choose to make it require concentration for its effects to persist. If you do so, the forge point cost for your spell is reduced by 20.

Epic Spell Durations	
Duration	Forge Point Cost
Instantaneous	0 forge points
1 round	10 forge points
1 minute	20 forge points
1 hour	30 forge points
8 hours	45 forge points
24 hours	90 forge points
1 week	105 forge points
1 month	120 forge points
1 year	130 forge points

Activator

While an in-development spell with all the previous elements is well on its way to becoming realized, it's far from complete. Spells may require additional components in the form of activators, which determine how a spell affects potential targets. Activators include features for spells such as shape and targeting.

Shape

Not all spells require targets, instead affecting large swathes of area with their magic. Spells can take a variety of shapes: lines, cones, cubes, cylinders, spheres, and squares, which are provided by a shape catalyst. Anything within the area of a spell's shape is affected by the spell, though when and how that spell affects those in its area is determined by its seeds. Detailed in the Epic Spell Shape Options table are the various shape options you can use for your spell, along with their budget costs and special notes.

Epic Spell Shape Options						
Shape	Forge Point Cost	Size (Small)	Size (Medium)	Size (Large)	Size (Huge)	Size (Gargantuan)
Cone	15 forge points	15 ft.	30 ft. (costs 10 additional forge points)	60 ft. (costs 20 additional forge points)	90 ft. (costs 30 additional forge points)	120 ft. (costs 40 additional forge points)
Cube	10 forge points	5 ft.	10 ft. (costs 5 additional forge points)	20 ft. (costs 10 additional forge points)	30 ft. (costs 15 additional forge points)	50 ft. (costs 20 additional forge points)
Cylinder	15 forge points	5 ft. wide, 20 ft. tall	10 ft. wide, 30 ft. tall (costs 10 additional forge points)	15 ft. wide, 60 ft. tall (costs 20 additional forge points)	20 ft. wide, 120 ft. tall (costs 30 additional forge points)	30 ft. wide, 300 ft. tall (costs 40 additional forge points)
Line	10 forge points	Spell's range long, 5 ft. wide	Spell's range long, 10 ft. wide (costs 10 additional forge points)	Spell's range long, 15 ft. wide (costs 20 additional forge points)	Spell's range long, 20 ft. wide (costs 30 additional forge points)	Spell's range long, 30 ft. wide (costs 40 additional forge points)
Sphere	10 forge points	5-ft. radius	10-ft. radius (costs 5 additional forge points)	15-ft. radius (costs 10 additional forge points)	30-ft. radius (costs 15 additional forge points)	60-ft. radius (costs 20 additional forge points)
Square	5 forge points	One 10-ft. square	Two 10-ft. squares (costs 5 additional forge points)	Four 10-ft. squares (costs 10 additional forge points)	Eight 10-ft. squares (costs 20 additional forge points)	Sixteen 10-ft. squares (costs 30 additional forge points)



Cones and Lines. The point of origin for a spell with a shape of a cone or line is always the caster, giving the spell a range of self (shape's affected area). However, so long as the caster can see a shape's point of origin that is somewhere within the spell's range, all other shapes can appear anywhere.

Creatures, Objects, and Structures. When you create your spell, you must choose a single type of target to be affected within the spell's area: creatures, objects, or structures. When cast, your spell can only affect targets of that chosen type. However, you can increase the number of affected types by paying 10 forge points for each additional type you wish the spell to affect. Unless otherwise stated, your spell can only affect unattended objects and nonmagical structures.

Discerning Affected Areas. Not every creature in a spell's affected area needs to be subjected to its effects. At your discretion, a spell can only affect only enemy or friendly creatures within its affected area. Giving a spell this property has a forge point cost of 20. A spell can only benefit from this property once.

Squares. Squares created by a spell must be contiguous to each other, sharing at least one side with another square created by the spell. Additionally, vertical squares form walls.

Targeting

Whether targeting a creature, object, or something more abstract, a caster must know where a spell is going. A targeting catalyst provides a spell with specific modes of affecting others. Any targets of the spell must be within its range, though spells may move out of their ranges as a part of their effects. Generally speaking, the greater number of targets a spell affects, the more powerful it is. Detailed in the Epic Spell Targeting Options table are the various targeting options you can use for your spell, along with their budget costs and special notes.

Epic Spell Targeting Options	
Targeting	Forge Point Cost
One target	0 forge points
Multiple targets, up to a number equal to your spellcasting ability modifier	10 forge points
All targets within range	40 forge points

Targeting and Shapes. If your spell has a targeting activator, it cannot also have a shape activator unless said shape originates from your target.

Spells with a Range of Self. Spells with a range of self automatically target the caster.

Creatures, Objects, and Structures. When you create your spell, you must choose a single type of target: creatures, objects, or structures. When cast, your spell can only affect targets of that chosen type. However, you can increase the number of affected types by paying 10 forge points for each additional type you wish the spell to affect. Unless otherwise stated, your spell can only affect unattended objects and nonmagical structures.

Sight. Unless otherwise stated, a caster must be able to see a target to affect it with a spell. However, by paying 20 forge points, you can allow your spell to affect a target without the need for the caster to see the target.

Special Targets. You can choose for your spell to only affect special targets. When you choose a special target in this fashion, it costs 20 additional forge points. A spell can only benefit from this feature once and must be seen as a limiting factor that reduces the strength of a spell, not one that empowers it. Some examples of special targets include:

- Creatures of a certain type (constructs, fiends, undead, etc.)
- Creatures affected by a certain condition (frightened, stunned, unconscious, etc.)

Catalysts

How a spell makes use of its seeds are through catalysts. Attacks, contact, mobility, and saving throws are all catalysts that allow a spell to better ravage the battlefield or seduce the enemy. When forging a spell, you must add one or more catalysts to ensure its potency. What catalysts your spell requires should be based on similar such spells are presented throughout fifth edition. For example, if your spell is harmful and has a duration greater than instantaneous, it should likely have a saving throw catalyst, as this is how most harmful spells with durations work. The list of available catalysts follows, which you may wish to adjust to suit the properties of your spell's seeds.

Attack

Some spells require that the caster make attacks against its targets in order to affect them. In such cases, an attack catalyst determines how exactly this is accomplished. Detailed in the Epic Spell Attack Options table are the various attack options you can give a spell, along with their budget costs.

Epic Spell Attack Options	
Attack Option	Forge Point Cost
Melee Spell Attack	0 forge points
Ranged Spell Attack	15 forge points

Attacks Reducing Budget Costs. Giving a spell an attack catalyst of any type grants the spell 15 additional forge points due to the potential for the attack to miss.

Melee Spell Attack Range. Any spell that requires a melee spell attack has a range of touch.

Contact

Some spells cause harmful effects when they make contact with potential targets. In such cases, when an affected creature or area comes into contact with another creature (such as when a creature walks into a *wall of fire* spell), it may suffer harmful effects or be subjected to saving throws. Unless stated otherwise, an affected target can only be affected by a contact catalyst once per round. Detailed in the Epic Spell Contact Options table are the various contact options you can give a spell, with additional special notes following.



Epic Spell Contact Options

Contact Option	Forge Point Cost
Makes contact for the first time in a round	20 forge points

Starting and Ending Turns. In addition to the effects of the catalyst, a creature may suffer additional effects from the spell, as detailed here, along with their associated budget costs. A spell can only have one of these options, never both.

- If a creature starts its turn in contact with the affected area, it is affected by the spell. This property costs 20 forge points.
- If a creature ends its turn in contact with the affected area, it is affected by the spell. This property costs 10 forge points.

Mobility

Spells with affected areas are able to move around the battlefield or act in other manners. The mobility catalyst bestows this property upon your spell, with the potential to even control its movement through your actions. Detailed in the Epic Spell Mobility Options table are the various mobility options you can use for your spell, along with their budget costs.

Saving Throws

Some spells afford their victims a saving throw to resist their effects. When a creature is affected by such a spell, it typically makes a single saving throw, suffering an extremely harmful effect on a failure or a significantly reduced harmful effect on a success (typically at least half as harmful as the failure). Additionally, the type of saving throw a creature makes is determined by what the spell is likely to do. Detailed in the Epic Spell Saving Throw Options table are the various saving throw options you can give a spell, with their budget costs and special notes following.

Epic Spell Saving Throw Options

Saving Throw Option	Budget Cost
Immediate saving throw when affected	-40 forge points
Immediately affected, then attempts saving throws to remove spell's effect	-80 forge points

Types of Saving Throws. There are six types of saving throws an affected target can attempt against your spell: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Dexterity, Constitution, and Wisdom saving throws are considered *strong saves* due to their frequency in 5th Edition and, consequently, using any one of them costs 0 forge points. When using this catalyst your spell must afford Dexterity saving throws when creatures could physically dodge its effects. Your spell must afford Constitution saving throws when affected creatures could resist its effects through endurance or durability. Your spell must afford Wisdom saving throws when affected creatures could resist its effects through force of will.

Strength, Intelligence, and Charisma saving throws are considered *weak saves* due to their infrequency in 5th Edition and, consequently, using any one of them costs 15 forge points. When using this catalyst your spell must afford Strength saving throws when creatures could oppose its effects with physical might. Your spell must afford Intelligence saving throws when affected creatures could resist its effects with their brilliant minds and cunning thoughts. Your spell must afford Charisma saving throws when creatures could oppose its effects with their force of personality. Charisma saving throws are particularly rare in 5th Edition, and typically only apply to effects that would magically teleport a creature against its will (see *banishment* as an example).

All or Nothing. Some spells cause creatures that succeed on saving throws against them to suffer no effect on a failure. Adding such a property adds 30 forge points to your budget.

Saving Throws and Duration. If your spell has a duration greater than 1 round, an affected target must continually attempt saving throws against the spell at the start of each of its turns, ending the spell's ability to affect it on a success. However, you can instead change this property to one of the following options, which affect the spell's budget accordingly.

- The creature makes its saving throws against the spell at the end of each of its turns instead of at the start. Adding this property costs 20 forge points.
- The creature makes only a single saving throw when it is affected by the spell, suffering the spell's effects for the full duration on a failure. Adding this property costs 20 forge points.

Epic Spell Mobility Options

Mobility Option	Forge Point Cost	Speed (Slow)	Speed (Medium)	Speed (Fast)
As an action, the spell attacks or causes another effect	20 forge points	–	–	–
Fixed direction each round	0 forge points	15 ft. per round (costs an additional 10 forge points)	30 ft. per round (costs an additional 20 forge points)	60 ft. per round (costs an additional 30 forge points)
As an action, caster can move spell	10 forge points	30 ft. per action (costs an additional 20 forge points)	60 ft. per action (costs an additional 30 forge points)	120 ft. per action (costs an additional 40 forge points)



Multiple Saving Throws. Some spells require a creature to succeed or fail multiple times against it over the course of its duration. Forcing a creature to succeed on multiple saving throws to end the spell's effect costs 20 forge points for each save on which it must succeed. Inversely, forcing a creature to fail multiple saving throws to suffer harmful effects by the spell adds 20 forge points to your spell's budget for each saving throw it must fail. A spell cannot benefit from this effect if it has a duration of 1 round or less.

Seeds

The effects a spell has are determined by its seeds. Seeds are magical elements that a creature creating a spell must weave together to forge a potent effect. Each seed has a description, associated school of magic, and a list of effects with associated budget costs. An Epic spell can have any number of seeds, provided it has the budget to pay for them. *What* a seed affects is determined by the spell's activators, while *how* a seed interacts with those it affects is determined by the spell's catalysts.

Unless otherwise stated, seeds cannot be taken more than once. Additionally, when you choose a seed, you may spend forge points on multiple different options within that seed, so long as such options do not negatively impact the effects of other seeds.

Seed: *Aberrant* **School:** *Conjuration*

Description: Aberrant seeds imbue a spell with the presence of a Great Old One. When you add this seed to a spell, it conjures bizarre flesh-tendrils as a part of its effects.

Epic Spell Aberrant Seed Options

Aberrant Seed Option	Forge Point Cost
Attacks made with the spell are made at Epic advantage	15 forge points
Affected creature's speed is halved	15 forge points
Affected creature's speed is reduced to 0	50 forge points
Affected creatures have Epic disadvantage on Intelligence, Wisdom, and Charisma saving throws	30 forge points

“Curating magic in Nexus is more trouble than it's worth. Sure, every once in a while some maniacal mage starts summoning meteors downtown, but it takes just a few handy spells to undo the damage. Abusing your power like that earns a one-way ticket to banishment, so remind your wizard friends to keep their enchantment spells to themselves. Most folks worth trying it on are wise to such trickery.”

– *The Painted One*

Seed: *Animate* **School:** *Necromancy*

Description: Animate seeds imbue a spell with the ability to raise undead. When you add this seed to a spell, undead can rise from the lost spirits or bodies of the slain. This seed can be taken multiple times, creating a different undead creature each time it is taken.

Epic Spell Animate Seed Options

Animate Seed Option	Forge Point Cost
Undead CR 3 or lower	1 forge point
Undead CR 6 or lower	5 forge points
Undead CR 10 or lower	10 forge points
Undead CR 15 or lower	20 forge points
Undead friendly toward you	5 forge points
Undead friendly and can be commanded as an action	10 forge points
Undead friendly and can be commanded as a bonus action	20 forge points
Undead friendly and can be commanded freely (no action required)	30 forge points

Seed: *Brutality* **School:** *Conjuration*

Description: Brutality seeds imbue a spell with physical force. When you add this seed to a spell, it gains the ability to cause one of the following damage types: bludgeoning, piercing, or slashing. This seed can be added to a spell multiple times.

Budget Cost: 5 forge points

Seed: *Charm* **School:** *Enchantment*

Description: Charm seeds imbue a spell with the ability to beguile creatures it affects. When you add this seed to a spell, creatures affected by the spell become charmed for the spell's duration.

Budget Cost: 10 forge points

Special Notes: A spell that charms creatures using this seed has difficulty maintaining a hold over affected creatures that are harmed by those that have charmed them. A creature injured by the spell's caster or creatures friendly toward the caster has Epic advantage on saving throws against the spell.

Epic Spell Charm Seed Options

Charm Seed Option	Forge Point Cost
As an action, you can command a creature charmed by the spell	10 forge points
Affected creatures cannot be immune to the charmed condition	20 forge points
You can command a creature charmed by the spell (no action required)	20 forge points

Seed: *Clairvoyance* **School:** *Divination***Description:** Clairvoyance seeds imbue a spell with the ability to predict the future. When you add this seed to a spell, creatures affected by the spell gain benefits from this insight. While this seed primarily focuses on giving creatures powerful boosts to actions they attempt, it can also provide meaningful information about the future. At the DM's discretion, this seed can provide benefits not listed in its seed options that fit its theme of understanding and divining the future.**Epic Spell Clairvoyance Seed Options**

Clairvoyance Seed Option	Forge Point Cost
Affected creatures gain Epic advantage on ability checks	20 forge points
Affected creatures gain Epic advantage on attack rolls	20 forge points
Affect creatures gain Epic advantage on two saving throws of your choice	20 forge points
Once per turn, when an affected creature fails a saving throw, it can choose to succeed	50 forge points
Affected creatures witness a significant event that will occur in the future (determined by the DM)	20 forge points

Seed: *Cloak* **School:** *Illusion***Description:** Cloak seeds imbue a spell with the ability to hide affected targets from sight. When you add this seed to a spell, affected targets become invisible for the spell's duration.**Epic Spell Cloak Seed Options**

Cloak Seed Option	Forge Point Cost
Affected targets are invisible for the spell's duration	10 forge points
Affected targets emit no sound when moving and cannot be heard by creatures farther than 5 ft. away from them	30 forge points
Affected targets are hidden, requiring a Perception check equal to the caster's spell save DC to detect	30 forge points

Seed: *Compulsion* **School:** *Enchantment***Description:** Compulsion seeds imbue a spell with the ability to compel others toward a specific course of action. When you add this seed to a spell, you can force affected creatures to take a course of action determined by you.**Epic Spell Compulsion Seed Options**

Compulsion Seed Option	Forge Point Cost
Compel a creature to spend movement	10 forge points
Compel a creature to take a bonus action or reaction	20 forge points
Compel a creature to take an action	30 forge points
Compel a creature to commit its life toward a course of action	50 forge points

Seed: *Contagion* **School:** *Necromancy***Description:** Contagion seeds imbue a spell with the ability to inflict vile diseases. When you add this seed to a spell, its magic takes the form of a deadly disease.**Epic Spell Contagion Seed Options**

Contagion Seed Option	Forge Point Cost
Affected targets are afflicted with a disease that causes the spell's effects to persist for as long as the target remains infected	30 forge points
Affected targets that make direct contact with unaffected creatures transfer the disease to the uninfected	30 forge points
When a target is infected with the disease, it gains two levels of exhaustion	30 forge points

Seed: *Creation* **School:** *Conjuration***Description:** Conjuration seeds imbue a spell with the ability to create something from nothing. When you add this seed to a spell, it gains the ability to fabricate objects and structures in unoccupied spaces within range.**Epic Spell Creation Seed Options**

Creation Seed Option	Forge Point Cost
Medium object you have seen before	10 forge points
Large object you have seen before	15 forge points
Huge object you have seen before	20 forge points
Gargantuan object you have seen before	30 forge points
Structure up to 500 cubic ft. in size	50 forge points
1,000-ft. cube of fluid	40 forge points



Seed: *Curse* **School:** *Enchantment*

Description: Curse seeds empower a spell with the ability to cripple and debilitate those it affects. When you add this seed to a spell, creatures affected by the spell suffer cruel failure in all they attempt.

Epic Spell Curse Seed Options

Curse Seed Option	Forge Point Cost
Affected creatures have Epic disadvantage on ability checks	20 forge points
Affected creatures have Epic disadvantage on attack rolls	20 forge points
Affected creatures have Epic disadvantage on two saving throw types of your choice	20 forge points
Affected creatures are cursed, suffering the spell's effects for as long as they remain cursed	40 forge points

Seed: *Death* **School:** *Necromancy*

Description: Death seeds imbue a spell with the ability to take life. When you add this seed to a spell, you can shatter the souls of the living and cut their lives short.

Epic Spell Death Seed Options

Death Seed Option	Forge Point Cost
Affected targets' hit point maximums are reduced to their current hit point total	30 forge points
Affected targets lose a number of hit points equal to ten times their Constitution score	50 forge points
If an affected target is a non-Epic creature, it is instantly slain	100 forge points

Special Notes: Spells benefiting from a death seed can only affect flesh-and-blood creatures.

Seed: *Destruction* **School:** *Evocation*

Description: Destruction seeds imbue a spell with destructive power. When you add this seed to a spell, it gains the ability to deal damage when it affects eligible targets. This seed can only be used once in a creature of a spell.

Epic Spell Destruction Seed Options

Destruction Seed Option	Forge Point Cost
d4 damage dice	5 forge points
d6 damage dice	10 forge points
d8 damage dice	15 forge points
d10 damage dice	20 forge points
d12 damage dice	30 forge points
d20 damage dice	80 forge points
4 damage dice	1 forge point
6 damage dice	5 forge points
10 damage dice	10 forge points
15 damage dice	30 forge points
20 damage dice	50 forge points
40 damage dice	80 forge points

Special Notes: A spell must have a damage type granted by a seed to benefit from a destruction seed. If a spell does not have a damage type granted by another seed, it instead deals half the listed damage as force damage.

Seed: *Disruption* **School:** *Abjuration*

Description: Disruption seeds imbue a spell with the ability to disrupt other magics. When you add this seed to a spell, you can counter, dispel, or otherwise interfere with spells and magical effects.

Epic Spell Disruption Seed Options

Disruption Seed Option	Forge Point Cost
End non-Epic spells and magical effects	40 forge points
End Epic spells and magical effects of the spell's tier or lower	80 forge points
Suppress magical effects in the area for the spell's duration	50 forge points
Counter non-Epic spells	60 forge points
Counter Epic spells of the spell's tier or lower	90 forge points

⁴ Righteous and vile damage are special Epic damage types found in the *Epic Legacy Core Rulebook*.

Seed: *Divine* **School:** *Evocation***Description:** Divine seeds imbue a spell with holy or unholy power. When you add this seed to a spell, it gains the ability to cause additional damage types.**Epic Spell Divine Seed Options**

Divine Seed Option	Forge Point Cost
Radiant or necrotic damage	10 forge points
Righteous or vile damage ⁴	30 forge points

Seed: *Dream* **School:** *Enchantment***Description:** Dream seeds imbue a spell with the ability to enter a creature's dreams. When you add this seed to a spell, it gains the ability to put creatures to sleep and affect the minds of unconscious creatures. The target is knocked unconscious until it takes damage, and the target experiences dreams of your design.**Budget Cost:** 50 forge points**Seed:** *Energy* **School:** *Evocation***Description:** Energy seeds imbue a spell with elemental energy. When you add this seed to a spell, it gains the ability to cause one of the following damage types: acid, cold, fire, lightning, or thunder. This seed can be added to a spell multiple times.**Budget Cost:** 5 forge points**Seed:** *Enhancement* **School:** *Transmutation***Description:** Enhancement seeds imbue a spell with the power to expand a creature's physical and mental abilities. When you add this seed to a spell, it gains the ability to increase a target's size and statistics.**Epic Spell Enhancement Seed Options**

Enhancement Seed Option	Forge Point Cost
The target's size increases by one size category. If its size is already Gargantuan or larger, its dimensions increase by 10 ft.	20 forge points
The target's size increases by two size categories. If its size is already Gargantuan or larger, its dimensions increase by 20 ft.	30 forge points
The target's size increases by three size categories. If its size is already Gargantuan or larger, its dimensions increase by 30 ft.	40 forge points
When the target would roll a 9 or lower on a saving throw, it instead rolls a 10.	25 forge points
The target gains a +10 bonus to an ability score chosen when the spell is created.	70 forge points

Seed: *Epic* **School:** *Transmutation***Description:** Epic seeds grant spells the ability to harm non-Epic targets with greater efficacy. When you add this seed to a spell, non-Epic targets affected by the spell are vulnerable to damage dealt by the spell and cannot succeed on saving throws against the spell.**Budget Cost:** 40 forge points**Seed:** *Glamour* **School:** *Illusion***Description:** Glamour seeds imbue a spell with the ability to magically generate illusions that deceive most senses. When you add this seed to a spell, affected targets of the spell are cloaked in images of your design.**Epic Spell Glamour Seed Options**

Glamour Seed Option	Forge Point Cost
Affected targets are wrapped in harmless illusions that fool auditory and visual senses	10 forge points
Affected targets are wrapped in harmful illusions that fool all senses except truesight	20 forge points
The creator of the spell may choose two seeds from the <i>Evocation</i> or <i>Conjuration</i> schools with a budget cost equal to or less than what the creator paid for this seed. The spell gains the benefits of those seeds, but otherwise the spell's creator cannot add other seeds from those schools to the spell.	Any number of forge points between 1 and 80
Illusions created by the spell are real for the caster	70 forge points
Illusions created by the spell are real for eligible targets	100 forge points

Seed: *Healing* **School:** *Evocation***Description:** Healing seeds imbue a spell with the power to heal grievous injury. When you add this seed to a spell, it gains the ability to cause affected targets to magically regain hit points. This seed can only be used once in the creation of a spell.**Epic Spell Healing Seed Options**

Healing Seed Option	Forge Point Cost
Affected creatures regain 6d6 hit points	5 forge points
Affected creatures regain 10d6 hit points	15 forge points
Affected creatures regain 20d6 hit points	30 forge points
Affected creatures regain 40d6 hit points	60 forge points
Affected creatures regain 80d6 hit points	100 forge points
Affected creatures are cured of any non-Epic diseases and non-Epic poisons	20 forge points
Affected creatures are cured of any diseases and poisons	10 forge points
Affected creatures regrow lost limbs	5 forge points

Seed: *Life* **School:** *Necromancy*

Description: Life seeds imbue a spell with the ability to restore a creature's life and vitality. When you add this seed to a spell, you can restore the dead to life or even grant life to inanimate objects.

Epic Spell Life Seed Options

Life Seed Option	Forge Point Cost
Affected target is restored to life at 1 hit point	60 forge points
Affected target is restored to life at half its hit point maximum	100 forge points
Affected target is restored to life at its hit point maximum, its body remade, and its soul reconstituted	200 forge points
The target object is brought to life as a sentient creature that is friendly toward you	120 forge points

Seed: *Mind* **School:** *Enchantment*

Description: Mind seeds imbue a spell with the power to injure the minds of others. When you add this seed to a spell, it gains the ability to deal psychic damage. Additionally, if this seed is a part of a spell with other seeds from the enchantment or illusion school, its budget cost becomes 0.

Budget Cost: 20 forge points

Seed: *Nature* **School:** *Conjuration*

Description: Nature seeds imbue a spell with the power to conjure plants and other flora. When you add this seed to a spell, it can only be cast on targets and affect areas on the ground. Targets affected by the spell are knocked prone. Additionally, adding this seed to a spell adds 30 forge points to the spell's budget.

Budget Cost: 0

Seed: *Oblivion* **School:** *Evocation*

Description: Oblivion seeds imbue a spell with the power to unmake existence. When you add this seed to a spell, it gains the ability to deal force damage, and targets reduced to 0 hit points by this damage are reduced to dust.

Budget Cost: 20 forge points

Special Notes: By paying an additional 20 forge points, a spell benefiting from this seed gains the ability to deal arcane damage.

Seed: *Overpower* **School:** *Necromancy*

Description: Overpower seeds grant spells the ability to harm those that would ordinarily be immune to its effects. When you add this seed to a spell, if a target affected by the spell would be immune to damage dealt by the spell, it instead has resistance to that damage. Additionally, if a target affected by the spell would be immune to a condition inflicted by the spell, it is not immune to the condition afflicted by the spell and instead has Epic advantage on saving throws against the spell (when applicable).

Budget Cost: 30 forge points

Seed: *Polymorph* **School:** *Transmutation*

Description: Polymorph seeds imbue a spell with the ability to change the shape of affected targets, including turning them into completely new creatures or objects.

Epic Spell Polymorph Seed Options

Polymorph Seed Option	Forge Point Cost
Creature into another creature with a CR lower than the targets	30 forge points
Creature into non-Epic creature with a CR higher than the target's, up to the caster's maximum hit dice or character level (whichever is higher).	100 forge points
Creature into Epic (but not mythic) creature with a CR higher than the target's, up to an Epic CR equal to the caster's Epic prestige class (not character) level (whichever is higher)	200 forge points
Creature into mundane object	100 forge points
Creature into valuable object	150 forge points
Object into object	80 forge points
Object into non-Epic creature with a CR up to the caster's maximum hit dice or character level (whichever is higher)	100 forge points
Object into Epic (but not mythic) creature with an Epic CR up to the caster's Epic prestige class level.	200 forge points



Seed: *Portal* **School:** *Conjuration***Description:** Portal seeds imbue a spell with the ability to open portals to other locations. When you add this seed to a spell, it opens two circular portals that are linked together. Any creature or object that passes through a portal appears in the nearest unoccupied space to the other portal.**Epic Spell Portal Seed Options**

Portal Seed Option	Forge Point Cost
Both portals within spell's range	30 forge points
Both portals on same plane	80 forge points
Both portals in same cosmology	120 forge points
Portals can only be used by you and creatures of your choice	30 forge points
Create two additional portals that are linked together	60 forge points

Seed: *Protect* **School:** *Abjuration***Description:** Protect seeds imbue a spell with the ability to reduce the damage of attacks and other effects. When you add this seed to a spell, creatures affected by the spell gain resistance to a damage type of your choice. This seed can be added to a spell multiple times.**Budget Cost:** 15 forge points**Special Notes:** By paying 15 additional forge points, a creature that would gain resistance to a damage type from the spell instead gains immunity to that damage type.**Seed:** *Scry* **School:** *Divination***Description:** Scry seeds imbue a spell with the ability to view distant places. When you add this seed to a spell, you can gain the ability to view locations across great distances as though you were there.**Epic Spell Scry Seed Options**

Scry Seed Option	Forge Point Cost
Anywhere within the spell's range	10 forge points
Anywhere on the same plane as you	20 forge points
Anywhere in the same universe	30 forge points
Anywhere in the same multiverse	100 forge points

Seed: *Shackle* **School:** *Enchantment***Description:** Shackle seeds imbue a spell with the ability to restrict movement and magical teleportation. When you add this seed to a spell, it gains the ability to apply debilitating conditions to all affected.**Epic Spell Shackle Seed Options**

Shackle Seed Option	Forge Point Cost
Affected targets have their speed halved and cannot take bonus actions or reactions	30 forge points
Affected targets are restrained	40 forge points
Affected targets are paralyzed	60 forge points
Affected targets are stunned	80 forge points
Affected targets are incapacitated	100 forge points
Affected targets are petrified	120 forge points

Seed: *Shield* **School:** *Abjuration***Description:** Shield seeds mantle those the spell affects in protective energy. When you add this seed to a spell, it gains the ability to grant affected targets temporary hit points for the spell's duration.**Budget Cost:** For every 5 forge points you spend on this seed, targets affected by the spell gain 10 temporary hit points. These temporary hit points cannot be replaced by another source unless an affected target wishes it.**Seed:** *Summon* **School:** *Conjuration***Description:** Summon seeds allow a spell to call forth creatures from other worlds. When you add this seed to a spell, creatures summoned by the spell appear in unoccupied spaces within the spell's range. This seed cannot be taken multiple times.**Epic Spell Summon Seed Options**

Summon Seed Option	Forge Point Cost
The spell summons a creature of CR 10 or lower	40 forge points
The spell summons a creature of CR 20 or lower	90 forge points
The spell summons a creature of an Epic CR of 2 or lower	120 forge points
The spell summons a creature of an Epic CR of 5 or lower	170 forge points
Creatures summoned by the spell are friendly toward you	30 forge points
The spell summons an additional creature	20 forge points



Seed: *Teleport* **School:** *Conjuration*

Description: Teleport seeds imbue a spell with the ability to magically teleport creatures and objects instantly. When you add this seed to a spell, the spell can transport targets to unoccupied spaces within range.

Epic Spell Teleport Seed Options	
Teleport Seed Option	Forge Point Cost
Affected targets are teleported to an unoccupied space within the spell's range	30 forge points
Affected targets are teleported to an unoccupied space on the same plane	90 forge points
Affected targets are teleported to an unoccupied space on a plane of your choice	120 forge points

Seed: *Terror* **School:** *Illusion*

Description: Terror seeds imbue a spell with the power to frighten creatures. When you add this seed to a spell, it gains the ability to impose the frightened condition on those it affects.

Epic Spell Terror Seed Options	
Terror Seed Option	Forge Point Cost
Affected creatures cannot be immune to the frightened condition and are frightened	30 forge points
Creatures frightened by the spell must do everything in their power to escape the source of their fear	60 forge points
Creatures frightened by the spell cannot willingly target the caster or affect the caster with harmful effects	100 forge points

Seed: *Time* **School:** *Transmutation*

Description: Time seeds imbue a spell with the ability to manipulate time. When you add this seed to a spell, creatures affected by the spell gain the ability to move faster through time. While this seed primarily focuses on giving creatures powerful boosts to take additional actions, it can also manipulate time in other ways. At the DM's discretion, this seed can provide benefits not listed in its seed options that fit its theme of controlling time.

Epic Spell Time Seed Options	
Time Seed Option	Forge Point Cost
Affected targets gain an additional bonus action or reaction for the spell's duration	135 forge points
Affected targets gain an additional action on each of their turns for the duration	175 forge points
The spell turns time in affected targets forward or backward up to 1 hour	120 forge points

Seed: *Toxic* **School:** *Necromancy*

Description: Toxic seeds imbue a spell with the ability to inflict vile, debilitating poison. When you add this seed to a spell, creatures it affects run the risk of becoming poisoned.

Epic Spell Toxic Seed Options	
Toxic Seed Option	Forge Point Cost
Creatures affected by the spell cannot be immune to the poisoned condition or poison damage and become poisoned	20 forge points
A creature poisoned by the spell is vulnerable to damage dealt by the caster	80 forge points
When a creature poisoned by the spell ends the poisoned condition affecting it, it takes 20d6 poison damage	20 forge points

Seed: *Travel* **School:** *Transmutation*

Description: Travel seeds imbue a spell with the ability to grant creatures increased mobility. When you add this seed to a spell, creatures it affects burrow, climb, fly, and swim with greater efficacy.

Epic Spell Travel Seed Options	
Travel Seed Option	Forge Point Cost
Affected target's speed is increased by 30 ft. for the spell's duration	10 forge points
Affected target's speed is increased by 60 ft. for the spell's duration	30 forge points
Affected target gains either a burrowing, climbing, flying, or swimming speed for the spell's duration	60 forge points
Affected target is immune to difficult terrain for the duration	20 forge points

Seed: *Umbral* **School:** *Illusion*

Description: Umbral seeds imbue a spell with the ability to create crushing magical darkness. When you add this seed to a spell, it generates fields of magical darkness on targets it affects.

Epic Spell Umbral Seed Options	
Umbral Seed Option	Forge Point Cost
The spell generates magical darkness through which creatures with darkvision can't see	20 forge points
The spell generates magical darkness through which creatures with darkvision or truesight can't see	70 forge points
The spell generates magical darkness which blocks all senses of non-Deific creatures	120 forge points

Seed: *Ward* **School:** *Abjuration*

Description: Ward seeds hold magic in reserve, waiting to unleash their power when the proper conditions are met. When you add this seed to a spell, it gains the ability to only trigger its magic when a trigger you determine is met. When the spell is cast, it causes no effect and instead appears as an invisible glyph within range. The glyph lasts until it is triggered by a condition you determine when you forge this spell. Such a condition can be a creature making contact with the glyph, speaking a specific word in presence of the glyph, or similar such triggers. Once the glyph is triggered, the spell is activated as though you had just cast it.

Budget Cost: 30 force points

ALCHEMISTRY: ELIXIRS, POTIONS, AND HOW TO MAKE THEM

Every adventurer has tasted the crisp, cool, life-giving nectar of the humble *potion of healing*. Experienced heroes consider a backpack full of potions and potent elixirs to be as essential as trail rations, and they are usually right. While lacking in taste, magical potions are useful tools that can provide an adventuring party with a solution to innumerable problems or supplement the absence of a spellcasting character. In Epic Legacy, characters have access to a formidable array of abilities, but that rarely means they have *everything* they need. Short-term, one-use, consumable items such as potions can be used by any character class, allowing an adventuring party to tackle problems that may typically fall outside of their area of expertise. An Epic DM need not fear providing a party with a

Behind the Curtain: Why Expand Potions?

Those familiar with the 5th Edition core rules may notice the functions of the potions presented here are different than the official versions. Based on our observations of how potions are predominately used in 5E, we concluded that the potion was designed to supplement a party's lack of potent spellcasting among the group. In Epic Legacy, we saw an exacerbation of this problem. While even a party of Epic characters lacking a spellcaster is formidable, it is also limited. Being unable to accomplish a heroic deed or overcome a devious puzzle due to a lack of spellcasting isn't very epic. This system for creating and using potions combats this problem. No longer will the ravager player be foiled by flying enemies nor the dreadnaught impotently wither under a psychic assault from invisible enemies.

As an Epic DM, you should provide less-magical parties with the ability to acquire certain potions that you know will be useful in their endeavors. This is not *carte blanche* to give a party whatever potion they want—that would be disastrous for your campaign. Quantities should be limited, particularly with the more powerful potions, and your players should have strong incentives to make use of them. Remember, these items only get one use. A potion that goes unused is a wasted opportunity for your game's story.

powerful potion or two, as any attempt to abuse its magic is always be a temporary endeavor (unlike with magic items). Detailed here is a comprehensive system for expanding the selection and uses of potions in 5th Edition for DMs and players.

IN NEXUS: 73 CHANDELAR ROW

Resting along an unassuming city block is the site of one of Nexus's greatest feuds: Chandelar Row. On either side of the street, half a dozen shops are run by two competing families, providing the rest of Nexus with all their potion needs. The Syloss and Victoire families have been locked in competition for almost seven generations with no sign of stopping. It is believed the dispute started over who invented an additive to neutralize the awful taste of most potions, but it hardly matters at this point. Customers who patronize one family find themselves swiftly banned from all stores operated by the other, dragging the rest of Nexus into the petty dispute. It's hard to tell whose potions are better, but customers swear by the superior quality of their favorite vendors.

In either case, both families can craft made-to-order potions quickly and safely. They take great pride in their products' usefulness and delicious taste, to the point where particularly wealthy Nexians have purchased potions just for the flavor. Some of the swankiest parties across the city are catered by Chandelar Row, making for a raucous evening as revelers consume dozens of magical elixirs that liven up the night.

NEW EPIC FEAT: ALCHEMAESTRO

Your physiology is well adapted for consuming and enduring the effects of potions, granting you the following benefits.

- When you would drink a potion as an action, you may instead drink it as a bonus action.
- When the duration of a potion you drank would end, you can choose to concentrate on it (as though concentrating on a spell). If you do so, the potion's duration continues for as long as you maintain concentration, instead of for its normal duration.
- The effects of potions upon you are not considered magical effects.

ELIXIRS

As anyone who has imbibed a *potion of storm giant strength* can tell you, some potions can push a drinker well past one's limits. Adventurers have many tools through which they can improve their ability scores, most of which come from class ability score increases, a handful of items, and even a spell or two. Elixirs are a new exception to this trend. These potions enhance (or sometimes reduce) the ability scores of those who drink them and are prized for their usefulness. Elixirs come in the following varieties.

- *Elixirs of strength* alter the drinker's Strength score.
- *Elixirs of dexterity* alter the drinker's Dexterity score.
- *Elixirs of constitution* alter the drinker's Constitution score.
- *Elixirs of intelligence* alter the drinker's Intelligence score.
- *Elixirs of wisdom* alter the drinker's Wisdom score.
- *Elixirs of charisma* alter the drinker's Charisma score.



The degree to which a drinker's ability score can be altered by the elixir is based on the potion's rarity, as detailed in the Elixir Effect by Rarity table. When the elixir is consumed, the creature's ability score becomes the value shown in the Ability Score Value column, and the effects last for 1 hour. If an effect would again alter the ability score of a creature benefiting from an elixir, the elixir's effect immediately ends. Additionally, a creature can only benefit from a single elixir at a time. If it drinks a second elixir while another elixir is in effect, the first elixir's effect immediately ends.

NEW RARITIES: EXTRAORDINARY AND MYTHIC

Some of the potions presented here can be of a rarity beyond legendary: extraordinary or mythic. These potions are far too powerful for an ordinary game of 5th Edition, imbuing their drinkers with extremely potent magic. While they may seem like just more-powerful items, their significance is easy to understand in the context of Epic Legacy. An extraordinary or mythic potion is considered an Epic object and a source of Epic magical effects. Extraordinary potions are still balanced around their rarity and are appropriate equipment for characters of 21st level or higher. Mythic potions are even rarer, bubbling with barely contained power. These potions are appropriate tools for characters of 26th level or higher.

Elixir Effect by Rarity		
Rarity	Name	Ability Score Value
<i>Uncommon</i>	Lesser	19
<i>Rare</i>	Greater	21
<i>Very rare</i>	Mighty	23
<i>Legendary</i>	Supreme	25
<i>Extraordinary</i>	Extraordinary	27
<i>Mythic</i>	Peerless	29

Elixirs in Nexus. With the tremendous availability of magical potions in Nexus, elixirs have become a hot commodity. The sudden rush an elixir provides is highly addictive. A herculean burst of strength, overwhelming intellect, or the wisdom to solve any problem are just a drink away. Because the benefits are so fleeting, many wealthy citizens have taken to stockpiling elixirs for their various needs. Things have gotten so bad that a black market has sprung up across the city, where dangerous or poorly made elixirs are peddled to desperate addicts. Prolonged elixir use (typically more than once a week for a period of a month) produces visible stress on the user's body. Distended muscles, uncontrollable twitching, failing to register pain, crippling headaches, and many more extreme symptoms have been observed. It is only a matter of time before the city cracks down.

ARCANE POTIONS

Many potions imbue a drinker with the effects of certain spells, treating the drinker as though affected by magic for a short period of time. These magic items are called arcane potions and are as

varied as the spells they mimic. An arcane potion can replicate the effects of any spell that targets a creature (even harmful ones), including the effects of Epic spells. Such potions are described by the spell effects they produce. For example, a *potion of fire shield* endows its drinker with the benefits of the *fire shield* spell. The level or Epic tier of the spells a potion can replicate is determined by its rarity, which is detailed in the Arcane Potion by Rarity table.

Arcane Potion by Rarity		
Rarity	Spell Level	Spell Save DC (When Applicable)
<i>Uncommon</i>	Cantrip–2nd	11
<i>Rare</i>	3rd–4th	14
<i>Very rare</i>	5th–6th	17
<i>Legendary</i>	7th–8th	20
<i>Extraordinary</i>	9th–Tier 1 Epic	24
<i>Mythic</i>	Tier 2 Epic–Tier 3 Epic	29

A creature benefiting from a spell effect from a potion does not need to maintain concentration (when applicable), nor is the act of imbibing such a potion considered casting a spell. However, magical effects created by potions are still subject to the 5th Edition rules of magic and the Epic Legacy rules for Epic magic.

Drinking Harmful Potions

Why would a creature willingly drink a *potion of contagion* or a *lesser elixir of strength* that reduces its Strength from 30 to 19? Unless someone had some very peculiar tastes, chances are this wouldn't happen! However, that doesn't mean such potions are useless. Clever or morally ambiguous adventurers can disguise these potions as harmless drinks, or even as helpful potions. Additionally, as an action a creature can force-feed a potion to an incapacitated flesh-and-blood creature. Creatures that consume harmful potions have Epic disadvantage on saving throws against the potion's effects due to the fact that they have literally imbibed the harmful magic now coursing through their bodies.

Alchemy: Creating Potions

Brewing potions is a process full of danger and ingenuity. The act of creating these magic items is called alchemy, and those who hone this craft are often alchemist artificers, wizards, or similarly intelligent specialists with an affinity for chemistry. Brewing potions is also a useful hobby for adventurers, especially Epic ones, and at a DM's discretion a character may brew potions during downtime between adventures. If you are the DM affording your players this opportunity, remember this is not some mundane process. Provided here is an elaborate breakdown of how potions are made, which you can adjust and expand to make each attempt a compelling experience at your table.

Magic is not a cooperative energy and doesn't appreciate being forced into a tiny bottle for consumption. Despite the best efforts of countless crafters, the process of brewing potions has never been successfully automated, with any attempt leading to catastrophic results. Brewers must slave over their work, watching every ripple

and bubble for a sign of things about to go terribly wrong. The difficulty and time required to complete this process is determined by the potion's rarity. A series of successful Intelligence ability checks (typically three) is required to complete this process, along with an extended waiting period while the potion brews. The nature of the ability checks is determined by the potion's base, bonding agent, and any other aspects the DM would like to add to the process, which are detailed later in this section. Additionally, a brewer must possess the necessary equipment to create a potion. At minimum this requires a set of alchemist's or brewer's supplies, but many experienced crafters use something far more elaborate and safer—laboratories. The difficulty DC and time required to brew a potion according to its rarity are detailed in the Alchemy Crafting table.

Alchemy Crafting		
Rarity	Ability Check DC	Brewing Time (in Strenuous Activity)
<i>Uncommon</i>	14	1 day
<i>Rare</i>	17	1 week
<i>Very rare</i>	21	2 weeks
<i>Legendary</i>	26	1 month
<i>Extraordinary</i>	32	3 months
<i>Mythic</i>	39	6 months

Additionally, when a creature attempting to brew a potion fails an Intelligence ability check by 10 or more, the potion explodes catastrophically, destroying any tools or equipment that were being used to create it.

Finally, a creature crafting a potion must acquire specific and potent ingredients. These components are used in various stages of the brewing process, forming the potion's base and bonding agent, the details of which follow. Note that these do not encompass all the ingredients required to create a potion, merely the most significant ones.

Special Crafting Rules: Synthesizing Components. Clever potion crafters and a few players have deduced that they can summon or create the creatures they need to harvest a bonding agent or fabricate an alchemical base from nothing. Unfortunately, creating a potion's alchemical base or bonding agent with the cast of a spell (even an Epic one) causes a violent reaction and the process to fail as though the brewer had failed an Intelligence ability check by 10 or more to craft the potion.

Special Crafting Rules: Elixirs. Because of their potency, elixirs are more difficult to craft than other potions. The time required to brew an elixir is always doubled.

Alchemical Base

Making a potion with ordinary water is a literal recipe for disaster. Mystical fluids with strange properties are far more effective. Rarer potions require bases that are incredibly dangerous, expensive, or both. The blood of a titan, a compound synthesized through

transmutation magic, or the rain from a magic-soaked world are all examples of appropriate bases for brewing potions. When crafting potions, the first Intelligence ability check performed should be themed around preparing or synthesizing this alchemical base. An Alchemists' Supplies or Brewer's Supplies check is the default, but others may suffice depending on the nature of the base.

Bonding Agent

Binding magic to an alchemical base requires a potent agent through which the magic will flow. These bonding agents are often harvested from magical creatures and are consumed in the process of brewing the potion. The school of magic that best fits the potion's magical effect determines what kind of creature a bonding agent must be harvested from, as detailed in the Bonding Agent Harvesting table.

Bonding Agent Harvesting	
Magical Effect	Creature Type
Abjuration	Construct
Conjuration	Elemental
Divination	Celestial
Enchantment	Fiend
Evocation	Dragon
Illusion	Fey
Necromancy	Undead
Transmutation	Ooze

Additionally, the rarity of the potion determines of strength of the creature from which the bonding agent must be harvested. The more powerful the creature providing the agent, the more powerful the potion. This can make for a hazardous experience, as few creatures are willing (or able) to provide a bonding agent without some form of payment. More than one alchemist has been forced to acquire bonding agents by violent means. The details of a potion's rarity relative to the strength of a creature providing the bonding agent is detailed in the Bonding Agents by Rarity and Creature Challenge Rating table.

Bonding Agents by Rarity and Creature Challenge Rating	
Rarity	Creature CR
<i>Uncommon</i>	<4
<i>Rare</i>	5–10
<i>Very rare</i>	11–17
<i>Legendary</i>	18–25
<i>Extraordinary</i>	26+
<i>Mythic</i>	Mythic (any level)



CHAPTER SEVEN: THE VELVET ALLEYS



“How many months has it been since you’ve had a warm bath? I imagine even longer since your last luxury massage from a celestial masseuse. We Nexians know too well the troubled minds and battered bodies of adventurers such as yourself, so why don’t you take a load off in the Velvet Alleys—a place to wash away the stress of heroic adventuring and embrace the refreshing sensations of nonstop recreation. All the pleasures of life are for sale: good food, fine drink, thrilling games, exquisite art, or...carnal recreation. You could live seven lifetimes here and never leave a room. A word to the wise—don’t get any exotic seafood at Flavourtowne. Trust me.”

– Tamara Tall

With Epic power comes epic levels of stress. As more and more heroes passed through Nexus, its many taverns proved inadequate for their needs for relaxation and entertainment. So it was the City Council rezoned a squalid back alley to an entertainment district so fantastical as to calm even the most ornery barbarian. The residents exponentially expanded the potential of their new district, achieving renown and wondrous success as only Nexians can. What was once a destitute back alley with concerts and street food became a glitzy, technicolor fever dream full of dazzling crests of psychoactive fungi and frantic barkers outside of every establishment promising the fulfillment of every possible fantasy. The Velvet Alleys is truly the most elaborate and excessive temple to consumption, emotion, and experience ever known.

DISTRICT OVERVIEW

Alignment: Chaotic neutral

Population: 35,000

Economy: Art, entertainment, “social” services

Danger: Medium

Dominating the district is a canal that runs its entire length. Narrow streets wind and twist along its path, providing swift passage to the more exclusive establishments throughout the district. Magical gondolas glide above the glittering crystal domes of the silver-scaled merfolk who have colonized the canal’s

Emotions and Safety in the Velvet Alleys

The strange entity Mana-Yood-Sushai is from an orthogonal dimension where emotions are as integral to the universe as matter and energy are to ours. In Nexus, Mana appears as the velvet fungus along the canal, enhancing the emotional responsiveness of all who dwell within the Velvet Alleys. But more importantly, the being serves two key roles when exploring the Velvet Alleys in a campaign.

Firstly, because the Velvet Alleys is a place where a campaign can take a distinctly mature direction, Mana-Yood-Sushai can act as a conduit to apply RPG safety tools, ensuring everyone at your table feels comfortable with what is going on. Whenever a creature in the Velvet Alleys experiences extreme distress or discomfort, their emotions can cause Mana-Yood-Sushai to trigger a moodstorm (as detailed in the “Revelry Domain” section). A moodstorm is a district-wide phenomenon that disrupts all revelry until the event has passed. A player or DM or Player feeling uncomfortable with the direction a soiree in the Velvet Alleys is going can use this as a vehicle for ending a scene or disengaging from upsetting material. Mana-Yood-Sushai is an entity that transcends dimensions and

is attuned to the emotions of the players at the table as well as their characters and will respond according to their distress. A DM running a mature game in the Velvet Alleys should consider educating players about this “meta” property and how to use it, as it can ease transition to and from the more mature themes of this district. A DM should feel free to customize this process to best meet the needs of their Players.

Secondly, the Nexians of the Alleys need a way to keep things from getting out of hand. Epic beings can party extremely hard, potentially endangering themselves and those around them. Taking things to this extreme tends to ruin the experiences for others, which can in turn trigger a moodstorm. The motives of Mana-Yood-Sushai are unclear, but one thing is certain: it takes a dim view of those who harsh the vibe. The Velvet Alleys are like Mardi Gras, Burning Man, and a Ren fest all in one, and the mneminders act as Mana’s agents to keep the emotions of the place in balance. Triggering enough moodstorms is a quick path to getting banned from the district, and the DM can use the mercurial standards of Mana to let the players know when they are taking things too far.

curiously expansive depths. Eccentricity, sentimentality, and necessity define the architectural styles here. Hundreds of architectural themes are can be found throughout the Alleys, but always with a mind for artistry and flair. Each year the annual Builder's Brawl demands each resident decorate and refurbish their properties, ensuring the district remains in a constant state of change and modernity.

The name "Velvet Alleys" is a literal one. The velvety fungus that grows along the canal running through the district is iconic, changing color in response to the moods of people nearby. Few know where the fungus came from or why it only grows within the Velvet Alleys. The truth is bizarre, though harmless. The founders Heletek and Kaya thought the district to be the perfect home for a friend they made on their travels: Mana-Yood-Sushai, an extradimensional entity with an affinity for mortal emotions. The being was "invited" to Nexus to partake of the many emotional excesses the Velvet Alleys would illicit, which would then flow into the velvety fungus and into the entity's dimension. The more pleasurable and intense the emotions, the more pleased Mana-Yood-Sushai becomes; it then reciprocates with colorful displays of energy in the district's skies. With the aid of curious fungal creatures known as mneminders, Mana-Yood-Sushai ensures the residents and guests of the Velvet Alleys can take their senses to their physical and psychological limits while remaining safely out of danger.

NEW CONDITION: RELAXATION

Some beneficial consumables and rejuvenating environments, such as hot springs or good food, can cause a special condition called relaxation. Relaxation is measured in three levels. An effect can give a creature one or more levels of relaxation, as specified in the effect's description.

Level	Effect
1	The creature's current hit points and hit point maximum are increased by an amount equal to the creature's Constitution score.
2	The creature gains proficiency in a saving throw of the creature's choice.
3	The creature's proficiency bonus increases by 1.

If a creature is already benefitting from a level of relaxation and experiences another effect that causes relaxation, its current level of relaxation increases by the amount specified in the effect's description.

A creature benefits from the effects of its current level of relaxation as well as all lower levels. For example, a creature benefitting from two levels of relaxation has its hit points and hit point maximum increased by an amount equal to the creature's Constitution score. Additionally, it gains proficiency in a saving throw of its choice.

An effect that causes exhaustion reduces a creature's levels of relaxation equal to the levels of exhaustion caused, with all relaxation effects ending if a creature's relaxation level is reduced below one.

REVELRY DOMAIN

While some seek a life of adventure, property, or villainy, other seek pure pleasure. Should they be lucky in their lifetimes, they may just discover a revelry domain: a place where creatures of all stripes, backgrounds, and creeds can unite in the desire to have a good time. Revelry domains are whimsical realms where emotions run wild. All beings within seek experiences that enrich and stimulate them, many of which would not be possible without the mystical properties of the domain. Its air is always sweet like a blooming flower, and the land echoes with the sound of music that is perfect for energetic dance. Surviving within a revelry domain is a test of one's fortitude. Every moment spent sleeping or relaxing is one that could be spent enjoying all the strange realm has to offer—an opportunity few are willing to pass up. It is all too easy to lose oneself to the thrills of the domain only to awaken days later with a foggy memory and a splitting headache.

Creatures. Celestials, fey, fiends, giants, humanoids.

Detection. A DC 23 Wisdom (Survival) check is required to determine a revelry domain's true nature.

Properties. A revelry domain causes the following effects within its area.

- **Background Music.** The domain's area is always filled with an unobtrusive music whose theme and style reflects the most popular activity occurring within the domain's area. Creatures that can hear the music have Epic advantage on Charisma ability checks.
- **Emotional Intensity.** When a creature enters the domain's area, it becomes compelled to seek out a particular emotional experience. A creature can choose which emotion it is seeking from the following options or roll randomly.
 - Amusement
 - Contentment
 - Excitement
 - Relief
 - Pride
 - Satisfaction
- If a creature does not experience its desired emotion at least once every 24 hours while within the domain's area, it causes a moodstorm.
- **Moodstorms.** Creatures in a revelry domain can commit the ultimate party foul and cause a peculiar magical phenomenon known as a moodstorm. Moodstorms occur when a creature (or, in the Velvet Alleys' case, also a player) experiences intense emotional distress or physical pain, particularly if said experiences were not intended. When a moodstorm begins, the sky turns an angry red and the following effects occur. The moodstorm and its effects last for 1 hour.
 - **Aversion.** On each of its turns, a creature must do everything in its power to move away from other creatures. A creature can do nothing else until it is at least 30 feet away from another creature.
 - **Harsh Vibes.** When a creature in the domain takes an action to harm another creature, it takes 39 (6d12) psychic damage.
 - **Stench.** The air is filled with a noxious stench, and creatures in the domain's area have Epic disadvantage on ability checks.
- **Rest and Relaxation.** When a creature finishes a long rest in the domain's area, it gains a level of a special condition known as relaxation, the details of which can be found in the sidebar of the same name. When a creature gains a level of exhaustion or finishes a long rest outside of the domain's area, its levels of relaxation are reduced by one.



CULTURE

The Velvet Alleys celebrate existence with revelry, art, and joy. So when it comes to entertaining Epic beings, these celebrations are epic in scale. Epic creatures are regarded with permissive respect, but they are also seen as an excuse to party exceptionally hard. Fortunately, what happens in the Velvet Alleys stays in the Velvet Alleys. To spread rumor or cause scandal because of the activities transpiring within the district is a swift path to a ban. The reputation of residents is mixed. Many who live here are dedicated to hospitality of the highest degree; they live on the periphery of power they can never possess and therefore practice the highest discretion and distinction. They may be regarded by residents of other districts as lacking loyalty and pride toward Nexus. Most are not local to Nexus, but rather were attracted by its facilities, possibilities, and reputation. Hopeful performers, groupies who fetishize Epic characters, and both psychic and mundane addicts make up much of the rest of the population. Most residents keep the schedule of the area and work in the many businesses of the district; many establishments don't open their doors until several hours later than the rest of the city and remain open until late into the night. For recreation, residents mainly prefer the arcades, dive bars, and concert halls of the upper parts of the district, while Beds, Baths, & Beyond and the Relaxorium are rarely patronized by locals.

Unique to the district are the agents of Mana-Yood-Sushai, known as the mneminders. The curious fungoid creatures emerge from Mana's manifestation in the canal and float about the district looking for patrons. They serve as self-appointed guides and place themselves at the disposal of any who seek information about the district. They can also be tasked with finding likeminded individuals for comradeship or companionship. To perform such a service, the creature attaches its central spinal tendril to the base of the host creature's brain, and within moments it forms a psychic connection that allows the mneminder to broadcast a host's mood and intention to other similarly attached mneminders throughout the district.

Mneminders keep psychic equilibrium in the district, directing the revelers to their most desired activities, harvesting the residual positive psychic energy and channeling it toward Mana-Yood-Sushai. Mneminders are not harmful or malevolent by nature, but if a guest causes too great a disturbance in the district, an alarm will sound and resonate through all mneminders throughout the Velvet Alleys, a call the Nexian Sheriffs are quick to answer.

Slang and Sayings in the Velvet Alleys

"Flying solo" – common compliment for one who has the confidence to visit the Velvet Alleys without a mneminder

"Stormbringer" – common insult for one who is likely to cause a moodstorm

"Joykiller" – common insult for one who takes joy in ruining other's fun

"All time is playtime" – common saying

"My pleasure is your pleasure" – common farewell

"Try all things once and most things again" – common saying

Mneminders cannot leave the safety of the Velvet Alleys, perishing swiftly without proximity to the manifestation of Mana-Yood-Sushai.

Fashion

The Velvet Alleys has a high standard of fashion, depending on what you are into. Its many scenes will only accept clients sporting appropriate attire. Operas sung by a choir of dragons demand only the finest of garments, while a magical bathhouse may scorn

MNEMINDER

Small plant, neutral good

Armor Class 10

Hit Points 7 (2d6)

Speed 30 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	10 (+0)	14 (+2)	16 (+3)	21 (+5)

Saving Throws Int +4, Cha +7

Skills Insight +17, Perception +5

Condition Immunities charmed, stunned, unconscious

Damage Immunities psychic

Senses empathic (see traits) 60 ft., passive Perception 15

Languages telepathy 5 ft.

Challenge 1/8 (25 XP)

TRAITS

Empathic. The mneminder can perceive the moods and emotions of other creatures that it can see. Unless other creatures try to conceal their emotions, the mneminder can identify what the creatures are feeling and can instantly recognize any creature it has encountered before based on its emotional profile. This includes if the creature assumes a form different than the one the mneminder first encountered it in.

Insightful. The mneminder has a +10 bonus on Wisdom (Insight) checks (included in its statistics).

Symbiote. When the mneminder attaches to a creature with its Attach action, it gains knowledge of the creature's desires and has Epic advantage on Wisdom (Insight) checks to determine whether the creature to which it is attached is being deceptive.

Additionally, a creature to which a mneminder is attached gains proficiency in all Charisma ability checks and may use the mneminder's Charisma when making said checks instead of its own.

ACTIONS

Attach. The mneminder attaches itself to a willing creature within 5 feet of it. While attached to the creature, the mneminder is incapacitated, moves with the target when it moves or teleports, and the target gains the benefits of the mneminder's Symbiote feature. At the start of the each of the target's turns, the mneminder can choose to end the effect.

Yood Spores. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* The creature emits a horrible stench for 1 hour. While emitting said stench, a creature cannot be hidden from creatures that can smell it and has Epic disadvantage on Charisma ability checks.



clothes entirely. On the streets, your only limit is your imagination. The clothing here is rife with illusions to mask and amplify the wearer's flaws and assets. A popular trend is clothing that responds to the needs, feelings, and occasions of the wearer in synchronicity with the wearer's mneminder. Living clothing or fashionable necromancy are not uncommon, as are any levels of nudity or physical transmutation. Since combat for non-artistic or entertainment purposes is explicitly prohibited, flamboyance and expressiveness have reached new heights as a way to display one's allegiances, passions, and strengths.

Wealth

While gold and personal connections are always useful in the Velvet Alleys, the true currency are game tickets which can be won from the district's many gambling scenes, arcades, and other forms of entertainment. Game tickets look unremarkable but exist in limited supply and are curiously immune to attempts at forgery or unlicensed replication. Tickets can be exchanged at venues for various services or within the Lottery for wondrous prizes. Many

Nexians have made their fortunes through cunning acquisitions of tickets, though none have ever done so easily.

Each ticket is made of velvety purple cardstock and has an image of a mneminder emblazoned upon its face. To avoid patrons carrying game tickets in tens of thousands, a thousand game tickets can be exchanged for similarly marked tickets fashioned from rainbow-colored metals. The more valuable the ticket, the further up the color spectrum it moves (purple, blue, green, yellow, orange, and red), with the legendary red ticket having only once been acquired in the district's entire history. Theft of game tickets is rare, as in the hands of those to which the tickets do not belong, they turn a mottled black.

ADVENTURING IN THE VELVET ALLEYS

Adventures in the district range from lighthearted to weird to life changing. Most are meant to give the players a stage to explore what being Epic means for their characters outside of adventuring.

Game Tickets and the Grand Arcade

The Velvet Alleys deals in experiences and sensations, so its people ensure that in order to acquire their currency one must participate in their culture. Everyone must play to acquire tickets, with the most talented revelers providing endless hours of entertainment while racking up millions of tickets. While various methods of gambling with fellow patrons is one way to acquire tickets, the most popular method is the Grand Arcade.

Throughout the entire district is a collection of arcatech machines dedicated to various games of skill, known as the Grand Arcade. The humbler machines will accept ordinary currency for a chance to play, while those with huge payouts require precious objects such as magic items or rare materials. A single play affords the user five attempts to defeat the machine. Every play is a gamble, with game ticket payouts requiring one or more successful ability check whose DC, associated ability score, and associated skill are determined by the machine. Each machine is a riot of light and sound all designed to titillate the patron's every sense, with its difficulty clearly labelled for any patrons looking to try their skill, as detailed in the Grand Arcade Machines table.

While there are countless machines of various difficulties scattered throughout the district with a dizzying number of difficulties, a few notable versions stand out as local favorites.

- **Dino Time Crisis 2:** Requires successful Dexterity (Sleight of Hand) checks to win.
- **Centaurapede:** Requires successful Wisdom (Insight) checks to win
- **The Orc-Man Series:** Orc-Man, Ms. Orc-Man, Golden Orcs, Orcs-Men. Requires successful Intelligence (Arcana) checks to win.
- **The Minotaur Series:** Minotaur Bros., Super Minotaur Bros. Requires successful Strength (Athletics) checks to win.
- **Mazes and Monsters.** Requires successful Charisma (Performance) checks to win.
- **Trash Gobbler Turbo:** Requires successful Constitution checks to win.
- **Blood Warrior 5.5:** Requires successful Strength (Athletics) checks to win.
- **Monster Pun-Party: Generic Edition:** Requires successful Charisma (Persuasion) checks to win.

Grand Arcade Machines

Machine Difficulty	Price to Play	Ability Check DC	Number of Successes to Win	Payout
Easy	1 gp	12	2	10 tickets
Moderate	10 gp	16	2	1 blue ticket
Challenging	1 <i>uncommon</i> or rarer magic item	21	3	10 blue tickets
Hard	1 <i>very rare</i> or rarer magic item	27	3	1 green ticket
Brutal	Something very valuable to the user	34	4	10 green tickets
Extreme	Something precious to the user	42	4	1 yellow ticket
Unfair	Something that can never be replaced	51	5	10 yellow tickets
Inconceivable	The user's soul	61	5	1 orange ticket





The activities, games, services, and locations described here are meant to enhance downtime spent in Nexus and, in some ways, supplement the downtime rules found in the 5th Edition core rules. The Velvet Alleys are a place for the party to stretch their noncombat-related abilities, showcase creative use of spells and features, and bring their characters' bonds, ideals, flaws, and legacy into focus. Here one can find pleasurable company, thrilling games, and other ways to explore a side of being Epic most don't get a chance to experience. The people of the Velvet Alleys are always up for a good time. Even the most harrowing of adventures to be had here are usually done for the thrill. It takes something serious to shake the Velvet Alleys out of its euphoria, which even in the worst of cases rarely lasts for long.

PERSONS OF INTEREST

The people of the Velvet Alleys are eccentric, even compared to other Nexians. A notable figure must possess emotional resilience, a sense of spectacle, and a flexible ego. The ability to bring well-deserved attention to oneself while holding up the qualities in others that are deserving of attention will see one invited to the best parties and make one the fastest of friends. Weathering gossip and attention to minute social details are a must for longevity. For these reasons, many of the most influential figures in the district are far from the most powerful. It takes a special kind of person to survive for more than a weekend in the Velvet Alleys, let alone live there. Its people make a name for themselves by crafting experiences that are supremely satisfying or evocative of some other intense emotional response. They are crafters of experiences, performers, or the most talented gamers.

Bubba Lubba Boba (level 13 merfolk bard). This chipper young mermaid is a common sight in the Velvet Alleys as she races up and down the canals delivering food from her tiny sandwich boat. She knows the district like the back of her fin but has a tendency to get starstruck by any mighty heroes she encounters. Bubba has dreams of becoming a chef of legendary skill but has yet to realize the significance of her achievements due to the shadow cast by the many Epic adventurers she meets. Despite her imposter syndrome, Bubba Boba continues to master the ways of the College of Cuisine. Just don't ask her to prepare sushi.

..... *The Ledger of Legends*
A Night of Service

Last night I ate at Service, believed to be the finest restaurant in Nexus. It's not often I can say a dining experience is also a life-changing one, but this is one of those cases. When you sit down to eat at Service, you are ignorant. With each bite of its masterfully prepared dishes, a layer of ignorance is washed away and replaced with something I can't quite describe. It is beyond satisfaction, beyond sensation. As I sit here contemplating my experience and how to describe it, the capacities of language fail me. Words are inadequate tools to critique such a meal. All I can do is give the strongest recommendation possible. No matter your species or taste, Service will eclipse all culinary experiences that have come before it.

Velvet Alleys Adventures

d10 Description

- | | |
|----|--|
| 1 | A cooking competition is being held in five days at Flavourtowne. The prize for 1st place? An orange game ticket. |
| 2 | An art gallery is featuring an exhibition of petrified creatures from across the universe. All hell breaks loose when a mischief maker liberates some of the "sculptures" who don't take kindly to being used for entertainment. |
| 3 | The merfolk of the canal hold the annual Deep Blue Ball, with the highlight of the evening being the wedding ceremony between two great merfolk kingdoms. Rumors of a spurned lover looking to crash the wedding abound; the interloper is said to be a masterful fencer with a penchant for duels to the death. |
| 4 | Something is causing too many bad vibes at the Relaxorium, forcing the facility to shut down. Dozens of stressed heroes begin angrily demanding the business reopen, but no one seems to be home. |
| 5 | The workers at Beds, Baths, & Beyond go on strike, leaving many lonely souls without the comfort of companionship. The employees' demands are simple but highly unlikely: the ability to venture out into Nexus to perform house calls in other districts. |
| 6 | The prince of a mighty nation gets addicted to the Velvet Alleys and refuses to leave, and his royal handlers have become impatient. They've been asking around about kidnapping services from various adventurers. |
| 7 | A god of revelry is coming to the Velvet Alleys. In preparation, the entire district is going all out, with the goal to throw the most intense and extravagant party Nexus has ever seen. |
| 8 | A love poem said to reduce all who hear it into sobbing, emotional wrecks is stolen from the writer, who offers a custom piece of poetry to whomever can recover the masterpiece. |
| 9 | A crowd of fans begins to follow the characters whenever they visit the Velvet Alleys. The group has formed a fan club, made their own merchandise, and acts in the characters' names. They plan on throwing a party in the characters' honor, claiming they will attend and sign autographs. |
| 10 | A party of dragons invites the characters to party with them for a weekend in the Alleys. Hijinks and high rolling are likely to ensue. |



COLLEGE OF CUISINE

Legendary Bardic College

An adventurer's diet is rough. The average meal consists of stale trail rations, tepid water, and the occasional bitter ale from a questionable tavern. Never ones to accept the status quo, a community of bards with culinary expertise gathered together and founded a school to end the tragic fate of hungry heroes. So it was the College of Cuisine was born. These bards are gourmands and chefs of the finest caliber. A dark dungeon or burning hellscape is no excuse for a mediocre meal. The exquisite feasts prepared by these bards are not only legendarily delicious but exceptionally nutritious. Combine all of this with an immaculate presentation, and the services of a bard from the College of Cuisine make for the finest dining experiences to be found anywhere, let alone an adventurer's campfire.

Few bards choose to study at the College of Cuisine. Where other bards seek tales of glory, beautiful music, or wondrous knowledge,

one from the College of Cuisine seeks new ingredients from which to create titillating meals. Each recipe discovered or created must be meticulously recorded for the college's use. Its members gather in kitchens, bakeries, and restaurants to share their findings. This collaboration has birthed the ultimate book of recipes—*The Epicurean's Guide to Delectable Wonderment*. Said to be the most ambitious cookbook ever devised, it is the goal of the College of Cuisine to one day publish their findings so that all may know the joys of good food, no matter their tastes or needs.

College of Cuisine Features

Bard Level	Feature
3rd	Master Chef, Magical Meals
6th	Fabulous Feasts
14th	Perfect Palate
26th	Epic Bardic College

Social Encounters at Epic Levels

Epic characters have the potential to run roughshod over NPCs in social encounters. Charisma-focused characters can be alarmingly convincing masters of manipulation and social pressure, and this is often even before magic items and spells. It's easy to fall into the trap of letting a Charisma check do all the talking, but that doesn't mean it's good for your game. Detailed here is a quick NPC attitude table to help turn a social roleplaying scene into more of an encounter. When a character engages with an NPC in a social encounter, you can use these parameters to add more spice to the encounter. Over the course of the encounter, a character or party may be asked to make several checks. If a character or party succeeds at all three stages of the encounter—introduction, discussion, and adjournment—they accomplish their goals and get what they desired from the encounter (within reason, as determined by the DM). If the party fails a stage of the encounter, they can try again, but failing three or more times over the course of the encounter ends the social encounter with the characters failing their objectives, and rarely are they afforded the chance to try again without making amends. The DC of social encounter checks is equal to the target's Hit Dice plus any relevant modifiers (as detailed here). If the characters fail a social encounter check by 10 or more, it counts as two failures toward the social encounter. If the characters succeed a social encounter check by 10 or more, they move the NPC's attitude up by one category (as detailed in the NPC Attitude table).

DMs should be mindful of using inspiration here. Well-played characters deserve extra benefit for digging into social encounters. Additionally, the deeper the DM dives into the NPC's personality, the more interesting the social encounter becomes. Award Epic advantage or Epic disadvantage on social encounter ability checks based on how well the players are listening and responding to what you are telling them.

Introduction. When a character or party makes first contact with an NPC, they need to make a first impression. This introduction sets the stage for a social encounter, forcing the character or party to make a Charisma ability check or group ability check. Alternatively, a character or party may use an ability other than Charisma to make an impression, such as Strength for a firm

handshake or Dexterity for a sudden appearance. Once the characters pass their introduction, they move on to the discussion.

Discussion. Once characters have made introductions, they can address the meat of the conversation. During the discussion, both NPCs and characters should establish what they want from the encounter and ply toward achieving their goal. Depending on the nature of the ask, Deception, Intimidation, or Persuasion are often the most appropriate skills to use, with the DM perhaps awarding advantage on the check if the players choose an appropriate skill.

Adjournment. Every good conversation needs a gracious parting of ways. A good farewell leaves an impression, so characters are encouraged to make an ability check that feels appropriate for their characters or the social scene. Gifts, affectionate gestures, and well wishes are good cues for DMs to grant Epic advantage on ability checks, with a conclusion of the adjournment successfully ending a social encounter.

NPC Attitude Table

NPC Attitude	Effect
Enemy	-10 penalty to social encounter ability checks
Hostile	-5 penalty to social encounter ability checks
Unfriendly	Disadvantage on social encounter ability checks
Neutral	—
Warm	Advantage on social encounter ability checks
Friendly	+5 bonus to social encounter ability checks
Ally	+10 bonus to social encounter ability checks

Special Notes on Love. We have chosen not to gamify aspects of love when it comes to social encounters. However, should you choose to do so, please be aware of how this can make players feel about their characters loving or being loved by NPCs. This is a potentially emotionally charged path that you should ward with safeguards to ensure a high-quality experience.





MASTER CHEF

When you join the College of Cuisine at 3rd level, you gain proficiency in brewer's supplies and cook's utensils.

Additionally, when you cast a spell that requires a material component worth 1 gp or less, you can substitute that material component for a morsel of food or a sip of drink which must be consumed by you as a part of casting the spell.

MAGICAL MEALS

Also at 3rd level, as a bonus action you can expend a spell slot to magically create a morsel of gourmet food, which appears in your hand ready to serve. You decide which type of food is created from the Magical Meals table, which grants a creature that consumes it magical benefits. The food provides no nutritional benefit, is exceedingly delicious, and lasts for 10 minutes before vanishing. A creature can consume the food as an action and cannot benefit from more than a single food at a time.

FABULOUS FEASTS

At 6th level, when you finish a long rest you can choose to spend a portion of that rest preparing a gourmet meal that is served immediately at the end of the rest. A number of creatures up to

your Charisma modifier can benefit from consuming this meal, and you must expend a Bardic Inspiration die as well as provide 1 pound of food and 1 gallon of drink for each companion that benefits from the meal. Consuming the meal takes 10 minutes, and a creature that does so gains a Bardic Inspiration die as though you had given them one using your Bardic Inspiration feature. However, this die lasts for 1 hour instead of 10 minutes. You can use this feature when you finish a short rest, but when you do so you gain no benefits from finishing the rest.

PERFECT PALATE

At 14th level, your discerning palate allows you to learn almost everything there is to know about whatever you taste. As an action or bonus action you can lick a creature, magical effect produced by a spell, or object. When you do so, you learn the following elements according to what you licked.

- **Creature.** Current hit points, hit point maximum, saving throw proficiencies, and whether or not it's in its true form.
- **Magical Effect.** School of magic, level of spell, and source of the spell (such as from a magic item or a specific type of spellcaster).
- **Object.** What the object is made of and any unusual properties it may have.

Magical Meals

Food Type	Effect	At Higher Levels
Something Spicy	A creature that consumes this food immediately belches forth a gout of flame in a 30-ft. cone. Creatures in the affected area must succeed on a Dexterity saving throw versus the spell save DC of the creature who ate the food or take 2d10 fire damage.	If you expend a spell slot higher than 1st to create this food, it deals extra damage when it takes effect. This extra damage is equal to an additional 2d10 fire damage for each spell slot level higher than 1st.
Something Sweet	A creature that consumes this food immediately regains an expended 1st-level spell slot. If a creature has no expended spell slots to regain in this manner, the creature instead may immediately cast a 1st-level spell it knows that it can cast as an action. The spellcasting ability for the spell is Charisma and uses the creature's Charisma modifier for spell attacks and spell save DCs.	If you expend a spell slot higher than 1st to create this food, when it takes effect the creature regains an expended spell slot of a level equal to or lower than the spell slot used to create the food. If the creature has no expended spell slots to regain in this manner, it may instead immediately cast a spell of the expended slot's level or lower it knows that it can cast as an action. The spellcasting ability for the spell is Charisma and uses the creature's Charisma modifier for spell attacks and spell save DCs.
Something Savory	A creature that consumes this food immediately regains 4d6 hit points.	If you expend a spell slot higher than 1st to create this food, it causes the affected creature to regain additional hit points when the food takes effect. This number of additional hit points is equal to 4d6 hit points for each slot level higher than 1st.
Something Salty	A creature that consumes this food can take an additional action on each of its turns. This benefit lasts until the end of its next turn.	If you expend a spell slot higher than 1st to create this food, it increases the duration of the effect. This duration increase is equal to 1 round for every 4 spell slots higher than 1st.
Something Sour	A creature that consumes this food can magically teleport to a space within 30 ft. of it, appearing in the nearest unoccupied space.	If you expend a spell slot higher than 1st to create this food, the distance the creature teleports increases. This increased distance is equal to 30 ft. for each spell slot level higher than 1st.
Something Special	A creature that consumes this food can end spells or magical effects of 1st level or lower currently affecting it.	If you expend a spell slot higher than 1st to create this food, the level of spells or magical effects ended by consuming the food increases. This increased level of ended spells and magical effects is equal to 1 for each spell slot level higher than 1st.



EPIC BARDIC COLLEGE: COLLEGE OF CUISINE

At 26th level, you have mastered the art of fine dining, seamlessly weaving magic into the food you prepare. When you create a morsel of food using your Magical Meals feature, you can grant the food two different benefits from the Magical Meals table to take effect when the food is consumed.

Additionally, you learn the masterpiece *ballad of baroque banquets*, which does not count against the number of masterpieces you can have memorized.

BALLAD OF BAROQUE BANQUETS

Casting Time: 1 action

Range: Self

Entropy Pool Increase: +10

Duration: 1 hour

You sing a ballad in truespeech of bountiful feasts, splendid drinks, and merriment around the dinner table, which can be heard by creatures up to 120 feet away from you. Friendly creatures in the affected area gain three levels of the relaxation condition (detailed earlier in this chapter) for the duration of the masterpiece.

- *Partial* – The duration of the masterpiece is reduced to 1 round.
- *Flourish* – The duration of the masterpiece is reduced to instantaneous, and its effects last for 1 hour after the duration ends.

Dr. Corsica Glen, Chief Chirurgeon (level 23 archon). Corsica is a custom clone of the Progenitor, the supreme bio-sorcerer of her home world. She was created to assassinate overwhelmingly powerful spellcasters, with a particular enmity for archmages. Her abilities allow her to slip past magical sensors and conceal against divinations with ease. Her body has been biologically enhanced through Epic transmutation magic—faster reflexes, stronger muscles, sharper intellect—*bio morphs* she gleaned from an infusion of monstrous biology that has transformed her into a violent monstrosity. She currently seeks the whereabouts of several individuals lying low within the Velvet Alleys but is far too powerful for many to not take notice of her presence.

Many of Corsica Glen's abilities stem from her access to specialized magical equipment that is merged with her body, becoming a part of her physiology, known as *bio morphs*. A *bio morph* is a magical weapon that has the following magical enchantment, which can be used in conjunction with the Adventurer's Arsenal in chapter 3 to create potent magic items.

Bio Morph (+1) – Weapon Only. You can draw or stow this weapon instantly (no action or movement required). Additionally, when stowed, this weapon merges into your body instantly, leaving no visible sign of its presence. However, if you are slain while attuned to this weapon, the weapon is destroyed; if you are disarmed of the weapon, you immediately become unattuned to it.

Meirri Nightwalker (level 23 kitsune archmage). Noble heir-ess to the Nightwalker fortune and cunning enchantress Meirri Nightwalker has experienced meteoric success within the Velvet Alleys. Her powerful magic and mischievous personality make her the most notorious prankster Nexus has ever seen. Her noble countenance is a side she only shares when things get serious, which in her case is almost never. Meirri takes particular delight in tricking those new to the Velvet Alleys but makes a point of never pushing things too far—unless someone deserves it, of course.

KITSUNE CHARACTERS

The many-tailed spirit foxes called the kitsune are an ancient and magically powerful race, worthy of being considered an Epic race. Kitsune can be chosen as a race for characters with permission from their DM. Note that as an Epic race option, kitsune are extremely powerful, roughly equivalent to providing a character with an Epic racial feat or Epic subrace option (as detailed in chapter 5).

“I’ll admit, I did not take her seriously at first. Showing up to a war in a dress tends to dampen one’s confidence. But when she bent an entire legion to her will and turned them against their comrades, I realized my error—likely one many before me had made, to their detriment. The kitsune treat life like a game to be played, and we are their pieces. You might be their favorite pawn they shower with care and friendship, but never forget: any sacrifice is worthy to protect the king.”

– *Elkus Dalgren, after encountering Meirri Nightwalker*

An ancient race blessed with mischievous fey magic, kitsune are a mercurial and nomadic people. They spread across the world in search of souls that intrigue and delight them. Each kitsune is a unique and elegant specimen. From a distance they appear as small humans with a tremendous amount of hair growing from their heads. Closer inspection reveals a set of foxlike ears protruding from the tops of their heads and a number of four-foot-long tails, anywhere from one to nine. Their hair can be a variety of colors; black, grey, white, and red are the most common. Many choose to paint or dye their hair to enhance their already otherworldly appearance or match their eyes. Kitsune are masterful tricksters, rarely revealing their true nature to others unless doing so would prove exceedingly entertaining.

Soul Hunters

Kitsune hunger for mortal souls, which instills in them a predatory mentality. They will readily comment on the appetizing nature of other creatures—an experience their friends find quite unsettling. To a kitsune, the relationship between predator and prey is natural and even moral. They view their relationship with friends and allies as symbiotic and valuable, while their enemies are walking meals begging to be sampled. A kitsune judges the “tastiness” of a soul based on how different the creature’s experiences are from its own. Beings from faraway lands or from backgrounds completely alien to the kitsune are a delicacy in its eyes, while similar creatures are bland and lack nutritional value.



Incorrigible Pranksters

The sight of another creature falling for a prank, especially an elaborate one, is one of life's great delights for a kitsune. They are constantly on the lookout for opportunities to get the better of other creatures. The more a kitsune doesn't like you, the more humiliating and dangerous their pranks become. Often these pranks are only funny to the kitsune, though it is wise to laugh along if the creature is particularly proud of its latest joke. Kitsune will rarely fail to act upon their humorous impulses. Even in dire conflicts against dangerous foes, kitsunes will always go out of their way to humiliate an enemy before finally slaying them. This catlike impulse to play with foes and food eclipses common sense and has led to the death of more than one kitsune who failed to go for the kill.

Fox Spirits

When threatened or bored, a kitsune can assume the form of a fey fox. In this shape, kitsune can reconnect with nature and avoid the gritty depredations of humanoid life. Some kitsune consider



their fox form to be their true form. They appreciate the dangerous beauty of the wild and respect its magic. For this reason, many kitsune are welcome among fey or druidic communities. If forced to choose between the worlds of nature and the realms of "civilized" humanoids, kitsune rarely choose the latter. The longer they spend in their fox form, the wilder and more dangerous kitsune become, with some being near feral with little respect for humanoid life.

Kitsune Names

Kitsune adopt humanoid names appropriate for whatever culture they are exploring, but their birth names are something they share only with those they love or with whom they share a deep intimacy. When naming their children, kitsune parents receive a glimpse of that child's future, and it is from that future their names are divined.

Kitsune Traits

A kitsune character has the following racial traits.

- **Epic Humanoid.** Your creature type is humanoid, and you are considered an Epic creature.
- **Ability Score Increase.** Choose either Intelligence, Wisdom, or Charisma. The ability score you chose increases by 2, and your maximum for that score is 30.
- **Age.** Kitsune live to be exactly 999 years old. When they turn 1,000, they die.
- **Alignment.** Kitsune are overwhelmingly chaotic, and more than a few possess an evil streak. Hunting for souls is something most civilized societies do not tolerate, which can force kitsune down an evil path. Lawful kitsune are disciplined socialites who have mastered high society, while good kitsune have turned their powers toward punishing villainy.
- **Size.** Your size is Medium. Kitsune are short and light. They are rarely taller than 5 feet and rarely weigh over 200 pounds.
- **Speed.** Your base walking speed is 30 feet.
- **Language.** You can speak, read, and write Common and Sylvan.
- **Soul Eater.** You gain no benefit from consuming food or drink. Instead you must consume the souls of mortal creatures. When you reduce a mortal creature to 0 hit points, you can cause the creature to become stable. By spending 10 minutes of strenuous activity administering to a creature at 0 hit points, you can feed upon the creature's soul, killing it in the process. A creature slain in this manner cannot be restored to life by non-Epic means. A creature's soul provides enough sustenance for 1 month.
- **Nine-Tailed Fox.** As you age, the number of tails you possess increases, which in turn expands your power. The benefits of the additional tails along with at what age you acquire them are detailed in the Kitsune Tails table. As you gain tails, you maintain the previous benefits.



Kitsune Tails		
Age	Number of Tails	Benefit
1–99	1	You can use your tail to cast spells with somatic components as if it were a free hand.
100–499	2–4	Your Charisma score increases by 2 to a maximum of 30.
500–899	5–8	When a creature charmed by you starts its turn and can see you, you can choose to make the creature spend its movement to move toward you by the most direct route possible.
900+	9	When a creature you can see succeeds on a saving throw against you, you can take a reaction to force it to reroll that saving throw.

- **Fox Form.** As an action you can assume the shape of a fey fox. Your equipment is absorbed into your new shape, but otherwise you retain your statistics and traits except for the following.
 - **Fox Physiology.** Your speed is 40 feet, and you have darkvision out to a range of 120 feet.
 - **Spirit Magic.** You can cast spells without needing to provide material components, so long as you had said components on your person when you assumed your fox shape.

Mr. Tingles (level 22 furbolg primordial). The Velvet Alleys' city councilmember and overindulgent druid of the Circle of Spores, Mr. Tingles, leads his district under the perpetual influence of psychotropic mushrooms. The councilmember is homeless, though he doesn't seem to mind, readily sharing his homegrown fungi with whomever he encounters. Mr. Tingles doesn't take his council duties very seriously, but in the eyes of the Velvet Alleys, that is exactly on brand. His days are spent trying to hang out with those new to the district, and he is always up for something new.

ZeBulba the Stitcher (level 18 gnome necromancer). ZeBulba is the most elite of necromancer tailors in all the planes—admittedly a fairly small pool—and can be booked by appointment only by any hospitality worker worth their salt. ZeBulba creates animated garments from the bodies of the dead. They are a gnome of indeterminate gender and age, covered head to toe in clothing that appears to be made of animated skin (some of it is actually their own skin, they will proudly exclaim), an animated dragon-scale cloak, and a skeletal headdress that massages their neck and shoulders. ZeBulba is a calm, helpful, and pragmatic tailor who will answer any question so long as it is asked respectfully. Garments crafted by ZeBulba are magic items that have the following magical enchantment, which can be used in conjunction with the Adventurer's Arsenal in chapter 3 to create potent magic items.

Death Stitched (+3) – Armor Only. This armor has 30 hit points for each level of rarity it possesses. When you take damage, you can choose to have the armor take that damage instead of you. If this damage reduces the armor's hit points to 0, the armor is destroyed and you take the remaining damage. If the armor has at least 1 hit point, it regains 30 hit points whenever you finish a long rest.

CAROUSING THE ALLEYS

Strolling the streets of the Velvet Alleys is an exercise in overstimulation to the uninitiated. The musty, fungal smells of the canal compete with the smells of food, drink, and perfume. Major establishments sport street callers charged with convincing any visitors to enter. Fans and crests of velvety fungus cover every building to the point where the architecture is almost completely obscured. The fungus's coloring gives clues to the experiences within. Places where relaxation is dominant default to calmly changing blues, greens, and purples. Those that offer thrills and success default to bright primary colors which shift psychedelically, and places that house inspiring art, philosophy, and performance tend toward warm colors or even earthy, natural tones which swirl. People's moods affect the color of the fungus as they pass by. Barkers and street vendors take note of a patron's moods and use this information to target their advertisements.

NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order:

Beds, Baths, & Beyond

Part brothel, part spa, part tavern, and totally worth it, Beds, Baths, & Beyond is the district's most prestigious pleasure house. The crimson, wooden building is huge and run by a family of succubi, who have taken their craft to Epic heights.

Its many rooms cater to discerning patrons of exquisite taste, affording the finest views of Nexus and beyond through the use of powerful divination magic. For those who find such opulence mundane, there are the demiplanar residential suites. These high-end rooms afford any vista in the cosmos you desire, with environmental conditions to match. Whether you seek a peaceful nap in heaven or the torturous flames of hell, Beds, Baths, & Beyond provides.

For those eager to wash away the grime of adventuring, an ornate bath house boasts the purest pools gathered from the multiverse, sure to purge any unwanted toxins from one's body. The entire complex is in fact a gigantic water elemental dedicated to massaging the knots of travel from the limbs of heroes locked in a state of pure bliss.

But there is more. For those with carnal needs, inconceivable pleasure awaits you in the bawdy bordello. In the rare event a guest finds the *very* wide selection too pedestrian, then the Bad Seed dungeon annex is situated to cater toward wicked desires.



While it is tempting to lose oneself in the many wonders found within Beds, Baths, & Beyond, it is wise to remember the rules of the district are strictly enforced even here. Any who cause moodstorms (or worse) are known to disappear without a trace, an incident the rest of the district is happy to overlook. Most creatures who visit Beds, Baths, & Beyond leave with the euphoric condition, a new condition detailed here. This effect lasts until a creature takes damage or finishes a long rest.

NEW CONDITION: EUPHORIC

- When a euphoric creature feels pain, it instead feels pleasure.
- When a euphoric creature attempts an attack roll, saving throw, or ability check, it can add 1d4 to the result of the roll.

Diamond Dice Casino

This diamond-encrusted building is a gambler's paradise. The place is run by an former Nexian sheriff, **Maverick Hayseed (level 23 centaur grifter)**, who ensures his casino always hosts the highest stakes games in Nexus. The entire establishment is the very definition of class. Those lacking etiquette, skills, and looks are swiftly (and often literally) kicked to the curb. The casino is rife with activity: dragons gamble their hoards in craps, fiends wager souls playing liar's dice, and Epic heroes loses millions of game tickets at the blackjack tables. However, one game stands above the rest as the premier attraction and game of choice for all Nexians: Nexus Roll'em.

Dive Block

"Make sure to visit Fien(d) if you're looking for a very specific good time and don't mind dealing with lower-planes creeps. For a real party bar scene, Raucous Lads is a wise choice. Whatever you do though, don't go to open stage night at the Debate Club."

– Tamara Tall

In a shadowy section of the Velvet Alleys is an entire block of competing bar scenes. The buildings here are overcrowded with patrons, leading to cramped, crooked streets. Even during the day, the alley is overshadowed by people struggling through massive hangovers to make it home. For those looking to drink too much and fall asleep on a barstool, the meandering cobblestone side streets of the Dive Block are the ideal locale. The Dive Block is hardly an official name. For the locals, workers, and visitors who frequent Nexus, it is simply the best bar scene in the city. Its lack of external flair is deliberate, allowing those who have grown weary of the Velvet Alleys' sensory intensity to find a good old-fashioned alternative.

Some of the original businesses that first lined the canal still exist here. All establishments are small and locally owned by several generations of Nexians. The Dive Block is a place where cosmic conflicts of reality are channeled through banal, half-drunken arguments. An angel and a devil might banter about what happened before the Fall over a pint, or great champions may match wits on a corner eating street food. Most of the businesses here have drinking clubs, the entry requirements of which are arcane and known only to experienced patrons.

Playing Nexus Roll'em

Nexus Roll'em is a game both characters and players can enjoy during your campaign. The dice game is a combination of liar's dice and Texas Hold'em poker. Should a DM wish to play out a game of Nexus Roll'em using props, each player receives 3d6 at the start of the game, with the DM acting as the dealer. The game takes place over three rounds.

Round 1. All players roll their 3d6 dice but hide the results from their competitors. After the dice are rolled, a round of betting commences, moving counterclockwise around the table until each player has bet, matched, or folded. The first two players typically offer up a small blind in the case of the first player, and a big blind in the case of the second.

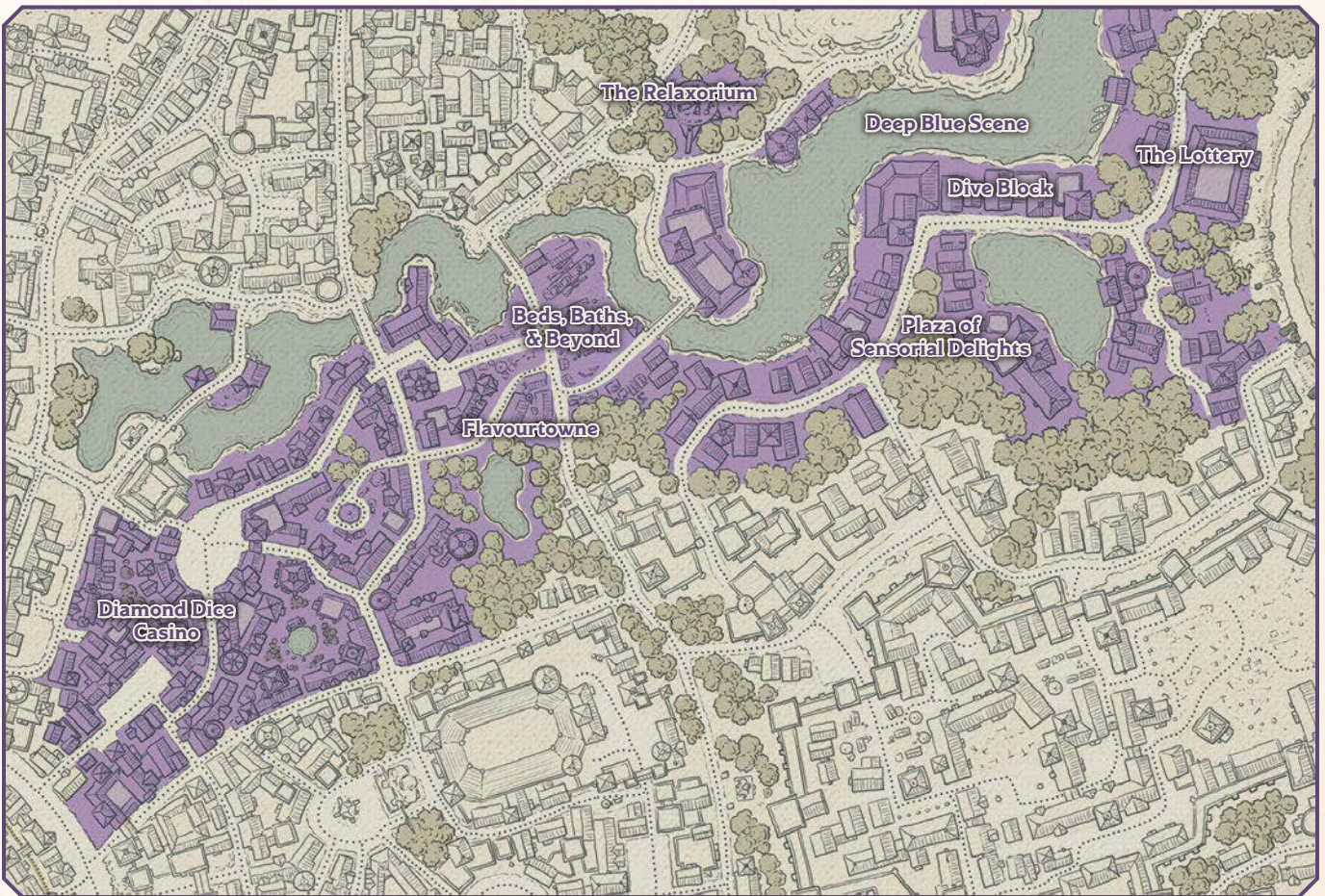
Round 2. The DM rolls 1d6, the results of which are usable by all players to complete their "hands." After the DM rolls the die, a second round of betting commences.

Round 3. The DM rolls 1d6, the results of which are usable by all players to complete their "hands." After the DM rolls the die, a third and final round of betting commences. Once the round of betting is complete, all players still in the game show their "hands" of hidden dice and determine who won based on the following results. In the case of identical hands, the hand with the highest combined value of the dice rolled wins. Presented here are the possible winning hands in Nexus Roll'em, in order of best to worst.

Nexus Roll'em "Hands"	
Hand	Details
Five of a Kind	Five of the same number, such as 6, 6, 6, 6, 6
Four of a Kind	Four of the same number, such as 3, 3, 3, 3, 6
Full Run	Five numbers in sequence, such as 2, 3, 4, 5, 6
Triple-Double	Three of one number and two of another, such as 2, 2, 2, 6, 6
Short Run	Four numbers in sequence, such as 1, 2, 3, 4, 6
Three of a Kind	Three of one number, such as 1, 1, 1, 2, 3
Double-Double	Two pairs of numbers, such as 1, 1, 4, 4, 5
Double	One pair of numbers, such as 2, 2, 1, 4, 5



The Velvet Alleys





Colorful Characters on the Dive Block

Name(s)	Description
Billiam, Orrin Jaxsen, and Mog (Epic imps)	Three fiendish familiars who all share very permissive wizards. They love to back-sass as they get loaded in the alley around back.
Mivia (Epic medusa)	A runaway noble medusa lithomancer looking to break into megalithic architecture, just to...ya know...find herself.
Tytas Magmafoot (fire deity)	An undersea volcano spirit out to have a good time after a big battle in the continent war back home. Possesses a smooth, clay-skinned body all limbered up and ready to go.
Dame Alistriana Galondel (level 17 half-elf bladesinger)	An old planar adventurer having a drink and prowling for strange creatures she has never encountered before. Rumored to know the location of the <i>Codex of Infinite Planes</i> .
Quincent Basilon III (level 15 half-elf/half-aasimar rogue)	An unusual half-elf/half-aasimar star jammer captain on the lookout for a good crew. His vessel, the <i>Prosperous Venture</i> , lost its last crew to a void kraken attack, through no fault of Quincent's.
Nubo (Epic hobgoblin)	Warlord of the wasteland and partner to Mudd (level 14 tiefling barbarian) , on their seventh honeymoon extension. Their love was not welcome on their home world, but they have found acceptance and encouragement in Nexus.
Yo-lo Swaggins (level 4 halfling bard)	This precocious valor bard somehow ended up in Nexus. He'd love to explain how he woke up in a bar covered in slime, but first he must tell the story of how he earned the right to marry the emperor's daughter, but that was after he slew the archlich Nicolai Venfaust in a battle of wits.
Deep Masterstein (level 12 dwarf ranger 12)	Deep ended up in Nexus in search of the ultimate tavern. And he found it. Deep is a young-ish dwarf, on the thin side, with a wispy ginger beard, nasally voice, and a deep love of dance.

NEW CONDITION: INTOXICATED

A creature drinking too much in 5th Edition often results in the poisoned condition. While this makes some sense, it also means creatures immune to the poisoned condition cannot get drunk, meaning a huge number of creatures are immune to the effects of alcohol. The people of the Velvet Alleys find this incredibly boring and have developed a special process for brewing that instead imposes a unique condition called intoxicated. Intoxicated is measured in four levels. An effect can give a creature one or more levels of intoxicated, as specified in the effect's description. Most often the sources of intoxication are alcoholic drinks, which inflict a level of the condition when a creature consuming them fails a Constitution saving throw. The stronger the drink, the higher the save DC is likely to be.

If an already intoxicated creature benefits from another effect that causes intoxication, its current level of intoxication increases by the amount specified in the effect's description.

A creature suffers from the effects of its current level of intoxication as well as all lower levels. For example, a creature benefitting from two levels of intoxication has disadvantage on Dexterity saving throws and ability checks, cannot concentrate

on spells or effects, and has disadvantage on Charisma ability checks.

When a creature benefits from a long rest, it reduces its intoxicated levels by two, with all intoxicated levels effects ending if a creature's intoxicated level is reduced below one.

Level	Effect
1 (Tipsy)	Disadvantage on Dexterity saving throws and ability checks.
2 (Drunk)	Cannot concentrate on spells or effects and has disadvantage on Charisma ability checks.
3 (Smashed)	Falls prone and cannot stand up from prone. If the creature is immune to the prone condition, its speed is instead halved.
4 (Done)	Falls unconscious for 8 hours, during which time it takes a long rest.





Dive Block Clubs

Club Name	Entry Requirement
Debate Club	“Discussion” bar. To enter, one must sincerely state a controversial opinion.
Fien(d)	“For those with needs.” Evil bar. To enter, one must curse one’s own mother.
Undercarriage	Undead bar. To enter, one must be undead.
Styx and Stones	Heavy music bar. To enter, one must scream as loudly as possible for 1 minute straight.
Raucous Wee Lads	Goblin and little folk bar. To enter, one must be under 4 feet tall.
He Mo	Vampire bar. To enter, one must donate a pint of fresh blood.

Deep Blue Scene

Within the crystalline depths of the district canal dwells a colony of refugee merfolk from a far-flung plane. Seeing the need for more aquatic-themed entertainment, the creatures constructed a collection of glass bubble buildings shimmering in the depths. On the inside, each bubble contains breathable water to facilitate the many unique aquatic services the merfolk can provide. Soft, soothing, alien whale song echoes throughout the canal, eerily relaxing and audible only to those who swim in the waters. A variety of merfolk live and work here, but the majority have bluish-silver-scaled tails, dark hair, and sleek, muscular torsos. They call themselves scyteshi, a race in exile after fleeing their world. The entire complex is known as the Deep Blue Scene, which specializes in rejuvenation services provided by spellcasters specializing in the art of transmutation. The entire operation is sponsored by **Animagus Golen (level 18 triton transmutation wizard)** in cooperation with the Towers of Thul.

Many of the Deep Blue Scene’s services involve grafting specialized organs into their hosts. While these organs are beneficial, the process is nonetheless strange and permanently alters the subject. The various forms taken by these magical organs and their effects follow.

Flavourtowne

Flavourtowne is the worst restaurant in Nexus. No exceptions. The over-decorated building is a massive eyesore. Its menu is obscenely expensive, horrendously unpalatable, and crude. The service is terrible: questionable hygiene, crippling lethargy, and outright rudeness come standard with both the servers and chefs. The only positive thing to be said about it as an eatery is that you can always get a table.

Flavourtowne is a restaurant chain that simultaneously originated in the abyss and a place called “Buffalony,” and it has since opened locations in nearly every major plane of existence upon which a deep fryer can safely be installed. The chain is owned by Gary Fetty (level 1 human rogue), who has a 50 percent chance of being present at the restaurant at any given time.

NEW MAGIC ITEM: GRAFTED ORGAN

Grafted Organ

Wondrous item (very rare, requires attunement)

This squelchy, disgusting magic item is a living organ that can be grafted onto flesh-and-blood creatures for extraordinary benefits. When you attune to the grafted organ, it merges into your body, becoming a part of your physiology. Additionally, you cannot unattune from the magic item without the aid of magic unless you first succeed on a DC 23 Wisdom (Medicine) check to surgically remove the organ. The organ provides the following benefits according to its type, as shown in the following options.

- **Illithought Cortex.** You gain a +1 bonus to your Intelligence score. Additionally, when you succeed on a Wisdom, Intelligence, or Charisma saving throw, you magically regain 1d4 hit points.
- **Quickling Nerves.** You gain a +1 bonus to your Dexterity score. Additionally, when you take a reaction, you may move up to half your speed.
- **Stone Gut.** You gain a +1 bonus to your Constitution score. Additionally, when you are critically hit by an attack, you can take a reaction to attempt a Constitution saving throw, the DC of which is equal to half the damage dealt by the attack. On a success, you take half damage (rounded down) from the attack.
- **Third Eye of Insight.** You gain a +1 bonus to your Wisdom score. Additionally, you gain proficiency in Insight. If you are already proficient in Insight, you instead double your proficiency bonus for Wisdom (Insight) checks.
- **Titan Sinew.** You gain a +1 bonus to your Strength score, and your carrying capacity is treated as if you were two size categories larger than your size.
- **Triharmonic Vocal Cords.** You gain a +1 bonus to your Charisma score. Additionally, you are immune to spells and magical effects that would prevent you from creating sound (such as the *silence* spell).

The Ledger of Legends

Keep It Down! Living a Respectful Night Life

This author loves a good party as much as the next Nexian, but every citizen deserves a good night’s sleep. With property so hard to come by, many citizens have taken to sharing living spaces. However, soundproof walls only go so far. If you can’t keep the volume of your nightly romps softer than dragons bellowing, maybe you should move out. I’m talking to you, Merellia. All I ask is one night of good sleep, or it’s your ass on the street. Remember, just because elves don’t need sleep doesn’t mean the same could be said for the rest of us.





The dining room has red velvet curtains covering all the walls and windows, and a black-and-white checkered floor. The entire establishment reeks of grease and cheese. In a dingy corner of the restaurant is the preserved animated corpse of **Ignatius Bartleby (level 20 human wizard)** encased in a glass arcade game with a sign that says “FORTUNES” over his head. If 100 gp is put into the arcade, Bartleby utters a pithy and unhelpful “fortune” (see the Bartleby’s “Fortunes” table). About 50 percent of the time, Bartleby cryptically stops halfway through a “fortune,” requiring another 100 gp to complete the useless message.

Bartleby’s “Fortunes”

d10	Description
1	The early bird catches the worm.
2	One man’s meat is another man’s poison.
3	We promise according to our hopes and perform according to our fears.
4	Nothing ventured, nothing happens.
5	Too many cooks spoils the broth...especially here.
6	Actions speak louder than bonus actions.
7	Two bards in the bush are worth one in the party.
8	Above all: to thine own self be true.
9	The people poppers are made of people.
10	May the dice ever roll in your flavor.

The Lottery

Every Nexian in the Velvet Alleys is party to an extravagant gambling system known as the Lottery. Established not long after the district was founded, the Lottery serves as the primary purpose for the Alleys’ game ticket currency. The system takes the shape of a humble storefront along the canal manned by a masked clown in black and white named Lodestone. Lodestone never speaks, but when handed enough game tickets to warrant a prize from the Lottery, one can hear a cackling of laughter before the clown draws for the prize from the folds of his striped suit. It is believed Lodestone is enslaved to the Lottery, a divine retribution for a prank that went too far.

To date, none have won the Lottery’s grand prize, though many have come close only to lose everything in games of chance. What one can win from the Lottery by exchanging game tickets is detailed in the Lottery Prizes table, though at the DM’s discretion the options may be adjusted. DMs are encouraged to make these items useful to the characters receiving them, but perhaps not in ways they would expect. It is a Lottery after all, which is notorious for always being a gamble.

Lottery Prizes

Cost in Game Tickets	Prize
10 tickets	A tasty food or beverage the customer desires above all others.
10 blue tickets	An <i>uncommon</i> or lower-quality magic item for which the customer will have significant use.
10 green tickets	A <i>very rare</i> or lower-quality magic item for which the customer will have significant use.
10 yellow tickets	An <i>extraordinary</i> or lower-quality magic item for which the customer will have significant use.
10 orange tickets	A <i>mythic</i> or lower-quality magic item for which the customer will have significant use.
10 red tickets	The grand prize. No one knows what it is, but it could be anything!

Plaza of Sensorial Delights

As one enters the Velvet Alleys through the main western thoroughfare, one is greeted with an overwhelming assault to the senses: the Plaza of Sensorial Delights. This complex weave of optical and spatial illusions creates the sensation of an endless tunnel of multicolored lights; the full spectrum of light on display is thanks to the Oculomancers Guild and their attendant lens crafters. As one moves through the parade of reactive illusions and fractal image-snowflakes spewing fountains of sparks, dozens of performance artists exhibit strange displays for street tips. Particularly impressive performances invariably draw a crowd, raking in hundreds of game tickets an hour.

Otherworldly, energetic music plays throughout the Plaza, but its origin is unclear. Boisterous bubbles drift through the air, tempting passersby into poking them, with the subsequent pop emitting a crisp, clear note of perfect tone. Smells of smoke mephit barbecue and the sweet, delectable desserts of Culinamity, the Culinary Lich, fill the air and overpower the soggy scent of the canal. Mneminders are particularly plentiful here, helping navigate the crowd into other areas of the district and connect with newcomers.

The magical effects of the Plaza of Sensorial Delights are harmless but are based upon the bedazzling effects of the Epic spell *festival of light*.

NEW EPIC SPELL: FESTIVAL OF LIGHT

Tier 3 Epic illusion (overlord and wizard only)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a living shade of color)

Duration: Concentration, up to 1 hour

A brilliant column of multicolored light appears in the shape of a cylinder that is up to 120 feet tall and with a 30-foot radius, centered on a point you can see within range. Creatures in the area





that can see the effect are dazed for as long as they remain within the spell's area. A creature that leaves the affected area remains dazed until the end of its next turn.

Additionally, when an enemy creature outside the spell's area that can see the cylinder starts each of its turns, it must succeed on a Wisdom saving throw or try to move into the spell's area by the most expedient means possible and remain there until the end of that turn. A creature immune to the charmed condition has Epic advantage on this saving throw.

NEW CONDITION: DAZED

A dazed creature has its cognitive and motor functions impaired, suffering the following penalties. A creature immune to the stunned condition is also immune to the dazed condition.

- The creature's speed is halved.
- The creature can take either an action or bonus action on its turn, but not both.
- The creature cannot take reactions or legendary actions.

The Relaxorium

The Relaxorium is a medical facility with treatments to destress, detoxify, and mentally rehabilitate adventurers of all stripes. The spa is run by **Bust Dunny (awakened animated body pillow)** and specializes in removing deadly poisons, virulent diseases, and vile curses that adventurers always seem to attract. The exterior is adorned with the largest and most soothing waves of pastel blue-and-green, velvety fungus anywhere in the Velvet Alleys. The massive lobby appears to be carved from a single piece of light-blue stone. Upon entering, all entrants are waited on hand and foot (provided they have an account, which many Epic adventurers do), by an army of dedicated animated objects. Reservations are made when it is divined that an Epic adventurer will have need for a stay at the Relaxorium, often many years in advance. Rooms are optimized for each guest. The bed is perfectly comfortable, the bathtub is the exact right size, one's favorite music is playing, the minibar is stocked with one's favorite foods, and the view out the window will show the most relaxing thing one could ever imagine, thanks to powerful illusion magic. A stay at the Relaxorium offers many benefits depending on the services provided.

Professional Massage

For those in need of a good spine cracking and muscle contorting, the Relaxorium's professional massages provide. The operation is overseen by **Jangular Luxray (Epic rakshasa)**, a former people-charmer and current house masseuse who enlists two dozen of his rakshasa brethren. Weary of the life of a manipulative, people-eating fiend, Jangular came to Nexus to reinvent himself and discovered his true calling in massage therapy. He is fond of joking with his clients, growling raucously when amused.

Benefit: Gain one level of relaxation.

Gelatinous Enema

Gelatinous ooze is the ultimate internal cleanser, which burns away toxins but preserves gut flora. A client must follow a strict diet for 4 days before and after this treatment, lest catastrophic complications ensue. The ingested ooze is a home-grown variety which remains alive and quite active while within the client's intestinal tract.

Benefit: Cured of all Epic and non-Epic diseases and poisons.

The Purge

Amaria Trueblossom (level 24 halfling Life domain ascendant) will cast her magic inside the body of the client through the orifice of the client's choice, exorcizing any vile force that has taken residence in the body. The sensation is supremely uncomfortable but is said to leave clients feeling "stimulated" and "aware."

Benefit: Cured of all Epic and non-Epic curses and exorcised of any creatures possessing the target.

Mind Wipe

The Relaxorium's vivimancers carefully extract any memories the client wishes to forget through a process eerily similar to that used in the Hive to create essence, but notably more comfortable. The client gets to keep memories in the form of a flask of essence which comes in three flavors: mint, cherry, and blueberry.

Benefit: Gain one level of relaxation and forget memories of the client's choice, stored in a provided flask of essence.

Group Psychotherapy

The Relaxorium's **trained therapists (level 12 bards)** facilitate a discussion among the client's social circle, with the goal of overcoming interpersonal conflict, improving party cohesion, and strengthening bonds. In extreme cases an intervention can be performed to discourage harmful behavior.

Benefit: Entire group gains one level of relaxation and has Epic advantage on ability checks against each other until they finish a long rest.

Service

"When you look back on your life, it will be divided into two categories: "before Service" and "after Service."

– Tamara Tall

The entrance to Service is in a back alley across from the Sunken Throat Singers' hall. It is a plain wooden door with a small, weathered placard which says "Knock for Service." A powerful dragon disguised as a dreamy-eyed goblin named **Perg (Epic ancient gold dragon)** with a small, runic book sits at the entrance





at all times, staring into a small plot of tall trees opposite the building. This unassuming figure is the sole guard into the finest restaurant in Nexus (and likely the known multiverse). She will answer basic questions but is not interested in conversation unrelated to her job. Apart from Perg, the only indication that anything special happens at the Service entrance is a thin scrolling of velvet fungus around the doorjamb which glows with the most verdantly glowing green.

Should aspiring guests be met with Perg's approval, she will unlock the door to reveal a stairway leading into roughly hewn underground tunnel about 100 feet long. The tunnel leads guests into a verdant forest among titanic trees, a pocket dimension within Nexus. In a nearby clearing next to a large campfire roasting a game beast on a spit is Service. The restaurant is a modest camp set with enough bedrolls and floor pillows for all diners. The air is fresh and cool, the smell of simple and delicious food is overwhelming, and the night sky is clear and breathtaking. Sitting cross-legged across the fire is **Aischos (Epic empyrean)**, who greets visitors with a warm welcome and an offer to take a seat around the fire, as the evening meal is almost ready.

Aischos is the head (and only) chef of Service. The meal he cooks over the fire—meat, potatoes, ale or wine, mushroom stew, and a dessert of honey and preserved fruit—is without a doubt the best food anyone has ever had. He is humble, open, and loves what he does. He is interested in the life story of all of his diners and poses the following questions to all patrons of his restaurant.

- What would you like to drink?
- How do you like your meat cooked?
- How are you enjoying Nexus?
- How did you come to Nexus?
- How did you come to be adventurers?
- Why did you become adventurers?
- What is your reason for adventuring now?
- If it's not the same, why?
- What might you have done differently in your lives if you knew where you'd be?

After eating and talking, Aischos invites the diners to rest. If they accept and have answered all of his questions truthfully, they will dream of their first adventure and wake up in bedrolls on the floors of their inn rooms. Players will be granted the ability to rebuild their character levels from 1st level to their current

The Legend of Aischos

Aischos was a celestial titan who took to exploration in his youth, then rule, then tyranny. He was deposed and sentenced to ten thousand years of service. He has been here since before Nexus existed, helping those who crossed his path, and he expects to be here long after whatever Nexus is now (he really doesn't know) ceases to be. He has grown to love his duty and has no desire to leave (he knows Perg wouldn't let him anyway), because helping others remember the time he loved most in his life—a safe, good night with your companions before discovering if tomorrow will bring fortune or sorrow—is now more gratifying to him than any other power.

character level, ensuring their abilities will truly help them in their lifetimes. However, their characters' alignment, personality, flaws, bonds, legacy, etc. cannot be changed.

Thundersong Hall

Thundersong Hall is a popular destination for those seeking musical entertainment, an amphitheater run by **Hunhur M'odd (level 21 dwarf truespeaker)**. The curmudgeonly old dwarf is the founding member of a musical group known as M'odd and the Dibs. Famous for inventing penta-tonal singing—though he did dislocate his vocal cords in the initial attempt—the deep and soulful tones of his band are widely regarded as one of the most entertaining performances in Nexus. M'odd and the Dibs have been performing various dirges, hymns, and canticles for more than two centuries in the city, making them a cultural icon. Musical parades celebrating their work sometimes last a week and trace archaic runes across the Velvet Alleys before coming to a grand finale within Thundersong Hall.

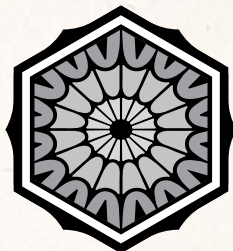
The building itself is a stage recessed into the ground and surrounded by water, so that all manner of creature can hear Hunhur's melodious voice. On off days, one can find many performance groups playing and practicing, making it a hotspot for aspiring musicians.

M'odd and the Dibs use special suits of armor to focus their immense voices and to keep themselves from suffering severe health consequences for singing so intensely. The armor is of the highest dwarven craftsmanship and ambulates by vibration from subvocal humming. Armors crafted in this style are magic items that have the following magical enchantment, which can be used in conjunction with the Adventurer's Arsenal in chapter 3 to create potent magic items.

Tuning (+5) – Armor Only. This armor reverberates with sonic power. When wearing this armor, if you take bludgeoning, piercing, or slashing damage, the armor begins to vibrate until the end of your next turn, and you can record the damage taken. When you make a melee weapon attack, you can choose to expend the vibration in the armor, causing the attack to deal additional thunder damage equal to the damage you have recorded. If you take bludgeoning, piercing, or slashing damage again before expending the vibration, you can choose to record the new damage or keep your previous amount.



CHAPTER EIGHT: SYNN-FILTYRR – THE HIVE



“Have you ever traveled at the speed of thought, paid for by taxing your very soul? Didn’t think so. Trust not the smell of the Hive’s perfumed air or the gentle ringing of its bells. Don’t get lost in the hypnotic dance of the wander-lights. The villains here will distill your soul and auction it to the highest bidder. The murderers below will smash your dreams and reshape your identity so you cannot recall what was lost. It is a necessary evil, for the Hive is the shadow cast by Nexus’s light. Not everyone here is an enemy, but I would never call one a friend. I’ll meet you at The Gallows in an hour—there’s a Dreadcoat I’d like you to meet.”

– Tamara Tall

Arachnihilus the Sun-Eater was a cosmic horror that threatened to devour seven planes of existence. In a fateful encounter of interplanar proportions, the being was slain at the cost of countless Epic heroes. Despite their efforts and terrific power, the Great Old One could not truly die, so Kaya Thul and Heletek Pyeha volunteered to safeguard its remains within Nexus, forever beyond the reach of the stars for which it hungered. Its catatonic body would become the foundation of the underslung district beneath Nexus, Synn-Filtyrr, the Hive Below. Like barnacles on the belly of a whale, the Hive is a collection of handmade buildings strapped, tied, and bolted to the bottom of Nexus. Everyone here lives on the literal edge, perilously perched above the swirling maelstrom that threatens to devour any who don’t watch their footing.

DISTRICT OVERVIEW

Alignment: Lawful evil
Population: 72,000
Economy: Illegal goods, criminal services
Danger: Extreme

Kaya Thul charged a mysterious organization named the Dreadcoats to build up Synn-Filtyrr. From Arachnihilus’s ethereal remains they shaped a strange district below the city streets. Carefully and quietly they crafted an elaborate travel system out of the exploded synapses of the Sun-Eater’s dying brain. Clusters of the shattered eldritch cortex drift through the synapses, harnessed into a public transportation system known as the synapse superhighway. Life below the city of Nexus is still perilous and transactional. Most are trying to escape to a better life above the Hive, while others cash in through the exploitation of ignorant visitors. Over the millennia, the district has embraced its shadowy side, becoming a literal hive of scum and villainy. Powerful forces have infiltrated the political infrastructure. These villains have taken

positions of authority, establishing control of Synn-Filtyrr, the Under-docks, and the synapse superhighway. Their eyes are fixed on the rest of Nexus, whose privileged people and limitless wealth are ripe for the taking.

CULTURE

Residents of Synn-Filtyrr are proud and hardy. They possess both a callous and a conceit for the topside city-dwellers. To them, life in the Hive is the true Nexus, where cosmic components arrive via star-dragons, celestial clipper ships, or dream drones. But the independent organizations of dockworkers are just one faction. Juxtaposed to the workers are the Silhouettes. These are wealthy folk with extravagant titles who possess ownership over the superhighway. They deal in secrets. The deeper the secret, the greater their desire to possess it. Each lives in elaborate spiraled buildings that appear as though they were made entirely out of illuminated stained glass. Regardless of allegiance, all who dwell within the Hive have rejected the city above for its exploitations, rampant exceptionalism, and class hierarchy. In the Hive you can be whatever

Slang and Sayings in Synn-Filtyrr

“Go blow glass.” – common insult for one who makes a living via artistic labor

“Finders keepers.” – common term for stolen cargo

“Someone’s been plucking my grapes.” – common saying implying stolen thoughts

“They who stain bring the pain.” – common saying about the Silhouettes

“I didn’t expect to see such a bright light in this part of town.” – common flirt

“Dungeon jockey” – common insult for a good-for-nothing adventurer



you want, free from the watchful eye of the Sheriffs who rarely risk their necks by aggravating its hostile residents.

Behind the Curtain: Ports, Politics, and the Working Class

I grew up in a port city, was born next to the ocean, and lived in an area where the very wealthy and the very poor lived side by side. The city was built by the community, but the disparity between worldly riches and the daily struggle was very much a part of everyday life. The goal of Synne-Filtyrr is to capture the city life and bustle of a port town. It is a working persons' town, with a functioning harbor and lots of dirty jobs. For a villainous district, the people seem very much like blue-collar working folk, and they are. But they are part of a system that does not favor the bottom and must work every angle to provide for themselves. These are sensitive issues and should be treated with respect, care, and a safety-first approach. When running adventures in the Hive, it is important to help the party feel empathy for everyone who lives in the district but provide encounters that demonstrate the complexities of the dynamic. There will be times the Underdockers are in the wrong, or the Silhouettes are going to try to use their wealth to justify their authority, while the Dreadcoats are going to insist on isolationism to protect an even greater threat. That said, there should be a warm, inviting light that the docks below the world give off. This district is home to many good people, and the dark secret of *The Containment* is unknown to most of them.

– Grant Ellis

Epic Organization: Dreadcoats



Name: Dreadcoats

Leadership: Authoritarian, currently *Ebongarb*

Membership: Large (200 members): humanoids; barbarians/ravagers, fighters/dreadnoughts, rangers/slayers

Alignment: Lawful evil

Motto: “Secure. Protect. Contain.”

Resources: Surveillance, historical context, protection

Creed: The Dreadcoats are bound by oaths to serve and protect the darkest secret within Nexus. They care not what comes between them and their duty. No deed is crossing a line so long as it is in service to their cause. They are grim, cryptic, and hated by many. There is not a family in the Hive that has not suffered at their hands, made all the worse by the Dreadcoats refusing to explain themselves or their mission. Should they fail in their charge, Arachnihilus will be freed from *The Containment* to once again ravage the stars.

In Nexus: Dennihilog

A solitary ebon spire protrudes from the center of the Hive, extending hundreds of feet below the base of Nexus. This the hidden entrance to the seal of *The Containment* and base of operations for the Dreadcoats, Dennihilog. A mysterious fog surrounds the spire, befuddling any who walk into its mists so that they forget why they have come. From here the Dreadcoats venture about the Hive to keep the synapse superhighway repaired and *The Containment* hidden from outsiders. The dark secret of their order is that in order to repair the slowly dissipating synapses, they must tap into the brain of Arachnihilus the Sun-Eater and gather fresh essence to serve as the building material. Should they fail, Synne-Filtyrr will fall into the maelstrom and Arachnihilus will once again be free.

Epic Organization: Silhouettes



Name: Silhouettes

Leadership: Plutocracy, currently *GlowWyrn (Epic ancient gold shadow dragon)*

Membership: Large (500 members): aberrations and humanoids; bards/truespeakers, rogues/grifters, warlocks/overlords

Alignment: Lawful evil

Motto: “It is our right.”

Resources: Criminal activity (theft), wealth (material, magical, and intellectual)

Creed: The Silhouettes are among the most elite and wealthy in all of Nexus, with vast holdings and deep pockets. Their gains are ill gotten, pillaged from the city above, never to be seen again. The Silhouettes are motivated exclusively by greed and will risk everything to increase their profits by the slimmest of margins. Anyone who gets in their way is expendable. The scope of their wealth is difficult to measure. The Silhouettes possess unique blueprints from the Towers of Thul, forbidden magic from the University of Omniversal Arcana, mysterious metals from the Steel Streets, and countless more items the rest of Nexus would prefer was returned. Unfortunately, robbing the Silhouettes is a fast way to end up flat broke, so few are willing to make the attempt.

In Nexus: Jeweled Pyramid

Corrupt, twisted, and ever-scheming, the Silhouettes can be found in the dead center of Synne-Filtyrr, close to their beloved Jeweled Pyramid. Living so close to the monument to their supreme decadence and profanity is the highest honor among them, and the higher “up” the structure you go, the more respected the Silhouette. From this perch, they lord their wealth over the rest of the district, venturing forth only to acquire more ill-gotten gains for their hoards. The pyramid is surrounded by cloudlike silver bells that brightly ring out at the request of the Silhouettes, carrying out a strange and discordant song throughout all of Synne-Filtyrr. The purpose of these bells is unknown, but considering the Silhouette’s reputation, it’s probably malevolent.

The Silhouettes are a blight upon the Hive's Nexian population through the use of their Soul Siphons. These devious traps are strategically placed along the synapse superhighway in hopes of capturing the essence of important or knowledgeable creatures.

SOUL SIPHON¹

Tier 7 Cost 87 XP 15,660

Mitigation Perception DC 24, Disarm DC 24

Upgrades: Hard to Disarm x3 (+6 Cost)

Hard to Find x3 (+6 Cost)

Triggers Magical (Cost 4)

Upgrades: Keen Senses (+2 Cost)

Truesight (+4 Cost)

Targets Magical (Cost 5)

COMPONENTS

Spellcasting (Cost 60)

Continue (+15 Cost)

DESCRIPTION

When a creature comes within 15 feet of a Soul Siphon, the trap activates. The creature must succeed on a DC 28 Constitution saving throw or have a fraction of its soul extracted and sent to the Silhouettes' headquarters in the Jeweled Pyramid. A creature that fails this saving throw gains three levels of exhaustion, and the Soul Siphon vanishes. Only the Silhouettes understand how to process the fragments of soul gained in this manner into *potions of memory* or *potions of identity*, detailed later in this chapter.

¹ See 2CGaming's *Trap Compendium* and the Trap Workshop in *Total Party Kill Handbook, Volume 1* for information on the mechanics of building traps.

Epic Organization: Underdockers



Name: Underdockers

Leadership: Democratically elected board of directors and president, currently **Sir Elliston (level 4 human bard/fighter)**

Membership: Huge (20,000+ members): humanoids; fighters, rogues

Alignment: Chaotic neutral

Motto: "We ship everything!"

Resources: Shipping and distribution, manual labor force

Creed: The Underdockers are the chief laborers and cargo masters of Synn-Filtyrr. They are a close-knit union of workers who bleed, work, and fight together as though they were family. The Underdockers possess a proud tradition of doing the jobs other Nexians won't. They take grim satisfaction in doing what's necessary and the knowledge that if they ever decide to take a vacation, half of Nexus would grind to a halt.

In Nexus: Synn-Station

The Underdockers can often be found at their headquarters, a transportation hub known as Synn-Station. Here, journeyman laborers pick up shifts and receive assignments to unload the cargo sent below via the synapse superhighway. The place is open to anyone looking for work, so long as they pull their weight and don't mind getting dirty. The massive station is too busy to ever be cleaned, with generations of blood, sweat, and grime weathered into its walls. When one of the Underdockers is killed on the job or retires from the workforce, their iconic brown cap is cast down into the maelstrom below in a solemn ceremony observed by all present Underdockers.

Fashion

Regardless of one's station in life, the people of Synn-Filtyrr dress for work. The fabric consists of deep and cool colors, like the first moments after midnight. The clothing is ergonomic in design. It must withstand the wear and tear of life in the Hive without being too restrictive. Underdockers wear sharp, double-breasted vests that have an almost canvas-like quality to them, along with their iconic brown flap caps. Their carefully tied neckerchiefs are colored distinctively for their specific job function. Contrast this with the order of Silhouettes, with high-collared corsets, majestic blooming gowns, and orange-heeled dress shoes. The Dreadcoats present in our blacks, forever unwashed for as long as they serve.

Wealth

The most valued possession in Synn-Filtyrr is essence. The Hive peddles in a dangerous process that can extract the memories and personality of its victims. Distilled into a consumable fluid, this essence can be used to experience the lives, pleasure, and pains of others. In the most extreme of cases, it can completely rewrite one's identity, reshaping one's very soul into another being. These secrets, dreams, prophecies, and core values of individuals are

Acquisition of Thought: Essence and Ethics

All essence is collected either willingly or forcefully. Many Nexians of the Hive use their home operations to extract essence from themselves, friends, or family in hopes of swindling some poor sucker. A few desperate individuals come to the Hive looking to cash in on their own essence, but rarely is this worth more than a few good meals. The more popular and nefarious method is forcible extraction. Prominent or knowledgeable Nexians are often kidnapped for their essence, which while rarely harmful in the long term is nonetheless an assault. Others take a more sophisticated approach, using traps, blackmail, and trickery to gain valuable essence. The infamous Soul Siphons operated by the Silhouettes are often placed along the synapse superhighway in hopes of capturing Epic heroes too lazy to walk.

The acquisition of essence, even between consenting individuals, is unethical and should be outlawed. It has been permitted to exist in the Hive largely due to ordinances that the Silhouettes have managed to get passed. They have relied upon a cloak of misinformation and bribes to maintain the status quo. However, whispers of revolution have been heard about the Hive more than once, with many citizens secretly dreaming of the day the Jeweled Pyramid is sent plummeting into the gaping maw of the maelstrom.



collected, distilled, and bottled by all who dwell within the Hive. Everyone has some kind of essence operation going on, with larger organizations producing tremendous quantities of the product. Bootlegging is common. Essence thieves siphon the identities of the citizenry and the realms beyond through kidnapping, assault, blackmail, and exploitation. The more useful the memories or prestigious the identity extracted, the more valuable the essence.

ESSENCE POTIONS

Essence of memory and *essence of identity* potions are magical droughts that can be consumed to gain the memories or identities of others. They can be brewed much like magical potions, as detailed in the “Alchemy” section in chapter 6 but require a donation of brain fluid from the creature providing the essence. A creature that provides fluid for essence cannot do so again until 1 month has passed, and any memories provided to the essence in this manner are forever forgotten. The creature brewing the potion decides what memory is taken from the creature providing it.

ESSENCE OF MEMORY

Potion, rarity varies

When you drink this potion, you are gifted with the memories of another creature whose essence was extracted to create the potion. The memories become a part of your memories as though they were always yours and cannot be forgotten by nonmagical means. You can perfectly recall the memories in exact detail, the amount of which is determined by the potion’s rarity.

Essence of Memory Table		
Type of Potion	Effect	Rarity
<i>Minor</i>	A single memory, up to 10 minutes long	Common
<i>Lesser</i>	A single memory, up to 1 hour long	Uncommon
<i>Moderate</i>	A collection of memories, up to a combined 24 hours’ worth	Rare
<i>Greater</i>	A collection of memories, up to a combined weeks’ worth	Very Rare
<i>Supreme</i>	A collection of memories, up to a combined years’ worth	Legendary
<i>Extraordinary</i>	All memories of the creature from which the essence was extracted	Extraordinary

ESSENCE OF IDENTITY

Potion, rarity varies

When you drink this potion, you are gifted with the identity of another creature whose essence was extracted to create the potion. The identity replaces your own, changing your alignment, ideals, bonds, flaws, and other aspects of your personality to reflect the new identity. However, your abilities, memories, and things you know how to do remain the same. The duration of the effect is determined by the potion’s rarity.

Essence of Identity Table

Type of Potion	Duration	Rarity
<i>Minor</i>	1 hour	Common
<i>Lesser</i>	8 hours	Uncommon
<i>Moderate</i>	24 hours	Rare
<i>Greater</i>	1 week	Very Rare
<i>Supreme</i>	1 year	Legendary
<i>Extraordinary</i>	Permanent	Extraordinary

Altered Identity: Making New Characters

Introducing both an *essence of identity* and *essence of memory* potion extracted from the same creature provides a character with an opportunity to potentially play a new character. When this opportunity occurs, the DM may allow a player to temporarily (or permanently if both potions were extraordinary in rarity) roll a new character as the memories and identity of the old character are washed away. When this effect occurs, the character’s ability scores remain unchanged, but class levels (if any) are replaced with those of the creature from which the essences were extracted. This can be an entertaining experience for Epic characters looking to try something different or live life as one of the “common folk” again. Note that the essence can be from any creature, not just humanoids. Players may get a chance for their characters to become dragons or other monsters in mind and soul, a curious predicament with tremendous potential for adventure.

ADVENTURING IN SYNNT-FILTYRR

Synn-Filtyrr is a criminal’s paradise. When you can’t get away with a certain lifestyle in Nexus, you take to life in the Hive. That is saying a lot, as Nexus is famously hands-off when it comes to enforcing order. While this may seem liberating to adventurers who chafe under the watchful eyes of the Sheriffs, the dangers of Synnt-Filtyrr may be much worse. Back-stabbings, thefts, and far more distasteful crimes are common, with only a strong faction tie or great personal strength ensuring security. Synnt-Filtyrr is also perhaps the quickest way to travel anywhere in the city, particularly when you don’t want to be followed. Its secret passages to the surface city are too numerous to count, making criminal enterprise an ideal occupation for the Nexians of the Hive. Consequently, adventures in this district are almost universally focused on such unsavory activities, risking the wrath of the city above in favor of untold riches and personal freedom.

PERSONS OF INTEREST

The shadow-shrouded synapses of Synnt-Filtyrr are full of anonymous laborers, but the local legends stand apart. These folks are the subject of salon stories, tavern songs, and bedtime tales. The surest way to prominence is by taking a position of authority among the factions. While most criminals prefer to keep a low profile, a few

have embraced notoriety in both the Hive and beyond. Some of the most dangerous and nefarious beings in the known multiverse can be found lurking within the Hive, carefully keeping their dastardly deeds barely tolerable in the eyes of the Nexian authorities.

Ebongarb (sentient cloak, artifact). Dreadcoats are infamous for their dedication to duty. So when the sentience of the first Dreadcoat, Emanuel Darkhand, was magically preserved in his unwashed uniform, no one was really surprised. What *is* surprising is how effective a sentient piece of clothing remains at running the elite organization. The garment itself moves like a living inky

liquid, but it sharpens and cuts like a razor when given the chance. *Ebongarb* exists to conceal and protect *The Containment* and will do so at all costs. The cloak rarely speaks and refuses to be worn in all but the direst of circumstances. Its formidable mind is always scheming, and its orders are always obeyed without question.

Mezzura Spindle-Sacs (level 29 high elf overlord). The Widow Below the World. The Empress of Thought. Mezzura Spindle-Sacs goes by many names. A phantasmal menace within the Hive, it has been her life's mission to breach *The Containment* since the day she arrived in Nexus. Possessing unrivaled power in Synn-Filtyrr, her influence across the city has spread to epidemic levels. There is little nefarious activity that occurs within Nexus without her

Synn-Filtyrr Adventures

d10 Description

1	Mezzura Spindle-Sacs has been surgically harvesting synapses of Arachnihilus. This process has caused irreparable damage to the synapse superhighway and, by extension, the lifeblood of the Hive. So far, the citizenry has proven unwilling to respond out of fear of Mezzura's power.
2	Synapse superhighway routes that were supposed to take travelers and cargo to Synn-Station have been occasionally diverted to the Jeweled Pyramid, then robbed blind. How the Silhouettes are accomplishing this feat is unknown, but they must be stopped.
3	The Underdockers are in a massive dispute about upcoming elections, but Sir Elliston hasn't been seen for six months. Most fear the worst, but a considerable bounty for his safe return is offered by an anonymous benefactor.
4	For the first time ever, a frightening alarm rings out from the ebon tower of the Dennihilog—a mass mob of Underdockers are attempting to seize the building! The Hangman requests assistance in quelling the riot by violently crushing the workers.
5	Noiterro the Prince of Poison is seeking aid in containing a catastrophic poison spill that has the potential to escalate into a city-wide catastrophe. His current batch appears to be self-replicating and drawn toward living creatures.
6	Gildon the Goblin needs an escort to perform his duties. Due to his poor reputation in the district, this mostly involves intercepting items thrown by angry Nexians, but a rumor suggests a serious attempt will be made on the petulant goblin's life.
7	A prestigious Nexian from the city above accidentally throws away a precious artifact. A disgusting race is on to be the first to uncover the item from the wastewallow.
8	Something is wrong with the Malmorphesmo. Nightmares are emerging from the customers and out into the district. Help is needed to wrangle the more dangerous of the creations, but none know how to fix the golden pool.
9	The Dreadcoats seek assistance investigating a recent shipment that was reported arrived at Synn-Station but never reached its final destination. The cargo is rumored to be twelve phylacteries of nefarious Epic liches.
10	It's an open mic night at the Cellar. First prize for winning is a premium spa day in the Velvet Alleys. But who would put on such an event and offer such a prize? And for what reason?

Ebongarb

Wondrous item, artifact (requires attunement)

The long, dark, otherworldly cloak named *Ebongarb* is the symbol and leader of the Dreadcoats. It moves like an animated inkblot, leaving onlookers attempting to discern its intentions and instincts. While wearing this cloak you gain the following benefits.

Cast into Darkness. No source of light within 300 feet of *Ebongarb* can be brighter than dim light. Light sources previously brighter than dim light are reduced to dim light.

Epic. *Ebongarb* is an Epic magic item, and its effects are Epic effects.

Random Properties. The cloak has two major beneficial properties and one major detrimental property, which are chosen randomly.² A new set of properties is chosen each time a creature attunes to the cloak.

Secrets Revealed. The cloak has a passive Wisdom (Insight) of 25 to determine whether creatures it encounters are being deceptive or hiding information.

Sentience. *Ebongarb* is a sentient neutral evil cloak with an Intelligence of 23, a Wisdom of 24, and a Charisma of 27. It has hearing and *truesight* out to a range of 120 feet.

The cloak can speak, read, and understand Common, and it can communicate with its wearer telepathically. Its voice is sonorous but cold. While you are attuned to it, *Ebongarb* also understands every language you know.

Shadowmeld. While hidden while wearing the cloak, you are invisible unless you choose not to be.

Slicing Shadows. The cloak is a weapon with the finesse property and can be wielded without using a free hand. An attack made with the cloak deals 1d4 slashing damage on a successful hit and has a +3 bonus to attack and damage rolls.

Personality. *Ebongarb* engages in constant surveillance and feels its wearer is never paying attention to anything. *Ebongarb* seeks to protect *The Containment* and Nexus at all costs, and that means it's willing to kill anyone or anything that threatens the secrets of the city.

Ebongarb is distrustful of those who do not belong to the Dreadcoats but is more tolerant of Underdockers than Silhouettes. Attempting to leave the city with *Ebongarb* or breach *The Containment* causes conflict with *Ebongarb*.

² Refer to chapter 7 of the *DMG* for the appropriate tables.



involvement. While her motives are not common knowledge, the Dreadcoats have begun to suspect her plans for *The Containment*. How she intends to accomplish this deed and why remain a dangerous mystery.

THE DOOM

Legendary Otherworldly Patron

While the relationship between warlock and patron is often antagonistic, rarely does the otherworldly being express outright hostility toward its disciples. Not so for warlocks of the doom. These unfortunate souls are cursed to bring about armageddon through a patron of apocalyptic power. Your patron is unknowable and all powerful but cannot complete its task without a servant to guide it toward an unsuspecting world. You are that guide, heralding destruction in the name of the one that has chosen you for this task. You are justifiably hated and feared by those around you, for one day you will be the end of all they hold dear. As you grow stronger, your patron comes one step closer to awakening. Your destiny is to end darkness, a fate forced upon you by the uncaring whims of the universe. You cannot run. You cannot hide. The world will end, and your name will be cursed by millions before annihilation takes them.

Entities of this type are beings that seek only to destroy life on an apocalyptic scale. Azathoth, Surtur, Apophis, and Jörmungandr are fitting examples, great entities whose only concern (if one can call it that) is absolute destruction.

EXPANDED SPELL LIST

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Doom Expanded Spells	
Spell Level	Spells
1st	<i>bane, inflict wounds</i>
2nd	<i>augury, phantasmal force</i>
3rd	<i>bestow curse, slow</i>
4th	<i>black tentacles, phantasmal killer</i>
5th	<i>cloudkill, commune</i>
6th	<i>freezing sphere, harm</i>
7th	<i>divine word, symbol</i>
8th	<i>mind blank</i>
9th	<i>weird</i>

DARK DAYS AHEAD

Starting at 1st level, when an enemy creature fails its first saving throw against a spell cast by you with a duration greater than instantaneous, it is cursed with a dark fate. When the spell ends for any reason, the affected creature takes necrotic damage according

to the level of the spell. The damage is 1d10 for a 1st-level spell, plus 1d10 for each spell level higher than 1st.

The Doom Features	
Warlock/Overlord Level	Feature
1st	Dark Days Ahead
6th	Powered by the Apocalypse
14th	Profane Ritual
18th	Death Divined
26th	Epic Otherworldly Patron: The Doom

POWERED BY THE APOCALYPSE

At 6th level, your patron grants you apocalyptic power, forcing you to use your more powerful magics. When you know an eldritch invocation or Epic eldritch invocation, your number of warlock spells slots increases by 1 for each invocation you know.

However, this power comes at a price. Cantrips you cast do not gain benefits from your character level and instead are always treated as though you were 1st level when they are cast.

PROFANE RITUAL

At 10th level, as a bonus action you can expend one of your warlock spell slots to grant you one of the following benefits.

- You regain 1d6 hit points per level of the spell slot expended.
- You gain proficiency in a skill or saving throw of your choice. This benefit lasts for 1 minute. This effect immediately ends if you use it again before the first effect ends.
- Choose a creature you can see. You learn the creature's damage resistances, immunities, and vulnerabilities as well as its saving throw proficiencies (if any).

DEATH DIVINED

At 14th level you can predict the deaths of other creatures. As an action you can touch a creature (making a melee spell attack if the target is unwilling) and glimpse its future. An unwilling target can attempt a Wisdom saving throw versus your spell save DC, disrupting your divination and preventing the effect on a success. Within this glimpse you see the moment of its death, which occurs no earlier than 1 year after using this feature. You determine when the creature is fated to die, though not the manner of its death. Nothing the creature does can prevent its fate; it always dies at the exact moment you saw when glimpsing its future. Once you have used this feature, you must finish a long rest before you can use it again.

EPIC OTHERWORLDLY PATRON: THE DOOM

When you are slain, you can choose to sacrifice your soul and summon your otherworldly patron to the plane of existence upon

which you died. Once summoned, your patron immediately engages in apocalyptic acts of destruction and will not cease until every life upon that plane has been extinguished. The nature and rate of this destruction is determined by your DM, but it is always a Deific effect that cannot be stopped by anything but other Deific effects. Once you have used this feature, you cannot be restored to life by any force other than your otherworldly patron.

Additionally, the slot level of your warlock spell slots is always 9th level.

Gildon (level 20 goblin cleric). Gildon is the adopted son of Baba Yaga. He arrived in Nexus stuffed into a cargo shipment

along with assortment of full-sized astral beast puppets. Sentient life-forms are not to be shipped or received through the Underdocks, but the diminutive goblin feigned death for a record thirty-seven days. Eventually, Underdockers placed him in the corner of The Gallows tavern. Gildon “miraculously” returned to life shortly after. Through much politicking and social maneuvering, Gildon achieved the prominent position of City Council Member. Unsurprisingly, Mezzura Spindle-Sacs rigged the election, ensuring that Gildon is loyal to the Silhouette agenda.

Hangman (level 27 orc crusader). Within Dennihilog there is an imposing figure draped in a midnight-black cloak bearing three white stars. This is Hangman, keeper of *The Containment*

NEW RELIC: THE CONTAINMENT

The Containment

Wondrous item, relic

Through Deific acts and a cataclysmic confrontation that shook the cosmos to its core, Kaya Thul and an onslaught of Epic heroes sealed away the Great Old One, Arachnihilus the Sun-Eater. Fashioned from an unknown grey metal, *The Containment* is a tangled mass of manacles emblazoned with runes of power. Its many cuffs and links can stretch infinitely, binding all aspects of a creature’s existence into a state of permanent incapacitation. At its center is a single shackle bolt lock with seven keyholes. It is only through the opening of this lock that a creature restrained by *The Containment* can be freed.

No creature is above *The Containment’s* ability to restrain; however, holding a creature is costly. The relic must siphon off the power of mighty beings it contains in the form of a toxic pollutant. This creeping corruption infects everything around it. As stewards of the relic, the Dreadcoats know their duty may lead to a tragic downfall from prolonged exposure. Consequently, the group keeps as watchful an eye on its own members as it does on the rest of the Hive.

Properties

While unattuned, the relic has the following properties:

Immoveable. If the relic is affecting a creature via its Incarcerate feature, it cannot be moved or magically teleported by any force other than creatures that are attuned to it.

Incarcerate. As an action, a creature can touch the relic to an incapacitated creature, a creature with 0 hit points, the corpse of a slain creature, or an object containing a creature’s soul. When the relic makes contact with the target, its chains and manacles immediately wrap around it, incarcerating the target. A target so incarcerated cannot move, take actions, use any features or abilities, or make any attempt to free itself. The target retains awareness of its surroundings and remains able to think clearly but cannot die or be restored to life. This feature cannot be used if the relic is already affecting a target with this feature. This effect can only end when the shackle bolt of the relic is opened using the seven keys (see the relic’s Bane).

Lamentations of the Jailed. Every 24 hours *The Containment* expels deadly radiation in a 10-mile-radius sphere centered on it. Creatures within 300 feet of the relic when this occurs must succeed on a DC 30 Wisdom saving throw or be influenced by the creature within the relic. A creature so influenced hears the imprisoned creature’s thoughts within its own mind but is

incapable of communicating to others what it is experiencing. If a creature fails seven such saving throws in this manner within 1 year, its alignment changes to neutral evil and its greatest desire becomes seeking the seven keys and unlocking the relic (see the relic’s Bane).

Unconscious creatures in the affected area experience dark dreams of the creature contained by the relic. These dreams are the creature’s memories of past events and, while disturbing, are entirely harmless. A creature that experiences these dreams becomes obsessed with seeking their source. This effect ends if the creature forgets the dreams caused by the relic.

Attunement

To attune yourself to *The Containment*, you must stand in its presence for 10 days, without sleep, and resist all effects of standing in its presence. On the tenth day you must state the truename of the creature within, declaring it to be your prisoner, and you its warden. Up to seven creatures can be attuned simultaneously to the relic in this manner.

While attuned, the relic gains the following properties in addition to its unattuned properties:

Keymaster. You know the exact location of one of the seven keys (see the relic’s Bane). If you gain possession of that key, you immediately learn the exact location of another one of the seven keys. This effect persists until you gather all seven keys.

Warden’s Resilience. You have Epic advantage on saving throws against the relic’s Lamentations of the Jailed feature.

Bane

The Containment can only be opened by acquiring all seven keys for the locks on its shackle bolt lock. When a creature becomes imprisoned via the relic’s Incarcerate feature, the seven keys appear on seven random planes within a universe. As an action when all seven keys are inserted into the shackle bolt lock, a creature can open the relic and free an affected target from the Incarcerate feature. A creature so freed is immediately restored to life (when applicable), is restored to its hit point maximum, and gains benefits as if it had finished a long rest.

Any creature that frees another imprisoned by *The Containment* is afflicted by an Epic curse. A creature so cursed is always considered an enemy by lawful creatures and cannot benefit from any effects produced by lawful creatures.

and killer of dreams. Hangman is the head warden of Dennihilog and the Dreadcoats' most notorious enforcer. Ageless and grim, Hangman is the longest-serving member of the Dreadcoats (besides *Ebongarb*), and he is ruthless when it comes to ensuring the organization's secrets.

Echo (level 24 wood elf grifter). Echo the elegant wood elf is a master of cerebral interceptions and a collector of essence. Countless carefully guarded secrets, idle daydreams, and deep regrets can be found in her collection. Echo routinely trades her wares through Synn-Filtyrr and Nexus via secret auctions. The location of the auction changes every time and is available only by personal invitation. How Echo has amassed such an extensive collection of essence is a mystery, but when you have need of a new

identity or forbidden memory, she can always provide. She is the proud inventor of shadowdancing, a stealthy technique that can fool even the most observant of creatures.

Freedom De Fontaine

“Death was never so swift as by Freedom’s might. Such certainty of purpose and steadiness of hand. Some believe his will is just, but I know better. We live because he chooses for us not to die.”

– *Ava Sonos, human grifter*

Description

Click...click...click. The metallic clang of adamantine spurs heralds the arrival of a deadly warrior. Clad from head to toe in dusty leathers and a long, black coat, Freedom is the spitting image of a legendary gunfighter from western legends. His wide-brimmed hat is tilted to one side, while a dark bandanna covers his pale face. The eyes of Freedom sweep the room, each subject of his gaze quaking in understandable fear. At his side are a pair of mythical weapons: twin revolvers sparking with magic and artisanal in design. With confident strides, the figure takes a seat at the bar and signals for a drink.

Background

Freedom De Fontaine arrived in Nexus on a dark day in the city's history. The Hive was overrun with an anarchist criminal gang of bards known as the College of Entropy. The group's powerful magic threatened the city at large, combining with an impotent City Council to bring the metropolis to the brink of anarchy.

NEW EPIC FEAT: SHADOWDANCER

You are one with the shadows, an imperceptible, elusive target that cannot be caught. You gain the following benefits.

- When a creature that cannot see you makes an attack against you, that attack automatically misses.
- You can attempt to Hide from creatures with blindsight or tremorsense as though they did not have those senses. Additionally, creatures with those senses cannot automatically detect you and instead have Epic advantage on Wisdom (Perception) checks to detect you.
- You can perfectly perform any act of shadow puppetry.



FREEDOM DE FONTAINE

Medium mythic humanoid, lawful evil

Armor Class 22 (34 with Acrobatic Defense)**Hit Points** 3,537 (262d8 + 2,358)**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	34 (+12)	29 (+9)	22 (+6)	23 (+6)	15 (+2)

Saving Throws Str +13, Dex +24, Con +21, Int +19, Wis +18, Cha +14**Skills** Acrobatics +24, Athletics +13, Insight +18, Intimidation +26, Perception +30, Stealth +24**Damage Resistances** bludgeoning, piercing, and slashing from non-Epic creatures**Senses** truesight 500 ft., passive Perception 40**Languages** Common, but has never been heard speaking**Challenge** Mythic 9**TRAITS**

Acrobatic Defense. So long as Freedom is not incapacitated and has a movement speed greater than 0, his AC is equal to 10 + his Acrobatics bonus. Additionally, when an attack misses Freedom, he may move up to 10 feet away from the source of the attack without provoking attacks of opportunity.

Darn Tough. Freedom De Fontaine has Epic advantage on saving throws that would impose the prone, restrained, stunned, or unconscious conditions on a failure.

Fire and Fury. Freedom De Fontaine dual-wields two magical revolvers. Attacks made with the weapons grant a +5 bonus to attack and damage rolls (included in the attack). Additionally, if Freedom is disarmed or loses possession of either of the weapons, they magically reappear in his hand at the start of Freedom's next turn.

The Quick and the Dead (1/Round). When an enemy creature not hidden from Freedom starts its turn, Freedom may make a single Revolver attack against it.

True Grit (7/Day). When Freedom takes more than 200 damage in a single instance, he can choose to instead take 200 damage. Additionally, when Freedom fails a saving throw, he can choose to lose 100 hit points and succeed instead.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Freedom takes a mythic action to cause one of the following effects. Freedom De Fontaine cannot cause the same effect twice in a row.

Quick Draw. Freedom De Fontaine may use his The Quick and the Dead feature an additional time per round, but never more than twice per start of an enemy creature's turn. This benefit ends if Freedom finishes a short or long rest.

The Big One. Freedom De Fontaine loads one of his weapons with a highly explosive round. When Freedom next makes an attack with the weapon and scores a successful hit, the round detonates in a 60-foot-radius sphere centered on the target. Each creature within the affected area must

succeed on a DC 29 Dexterity saving throw or take 70 (20d6) fire damage and 70 (20d6) thunder damage, or half as much on a success. Unattended objects and structures in the affected area take 140 fire and 140 thunder damage from this effect.

ACTIONS

Multiattack. Freedom De Fontaine makes three Revolver attacks, or makes two Revolver attacks and takes either the Dash, Dodge, or Hide actions.

Revolver. *Ranged Weapon Attack:* +29 to hit, range 120/360 ft., one target. *Hit:* 44 (6d8 + 17) piercing damage.

Fan the Hammer. Freedom De Fontaine makes six Revolver attacks against a single target at Epic disadvantage and a -10 penalty to his attack rolls.

Gone with the Wind. Freedom De Fontaine tips his hat and vanishes, magically teleporting away in a cloud of dust for up to 1 round. When an enemy creature ends its turn, Freedom can choose to appear in an unoccupied space within 60 feet of the creature.

High Noon (Recharge 6). Freedom De Fontaine marks each enemy creature he can see for death. When Freedom next hits a target so marked, he instead scores a critical hit and rolls all attack damage dice three times instead of twice. This benefit is lost if Freedom does not hit an affected target by the end of his next turn.

LEGENDARY ACTIONS

Freedom De Fontaine can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Freedom De Fontaine regains spent legendary actions at the start of his turn.

Acrobatics. Freedom De Fontaine moves up to his speed or makes a 20-foot jump (long or vertical).

Dead Eye. Freedom De Fontaine makes a Wisdom (Perception) check to search for hidden enemies.

Gone with the Wind (Costs 2 Actions). Freedom De Fontaine uses his Gone with the Wind action.

Revolver. Freedom De Fontaine makes a Revolver attack.

Spellbreaker Rounds (Costs 2 Actions). Freedom De Fontaine loads one of his weapons with three special rounds that destroy magic and then fires them at up to three creatures or spell effects within range, making ranged spell attacks (+19 to hit) when applicable. A creature successfully hit by one of these attacks takes no damage, but if it benefits from spells affecting it, it must succeed on a DC 29 Wisdom saving throw or have the highest level (or Epic spell tier) spell affecting it end. A creature that fails this saving throw by 10 or more instead has all spells affecting it end.

A spell effect that Freedom can see is automatically hit by this attack, and the source of that spell effect must succeed on a DC 29 Wisdom saving throw or the spell ends.





Seeing the chaos, Freedom strode into the Hive, followed closely by the screams of the dying and the echoes of gunfire. Three days later the College of Entropy's hold over Nexus was broken and Freedom could be found sipping whiskey at The Gallows. Once a year, Freedom returns to Nexus to have his drink and dispose of any anarchic elements running rampant in the city. The Sheriffs have "deputized" Freedom so that he may perform these actions with authority for the law, but this is but the illusion of control. None know Freedom's true purpose, but it is whispered he was once a mighty paladin in service to the Oath of the Warden.

Personality

Freedom De Fontaine has never been heard speaking. However, a few things about the mysterious man are clear. He loves whiskey, has an affinity for The Gallows bar scene, and hates lawlessness. His presence in the Hive appears to be intentional, muting the criminal element there for the duration of his visit. Freedom De Fontaine is quick to violence, solving most problems he encounters with his twin revolvers: Fire and Fury. His patience for other creatures is short. Even the politest of conversations quickly ends with a gun in the face of a too-talkative creature.

Mythic Effects

As a mythic creature, Freedom causes the following effects.

Grand Entrance. When Freedom opens a door and enters a room, he can choose to make a grand entrance. When he does so, every creature in the room cannot move, take actions, or make any sound until 1 round after Freedom enters the room.

Weapons of Final Death. When a creature is slain by Freedom, it is exceedingly difficult to return to life. A creature so slain has its soul cleaved in two, with half being sent to an appropriate afterlife, while the other half comes into the possession of Freedom. When a creature so slain would return to life, it can only do so if Freedom willingly relinquishes the half of the soul he has collected; otherwise the effect fails.

The Ledger of Legends

The Shadow Carnival

The centennial Shadow Carnival, hosted by the infamous Silhouettes, will take place later this month. Those invited to share in the festivities within the Silhouettes' Jeweled Pyramid can never speak about their experiences, making for one of the most mysterious events in the city's history. The last Shadow Carnival was said to be a night unlike any other, filled with drama, scandal, and intrigue beyond imagining. Invitations have already begun arriving, with almost every member of high society receiving one. Of note are several non-native guests: a rakshasa sultan, the three-headed sister of the dark dragon queen, and many more figures infamous throughout the multiverse. This paper promises to print every juicy piece of gossip and rumor that will surely blossom from the event, sparing no details.

SPEEDING THROUGH THE SYNAPSES

As people travel through the tangled, traveled ways of Synne-Filtyrr, they either walk the precarious suspension bridges between buildings or zoom across the synapse superhighway. The many structures throughout the Hive are a hodgepodge of handmade buildings stabled, strapped, and magically anchored to the base of Nexus. The air of Synne-Filtyrr is perfumed with masking agents that conceal its many unsavory activities and the stench of garbage from the city above. The Silhouettes ring wondrous bells throughout the day, creating a haunting music that enchants visitors and antagonizes residents. Secret passageways to the surface are common. Many of these routes provide discrete access to otherwise restricted areas of the city, and the knowledge of the most useful of these are closely guarded secrets. There is always work in the Hive, most of it dirty. Half the district is in a perpetual state of plotting some crime. It's considered a dull week in Synne-Filtyrr if there wasn't at least one successful high-profile assassination or lucrative heist.

NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order.

Cellar Comedy Club

Even the most ill-tempered barbarian needs to laugh everyone once in a while. Those with a taste for dark humor should seek out the Cellar Comedy Club. The venue is small, a humble shack swaying precariously on thick ropes, but its doors are always open for those in need of a chuckle on their way home from work. Its warm rooms echo with boisterous music while patrons sip stiff drink between bouts of riotous standup comedy. Regulars are unwelcoming to outsiders unless they have a good sense of humor, which is often determined by observing how the new patron responds to a roasting from whomever is onstage. Some of the comedic regulars to the club can be found in the Performing at the Cellar table. They are some of the most entertaining individuals in Nexus, requiring one successful Epic Charisma (Performance) contest to best on stage, or three successful non-Epic contests.

Behind the Curtain: The Importance of Comedy

Stand-up comedy, performance, and showmanship are cornerstones of life, entertainment, and gaming. We feel it is of great importance to add that touch of entertainment, as working comics try to thrive just about anywhere, even in Nexus. Some of the humor generated is nonsensical, absurd, or non sequitur. This is perfectly okay, because just like in our world, these Epic comedians work on their acts and strive to get better. More importantly, if the audience laughs, it verifies one comedic theory that the joke is funny for those who get the joke, but you are required to get the joke to see the humor. There are a number of comedic theories, and one is that you learn by doing. So give the dice a roll, don't be afraid to bomb, and see what the party makes of it!



*The Hive***Maelstrom**

Almost a mile beneath Nexus and visible from nearly every angle of the Hive is the fearsome maelstrom. This titanic whirlpool of planar energy churns and bubbles with incalculable power, devouring anything that falls into its cavernous maw. For as long as anyone can remember, the maelstrom has always existed, the only natural feature to the dimension Nexus occupies. Anything that enters the maelstrom is assaulted by overwhelming elemental energies, with survivors flung across the multiverse. Nothing has ever returned from the maelstrom, and the phenomenon is used as an efficient garbage disposal by the city. The residents of the Hive often utilize the maelstrom toward more nefarious ends, disposing of evidence and bodies in an instant.

Malmorphesmo

The Malmorphesmo is a test of one's fears. This pool of golden liquid is magically suspended beneath Nexus; within it float a

dozen pearl-colored coffins attended by a cult dedicated to the concept of fear. Curious or daring creatures sleep inside the floating caskets, emerging shaken by what they have experienced. The Malmorphesmo allows visitors to experience vivid and shockingly real nightmares beyond what is possible with ordinary rest or even most magic. With the permission of the cult, a creature can enter one of the coffins and begin to take a long rest, experiencing the nightmare over the course of the duration of the rest. Any vivid nightmare is possible within the Malmorphesmo, but the following tables can help a DM craft a shocking scenario appropriate for their players' characters.

The cult that operates the Malmorphesmo consists of fifty members of white-robed humanoids, none of which is able to speak by any means. They seem completely indifferent toward those who use the pool but will safeguard it against intruders or those who cause violence. Curiously, none can seem to remember when the

Performing at the Cellar

d6	Comedian	Comedy Type	Bonus to Charisma (Performance) Checks
1	Patrice Picklegums (Epic ogre magi)	Prop comedy	+12
2	Rich the Mook (level 17 dwarf bard)	Dark humor	+15
3	Mrs. Marquina Melessi Moon (level 21 halfling truespeaker)	Satire	+19
4	The Cube (awakened Epic gelatinous cube)	Slapstick (...slapcube?)	+20
5	Neato (Epic pixie)	Parody	+22
6	The Laughing Man (level 27 máquin ¹ truespeaker)	Highbrow	+27

¹ Máquin are a race of creatures found in 2CGaming's *GrymmWorld* campaign setting.





cult arrived in Nexus, nor can their purpose be divined. Currently the pool is used as a tool of torture and cruelty by various criminal enterprises, but scholars from the University of Omiversal Arcana have theorized a far more sinister purpose: the nightmares of the pool feed a malevolent creature gestating within the golden depths.

The Nightmare Involved...

d10 The Subject	
1	A romantic partner
2	A mortal enemy
3	A faceless cosmic horror
4	A close friend or family member
5	A place I hate
6	A perilous situation
7	A public embarrassment
8	My greatest failure
9	A tragic mistake
10	A clown

I Felt Such Feelings of...

d10 The Emotion	
1	sorrow
2	loss
3	shock
4	hate
5	anger
6	shame
7	terror
8	worthlessness
9	vulnerability
10	guilt

And When It Ended, I...

d10 The Ending	
1	continued life with a new sense of purpose.
2	couldn't speak for days.
3	knew I had so much more to learn about myself.
4	felt such deep relief.
5	wanted to be left alone.
6	sought companionship.
7	lost confidence I once had.
8	became enraged for reasons I did not understand.
9	felt inexplicable, constant pain.
10	became unmotivated and listless.

Synapse Superhighway

When Arachnihilus was defeated, only its central nervous system remained. The organ proved stubbornly resistant to destruction and so was bound by *The Containment* and shipped to Nexus. The titanic, labyrinthian network was pinned to the rocky base of the city like a malevolent barnacle. Its massive size encompasses nearly the entire underside of the city, providing access to every district except the House of the Eternal. As the Hive grew, its citizens used the network as support for bridges between the buildings, eventually becoming the synapse superhighway through the advancement of arcatechnology. Today the synapse superhighway is how the Hive competes with the rest of Nexus. It can deliver tremendous volumes of contraband in a shockingly short period of time, and travel upon it is completely untraceable. It's a well-founded belief that once something has left Synn-Station for its destination, it's as good as gone in the eyes of the authorities.

Safe use of the highway is almost exclusively possible through the Underdockers' trains of thought, with dangerous alternatives only used by the desperate or shockingly stupid. All one has to do is touch the synapse superhighway and envision where in the Hive one would like to appear (so long as it is within 5 feet of the synapse superhighway), and the traveler vanishes into Arachnihilus's decaying brain and appears at the desired destination within 1 minute. Those who travel by this method lose something along the way, a price known as the Synn-Tax: a fraction of their souls offered to the Great Old One whose mind they touched. Characters who pay the Synn-Tax lose either some of their memory per the DM's discretion or randomly according to the Memory Lost to the Synn-Tax table.

Memory Lost to the Synn-Tax

d20 What Was Lost	
1	The lyrics to your favorite song
2	What your favorite food tastes like
3	The name of a relative
4	What you did yesterday
5	What you wanted to do tomorrow
6	What day your birthday is
7	Whether you are right- or left-handed
8	Which holy days you observe and don't observe
9	Your ideal
10	The name of your childhood best friend
11	Your background
12	Your bond
13	Your taste in clothing
14	A mortal enemy you defeated
15	An ally you have made on your adventures
16	Where you are staying in town
17	Your biggest fear
18	Your deepest regret
19	The most embarrassing situation you have been in
20	Your companions' names



Synn-Station

All shipments arrive at Synn-Station where they are sorted, checked, stored, and then released for delivery. This port is directly connected by many secret passages to the Customs area of Nexus above, making it an ideal route to sneak into the city with contraband. Despite Khazan's best efforts, the dragon can't keep up with the thousands of tons of goods that are whisked away to the Hive each day. Each time a new shipment arrives at the *Great Lighthouse*, hundreds of Underdockers emerge and begin hauling cargo, at least half of which always makes it down below.

Synn-Station is positioned upon the epicenter of the synapse superhighway, processing thousands of orders a day. Much of the district is centered around this point for better access to the shipping network. Hundreds of workers are bustling about, taking inventory of shipments, offloading cargo, and preparing for the next shift transfer. There is always crew hanging around the Synn-Station hoping to catch a shift at the Underdocks. They can often be hit up for information about Synn-Filtyrr but won't answer any questions about their actual work for free.

In order for cargo to make use of the synapse superhighway it must be packaged aboard a train of thought. These vehicles are crewed by expert Underdockers known as conductors, whose expertise with the trundling arcatech machines is unrivaled. With an ear-splitting crack, a train of thought can vanish into Arachnihilus's synaptic remains, appearing within 1 minute at its destination within Synn-Filtyrr, along with several cars worth of cargo.

The Gallows

No hotbed of crime and villainy would be complete without a seedy tavern in which to scheme and hit rock bottom. Not long after Synn-Filtyrr was founded, The Gallows tavern established itself as the best (or worst) place to drink and secure a job. Hanging outside the front door is the preserved body of a Nexian sheriff who stuck his nose where it didn't belong. Inside the tavern, one can find almost any breed of criminal looking for work, so long as you speak the right language. Sharing a drink with another patron is seen as a

job proposition, while the type of drink determines the nature of the job. Finishing the drink is the universal sign that you'll take the job.

Wastewallow

Big cities generate a lot of garbage, and it has to go somewhere. Unfortunately for the Hive, the district *is* that somewhere, and the waste they receive is especially noxious. Hazardous chemicals from the Towers of Thul, bloody body parts from the Steel Streets, expired food, and so much more are dumped from across the city to gather at the wastewallow. Resembling a gigantic, churning cauldron, the wastewallow is home to massive garbage-loving creatures munching their way through the refuse. What cannot be scavenged, recovered, or recycled from the congealed mass is ejected to feed the maelstrom below. Sifting through the wastewallow is a risky job that rarely pays off, but that doesn't stop people from trying. Rumors of recovering fortunes, lost relics, and other valuables keep a small army of Nexians knee deep in the city's garbage. Those who spend enough time in the wastewallow are likely to contract green fever, a scourge on the local populace that is difficult to cure.

Disease: Green Fever

Transmission: Contact

Virulence: Citizens of Nexus

Treatment: 80 hit points

This disease turns its victim's skin a noxious shade of green that glows in dim light and darkness. It can only be found within the wastewallow of the Hive and is curiously potent against Nexians. The disease becomes dormant if a creature infected with it leaves Nexus, immediately becoming active again if the creature returns.

If a creature spends 1 hour in the wastewallow, it must succeed on a DC 20 Constitution saving throw or become infected with green fever.

It takes 1 day for the disease's symptoms to manifest. Symptoms include glowing green skin, a sore throat, and a raspy voice. A creature so infected that displays these symptoms sheds dim light in a 15-foot radius and gains no benefits from consuming food, drink, or potions.

The Gallows Menu

Item	Cost	Description
Murder Most Foul	A game of five finger fillet	This brown, bubbly drink is rumored to have killed more than one hundred patrons since it was first added to the menu. Serving this to a patron of The Gallows indicates you are looking to hire an assassin.
Copper for Your Thoughts	A round of poker with players you don't know	Living up to its name, this metallic fluid contains a single copper piece sunk to the bottom. Serving this to a patron of The Gallows indicates you are looking to hire a thief.
Big Money	A game of liar's dice with players you don't know	This golden beer is deliciously crisp, frightfully strong, and comes in a big pitcher. Serving this to a patron of The Gallows indicates you are looking to hire a team for a heist.
Full House	An arm-wrestling match with someone stronger than you	A flight of various whiskeys, each of which grows progressively stiffer and smoother. Serving this to a patron of The Gallows indicates you are looking to hire some muscle.
Sly Smile	A staring contest with someone you don't know	A silvery drink that smokes slightly and tastes salty. Serving this to a patron of The Gallows indicates you are looking to hire a forger or fraudster.





EXPANDING POISONS AND DISEASES

More than one 5th Edition character has been laid low by a virulent disease or deadly poison—though chances are they weren't higher than 8th level when it happened. Most high-level 5th Edition adventuring parties possess so many tools for dealing with the occasional disease or poison, so you probably haven't even encountered one in your games. Not every threat a character faces should come from the maw of a dragon or by a lich's necromancy, especially at Epic levels. But how to confront Epic characters with such an obstacle? Doing so requires some fiddling with the official 5th Edition rules for poisons and diseases. The results are well worth the effort, reintroducing a method of opposing characters in ways they do not expect. This section explores three elements of diseases and poisons: variant rules, Epic properties, and scaling by level.

Variant Rules for Diseases and Poisons

DMs should note that using these rule variants for diseases and poisons should apply to all poisons within your game, not just the options presented here. These rule changes empower these options for both characters and their foes, making both tools far more viable options in 5th Edition. Be aware of how this can affect the balance of your game, especially if you intend on giving your players access to a litany of poisons for their nefarious purposes. These variants introduce some new mechanics to diseases and poisons: drain, transmission, virulence, and treatment.

Drain. Poison is arguably the weakest damage type in 5th Edition. Most creatures are immune or resistant to it, and there are a host of character options that grant similar benefits. Unfortunately, it is also the go-to damage type for poisons and diseases, making such effects some of the most nonthreatening obstacles a character can encounter. In place of a disease or poison dealing poison damage, it can prove far more efficacious to instead use an obscure 5th Edition interaction we have titled “drain.” Drain occurs when instead of taking damage, an affected target loses hit points. This distinction is important for a variety of reasons. A creature cannot be immune or resistant to losing hit points, since it is not a damage type. Additionally, drain does not trigger any effects that respond to taking damage, nor can it cause a creature to fail death saving throws while at 0 hit points.

The poison *lifebreaker* is presented here to serve as an example of a poison using this variant.

Poison: *Lifebreaker*

Transmission: Injury

A creature subjected to this poison must succeed on a DC 20 Constitution throw or become poisoned for 1 hour. When a creature so poisoned takes damage, it loses an additional number of hit points equal to the damage taken.

Transmission. The way a poison or disease can be transferred from creature to creature can vary substantially and provides an interesting storytelling opportunity. Examples of traditional transmission types include contact, ingestion, inhalation, and injury, but

this system provides an opportunity to create other foul types of transmission (see the dream plague disease later in this chapter for an example of a “special” transmission type).

Virulence. Immunity to the effects of diseases and poisons in 5th Edition is all too common or easily obtained. Using this variant, any creature with immunity to disease or poison is *not* immune to ones that are virulent against them. Instead, affected creatures have Epic advantage on saving throws against the disease or poison, which is still helpful, but hardly a foolproof defense.

A disease or poison can be virulent against creatures in a variety of ways. Some target entire creature types (such as constructs, undead, or humanoids), whereas some affect broader or narrower categories. A disease or poison may be virulent against flesh-and-blood creatures, creatures from a specific genetic line, or even only against a single person which it was made to slay. It is up to the DM to determine what targets the disease or poison is virulent against.

The poison *death's dance* is presented below to serve as an example of a poison using this variant.

Poison: *Death's Dance*

Transmission: Contact

Virulence: Humanoids

A creature subjected to this poison must succeed on a DC 26 Constitution saving throw or have its Strength and Dexterity scores reduced to 1, and its speed cannot be more than 5 feet. At the end of every 10 minutes while poisoned in this manner, an affected creature may repeat the saving throw. If a creature succeeds on three saving throws in this manner, it is cured of the poison. If a creature is affected by this poison for 1 hour, it dies and cannot be returned to life until 10 years have passed.

Treatment. This variant rule is exclusive to diseases. Making saving throws every day or casting a single spell to cure a disease is boring but also how most characters deal with them. By using this alternative, in lieu of making saving throws to cure a disease, each disease is given a treatment score that creates a new manner for it to be removed. When an infected creature would regain hit points (from any source, magical or otherwise), it can choose to not regain hit points and instead dedicate that healing energy toward curing the disease. If an infected creature so dedicates a number of hit points equal to or greater than the disease's treatment score, the creature is cured of the disease. If a creature is not cured of the disease immediately after it finishes a long rest, any hit points it has dedicated toward curing the disease are lost and it must begin again from scratch. Using this variant, any effect that would immediately cure a disease instead grants 60 hit points toward a non-Epic disease's treatment score, or 120 hit points toward an Epic disease's treatment score. Unless explicitly stated otherwise, a disease using this variant cannot be cured by any other means.

The disease called “the nine inversions” is presented here using this variant to serve as an example using both the virulence and treatment variant rules.



Disease: The Nine Inversions **Transmission:** Contact
Virulence: Celestials, dragons, humanoids
Treatment: 140 hit points

This disease is so named for its brutal symptoms which subject its victims to nine bouts of agonizing pain. The disease can only be found in hellish realms where fiends are common and is transmitted through direct contact with fiends that act as carriers.

When a creature takes fire damage from a fiend that carries the disease, it must succeed on a DC 26 Constitution saving throw or become infected.

It takes 1 week for the disease's symptoms to manifest. Symptoms include blood-red eyes, and each day an infected suffers a bout of agonizing pain for 1 hour. While suffering this pain, a creature cannot move or take actions. A creature that suffers this effect nine times is immediately slain at the end of the ninth bout of pain, and its soul is sent to the hells.

Epic Diseases and Poisons

Epic Legacy uses the Epic keyword to grant special properties to aspects of 5th Edition, in addition to their ordinary benefits. In the case of diseases and poisons, their Epic counterparts can be extremely difficult for non-Epic creatures to handle. Under no circumstances can non-Epic creatures be immune to the effects of Epic diseases or poisons. Additionally, non-Epic effects that would ordinarily cure them are completely ineffective. If you are using the virulence variant as detailed above, non-Epic effects (such as non-Epic spells) are only half as effective against Epic diseases and poisons. You should not use these elements lightly in your campaign. An Epic disease can easily turn into a pandemic that exterminates an entire plane, while an Epic poison can kill a dragon with a single drop. They can be dangerous and unpredictable tools, especially in the hands of players. *Mind killer* serves as an example of an Epic poison, and dream plague serves as an example of an Epic disease.

The Ledger of Legends

Where Does Our Trash Go?

Each time you throw something away, it inevitably makes its way to the Hive. From there it is processed and sifted through by desperate souls before being dumped into the swirling Maelstrom below our fair city. But where does it go from there? We asked the finest minds at the University of Omniversal Arcana to find out! Their answers ranged from "who cares" to long-winded theories of multiversal entanglement that are more appropriate for gigantic tomes than newspapers. At the very least we must consider the possibility our garbage is sent somewhere it is unwelcome, polluting realms unknown. If there is even a 1% chance, we owe it to ourselves as both Nexians and stewards of the multiverse to be more conscientious with our waste. We have solved more complex and dire problems in the past, so there is no reason we cannot solve this one. Unless of course our laziness prevails.

Poison: *Mind Killer* (Epic) **Transmission:** Inhalation

A creature subjected to this poison must succeed on a DC 27 Intelligence saving throw or become frightened of everything they can see or hear for 10 minutes. If an effect would remove this condition, the condition is instead not removed and the affected creature takes 55 (10d10) psychic damage. At the end of each minute of the course of the poison's duration, a creature must make a DC 27 Intelligence saving throw. A creature that fails 5 saving throws in this manner experiences a crippling panic attack becoming permanently incapacitated.

Disease: Dream Plague (Epic) **Transmission:** Special
Treatment: 250 hit points

This disease infects a creature's mental faculties and propagates through its thoughts of others.

The disease's symptoms manifest over the course of 3 nights, during which time an infected creature experiences horrific nightmares. After 3 days have passed, the infected creature begins spreading dream plague each time it rests.

When an infected creature takes a short or long rest, it must succeed on a DC 28 Intelligence saving throw or think of a creature it knows that has not already contracted the disease. If the creature so recalled is on the same plane, that creature must succeed on a DC 28 Intelligence saving throw or contract dream plague. An infected creature that spreads dream plague in this manner has its proficiency bonus reduced by 1 for as long as it remains infected. If a creature's proficiency bonus is reduced to 0 in this manner, it becomes permanently incapacitated.

A creature cured of dream plague cannot be infected again until 1 year has passed.

Diseases and Poisons by Level

Most diseases and poisons afford a saving throw to avoid becoming infected or poisoned. But how do you know if that saving throw is fair? Well, that question is complicated. If the effects of your disease or poison are incredibly severe, a high saving throw can be brutally punishing, whereas saving throw that is too low can eliminate any real threat. Additionally, how often you expect characters to be exposed to a disease or poison plays a huge factor. A lower saving throw may be more appropriate if your characters are making saving throws every turn, while a high saving throw may be reasonable if the character need only attempt it once a week. To top it all off, there are a lot of counterplay options for players to make use of. Most classes have some tools for dealing with diseases and poisons. Due to their long durations, characters who lack the necessary tools to tackle a poison or disease can usually find some help at the nearest temple. Start factoring in level, and suddenly you have a lot to consider when creating a balanced result. To help you with this task, the Diseases and Poisons by Level table details a reasonable save DC for diseases and poisons by character level along with a treatment score for diseases using the variant detailed previously. This table uses a lot of behind-the-scenes math to get these results, but it is hardly perfect. There are lots of things to factor in with diseases





and poisons: the extremity of their effects, how fast they act, how they are transmitted, how easily are they cured, and many other considerations.

In Nexus: Noiterro's House of Homeopathic Homicides

Suspended on an adamantine chain is an upside-down store where murder is bottled and contagion brewed. This is home of the humble **Noiterro Nethinar (level 24 human slayer)**, a lean fellow with jade hair and large spectacles. Noiterro hails from a plane overpopulated with horrific wildlife, from the remains of which he has manufactured some of the most horrific epidemics and lethal poisons in Nexus. The Prince of Poison makes to order, and only

if he likes you. Noiterro's largest clientele consists of Silhouettes, but he will expand his customer base in exchange for exquisite *essence of memory* draughts, particularly those containing a creature's last moments. Those who purchase from Noiterro must sign a liability form absolving the poisoner of all responsibility as to how his merchandise will be used. Many rightly suspect this formality is just an excuse so the Sheriffs can plausibly deny any need to risk arresting the Prince of Poison and exposing themselves to one of his many horrors.

Noiterro's custom poisons are always christened with a unique name, which are legendary for their creativity. See the Legendary Poison Components table for some possible names.

Diseases and Poisons by Level			
Character Level	Poison Save DC	Disease Save DC	Treatment Score
1–3	15	17	15
4–6	16	18	30
7–8	17	19	45
9–10	18	20	60
11–12	19	21	75
13–14	20	22	90
15–16	21	23	110
17–18	22	24	130
19–20	23	25	150
21–22	25	28	200
23–24	26	31	250
25–26	27	34	350
27–28	28	37	600
29–30	30	40	1,000

Legendary Poison Components					
d20	Adjective	Noun	d20	Adjective	Noun
1	demonic	hydra-root	11	decaying	leech-essence
2	vampiric	sponge-blossom	12	spore-ridden	lich-trimmings
3	black	serpent-stems	13	extracted	beyonder-drops
4	white	ash-seed	14	burned	hag-rock
5	grey	ogre-vessel	15	frozen	zombie-water
6	skeletal	kraken-vein	16	corrupted	cyclops-polymers
7	infernal	mummy-flower	17	liquified	wight-weed
8	swampy	toad-bladders	18	astral	manticore-dust
9	bioluminescent	devil-stone	19	clipped	dragon-gas
10	petrified	chimera-ore	20	animated	giant-organs



CHAPTER NINE: THE HOUSE OF THE ETERNAL



“See that floating section of city over there? Of course you can’t. It’s invisible, silly! The council thinks that by keeping the House of the Eternal out of sight, we won’t know that gods walk the streets of Nexus. But we do. When a deity comes to our city, that’s where they stay. Make sure you say your prayers before visiting or you might get an in-person lecture from your favorite god.”

– Tamara Tall

When Kaya and Heletek discovered Nexus, they understood its significance. Here was a bridge between universes that anyone could cross, a feat that, until recently, seemed beyond the power of the gods. The founders correctly anticipated that the lure of such power and potential would catch the eyes of deities, so they constructed the House of the Eternal—a private island that separates deities and their radical power from the rest of Nexus’s populace. The district is entirely invisible to the rest of the city, made possible by a herculean effort of archmages from the University of Omiversal Arcana. This Epic effect cannot be pierced by any known means, but over the centuries, the Nexian population has correctly deduced the island’s purpose and presence. The result is the worst-kept secret in Nexus—a magnificent district where deities live while conducting business within the city.

DISTRICT OVERVIEW

Alignment: Lawful neutral
Population: 4,000
Economy: Religious services
Danger: Medium

When a deity begins its journey to Nexus, a series of very loud alarms ring out at the *Great Lighthouse*. The relic is capable of barring most deific entry into Nexus, and each potential visitor is considered carefully before being granted entry. If a deity receives unanimous approval from the City Council, it is transported to the House of the Eternal instead of going through the usual customs experience. Within the district’s grand marble architecture, deities of all shapes and sizes can find comfortable living arrangements. The citizens of the district are not only highly specialized and trained to fulfill a deity’s every (reasonable) need and desire, they are masters of religious etiquette and protocol. It is in everyone’s best interest that a deity has as pleasurable an experience as possible in Nexus. The district is home to dozens of religious structures that can be easily adjusted to fit a deity’s dogma, and a small army of devoted clerics are always on hand to provide council. While

any deity is within Nexus, the City Council makes only one nonnegotiable demand of a visiting gods: they must make every effort to conceal their divine power when outside the House of the Eternal. It’s possible to spot a deity incognito on the streets of Nexus, but one must come to the House of the Eternal to witness the gods in all their glory.

CULTURE

Each deity visiting the House of the Eternal brings with it tremendous cultural influence. The people of the district have learned to appreciate and respect countless faiths, treating each ideology with dignity and respect. While the City Council rarely allows violent or destructive gods into Nexus, it has been known to happen if it would prove more dangerous to refuse. The Nexians of the House of the Eternal are well prepared for such an event, acting with caution and wisdom to avoid reduction of the district to a ruinous charnel house. Absent a deity’s influence, the district is a disciplined and highly cultured society. Its citizens are understandably religious, making even the most dedicated cleric feel

Slang and Sayings in the House of the Eternal

“Faithless” – common insult for one who lacks conviction for things that matter

“Street saint” – common compliment for one who behaves virtuously at all hours

“Temptation” – common flirt for one who could cause a faithful to stray from the path

“Sworn in the sewers” – common saying for a promise made in bad faith

“Priest of the golden cloth” – insult for one who is part of a religion for cynical or selfish reasons

“Unbowed” – common insult for one who will not kneel to divine power





inadequate. The weight of responsibility held by the House of the Eternal is greater than all other districts combined. For this reason, when dealing with other districts the House is exceedingly prideful. After spending a week tiptoeing around a curmudgeonly deity of storms, one can understandably have little patience for the comparatively trivial concerns of other districts.

Fashion

Proper attire is exceedingly important within the House of the Eternal. To adorn oneself in the appropriate religious garb honors visiting deities and is a reflection of one's faith. With so many religions within the district, the diversity of fashion is significant. One can witness cloistered priests in alabaster robes and bloody war clerics sporting gore-stained steel in a single afternoon. The deities in town at any given time often determine what fashions are openly displayed. Worshipers of morally questionable deities avoid drawing attention to themselves when a deity of justice is visiting, just as followers of a life deity will keep a lower profile when a death god is staying the weekend. Flexibility and conscientiousness drive trends, with no one style dominating the scene at any given time.

Wealth

Depending on what god you worship, wealth can play a vital role in practicing a religion. It takes a ton of resources to keep the House of the Eternal in livable condition for divine beings, with some requiring outlandish and bizarre accommodations that can be quite expensive. However, the City Council is eager to provide the district with everything it needs to do its job. The only resource that

proves consistently difficult to acquire is acolytes. Deities don't like being alone in Nexus, separated from their worshipers and support network. The district does its best, but most domains are overworked and understaffed. Those who can provide religious services are welcome in the district and well compensated for their efforts.

ADVENTURING IN THE HOUSE OF THE ETERNAL

Going on adventures in the House of the Eternal always results in acts of blasphemy or virtue toward a religion. There are too many toes on which to step, but as long as no deity is directly insulted the only result is making a few public enemies. Deities take a substantial risk in coming to Nexus, so such a visit is never without purpose. They will happily enlist heroes to aid them in return for divine gifts, though not before an appropriate demonstration of fealty is shown. Most gods come seeking knowledge from other universes, recruit mighty followers, or acquire powerful tools to bring back to their home universes. Adventurers can be useful in these tasks, though a party of heroes should be wary about assisting a deity without knowing its reputation within its universe. More than a few heroes have found themselves targeted by angry gods seeking vengeance for aiding their rival.

PERSONS OF INTEREST

The number of deities within the House of the Eternal at any given time varies, but even a single one is of great interest. Other notable

House of the Eternal Adventures

d10 Description

- | | |
|----|--|
| 1 | Someone has been chiseling away at the Monument of the Heavens, defacing the statue. While most think nothing of it, a few who know the statue's true nature suspect a thief is attempting to recover the relic within. |
| 2 | A fiery deity arrives in Nexus with a job offer. Any who agree to be one of its four horsemen of the apocalypse shall receive rewards beyond their wildest dreams. However, the job description demands the complete subjugation of a warlike plane that promises stiff resistance. |
| 3 | The Cult of the Brew invents a new beer so pungent and powerful that any mortals who consume it die instantly. However, a few patrons prove stupid enough to try in an attempt to prove they are as strong as the gods and win every growing prize pool promised to the first survivor. |
| 4 | Three deities take up residence in Oldstone Abbey, claiming they wish to "retire" from godhood. Their distraught followers flock to Nexus in an attempt to convince the gods to return. |
| 5 | Telshara the Oracle predicts one of the characters is destined to become a greater deity, causing a new religion to form. However, it will be some time before this comes to pass, leaving the character to struggle with a hoard of followers begging for divine assistance. |
| 6 | The Crimson Scars kidnap an archmage from the University of Omniversal Arcana who was thought to be studying the true nature of divinity. The group refuses to return the old halfling spellcaster until the University provides a formal apology and financial compensation. |
| 7 | The Withered One speaks for the first time in living memory. It requests an end to its miserable existence, which can only be accomplished by a special weapon capable of killing a god. The deity has no idea where such a weapon can be found, but Sveduin from the Steel Streets may be a good place to start. |
| 8 | The Great Old One Nyarlathotep arrives in Nexus. Why the City Council allowed such a being in is unknown, but the district immediately erupts in outrage. The trickster being has so far proven harmless, but few believe that will last for long. |
| 9 | Queen Basti requests a special meal in her honor and that the characters catch for her the biggest fish in the multiverse! In return she promises to be their friend for life. |
| 10 | Inquisitor Thormile departs on a quest of dire importance, leaving behind a book detailing the ways, tools, and training methods required to become an Oath of the Warden paladin. So far none have dared open the tome for fear of provoking the grizzled crusader, but many are dying to know just what it takes to make it among the elite order. |





figures are those who have great pull with the gods or who manage the district's operation. Often these figures are holy persons of great repute and power. Saints, blasphemers, and even demi-deities call the district home, each of which are legendary in their own right. Distinguishing yourself among beings of such significance isn't easy. Outside the House of the Eternal you may be a big shot in Nexus, but here you must stand among gods.

Cardinal Gresari (level 25 half-orc ascendant). An imposing figure clad in blood-red armor, Cardinal Gresari oversees a congregation of devotees dedicated to punishing blasphemers and those who would disrespect the gods. Known as the Crimson Scars, the group uses violence and political influence to punish those it deems unworthy to practice faith within the House of the Eternal. The group has been steadily growing in size over the years, driven by the cardinal's inflammatory speeches delivered three times a day.

Epic Organization: Crimson Scars

Name: Crimson Scars

Leadership: Theocratic, currently Cardinal Gresari



Membership: Large (323+ members): humanoids; clerics/ascendants, paladins/crusaders

Alignment: Lawful evil

Motto: "Gods before men."

Resources: Violence (physical), political influence, zeal

Creed: The Crimson Scars want nothing more than to punish every blasphemer in Nexus, starting with those found within the House of the Eternal. While they have met with some successes, the other faiths in the district have formed a coalition to push back. The Crimson Scars have moved into the other districts, looking for zealous converts to join their cause. They worship the concept of divinity and view all who challenge the gods as their enemies.

ORDER DOMAIN

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

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

Additionally, your Divine Spark allows you to project a magical aura of order, balancing the universe around you and granting you the following benefit. Until your Divine Spark is expended, you generate an aura of axiomatic energy in a 60 ft. radius. When a creature in the 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.

Cardinal Gresari is a cleric of the Order Domain, whose powers are ideal for stirring up religious zeal. The following Epic subclass feature serves as a 26th-level feature for ascendants who chose the Order Domain as their divine domain while advancing as a cleric.¹

Inquisitor Thormile (level 26 high elf Oath of the Warden crusader). In a small, unassuming temple within the House of the Eternal lives Inquisitor Thormile. This legendary paladin is the savior of a dozen worlds. With righteous fury from his divine firearms, Thormile decimated the armies of the demon warlord Thornak the Cruel, laid low the Moon Eater of Scara, and shattered the soul of the eternal lich Nercrydoss. Thormile has come to Nexus to better the enormity of his task with the prospect of new universes to save. It didn't take much to convince the grim crusader that more of his order are needed, though so far there haven't been any takers.

Inquisitor Thormile is a paladin of the Oath of the Warden, a legendary Epic subclass.

OATH OF THE WARDEN

Legendary Paladin Oath

There is a legend among paladins known only to the most powerful of each order. This tale speaks of an ancient compact, the first oath ever sworn, and the only promise never broken: the Oath of the Warden. Destroyers of the apocalyptic powers, these paladins are a grim and determined lot. They operate in secret, for the world cannot know how often it teeters on the brink of annihilation. Those who swear this oath condemn themselves to perpetual conflict against impossible odds. There can be no rest or respite, for the forces they oppose are the gravest threats known (and unknown) to the mortal world. Dressed in unassuming grey, each warden operates in the shadows, dispensing righteous fury before the enemy even knows what hit them. Most never know it was by the unseen hand of a warden that their world was saved, and that is just the way these paladins like it.

Oath of the Warden Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Baleful Aura
15th	Disciplined Mind
18th	Baleful Aura (30 ft.)
20th	Darkstalker
26th	Epic Sacred Oath

TENET OF THE WARDEN

The wardens have only one pledge, which they hold above all other commitments. Their oath demands they make the ultimate sacrifice, risking life, limb, and soul to safeguard the future of all. They

¹ For more information on the Order Domain cleric subclass, see the official 5th Edition sourcebook GGtR





do not fight for good or evil, only existence. They will not hesitate to commit acts of evil for the greater good. However, wardens are not reckless. Their task demands they be thoughtful when possible and decisive when necessary.

Secure the Future. You are the thin line between existence and utter oblivion. All that stand in your way are accessory to the apocalypse and must be cast aside. Mercy, compassion, and justice are not principles, but tools to be discarded at your convenience.

OATH SPELLS

At 3rd level, and again at 5th, 9th, 13th, and 17th level, you gain the spells listed in the Oath of the Warden Spells table.

Oath of the Warden Spells	
Paladin Level	Spells
3rd	<i>hunter's mark, jump</i>
5th	<i>find traps, pass without trace</i>
9th	<i>flame arrows², nondetection</i>
13th	<i>faithful hound, fire shield</i>
17th	<i>greater restoration, swift quiver</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Sacred Marksmanship. You can use your Channel Divinity to imbue up to two ranged weapons with holy power. As an action you can touch up to two ranged weapons, granting them the following properties for 8 hours. This effect ends early if you use it again before its duration ends.

- The weapons are magical.
- If the weapons have the ammunition or loading property, they no longer have those properties. The ammunition and loading are provided magically.
- When you hit a creature with a ranged weapon attack using the weapons, you can use your Divine Smite feature. However, the damage dice for your Divine Smite feature when used in this manner are d6s instead of d8s.

Warden's Shadow. You can use your Channel Divinity to cloak yourself from enemies. As an action you can take the Hide action and have proficiency in the Stealth ability check made as a part of the action. If you already have proficiency in Stealth, you instead double your proficiency bonus for the ability check.

² This spell can be found in the official 5th Edition supplement, *XGE*.

BALEFUL AURA

Beginning at 7th level, you can surround yourself with an aura that wards off enemies that would get close to you. When a creature attempts to move within 10 feet of you, you can choose (no action required) to have it first succeed on a Wisdom saving throw versus your spell save DC or be unable to willingly move within 10 feet of you for the remainder of that turn.

At 18th level, the range of this aura increases to 30 feet.

DISCIPLINED MIND

At 15th level, when you cast a spell that requires concentration, you can immediately take a bonus action or action to fortify your mind for the spell's duration. While your mind is so fortified, if you take damage you automatically succeed on Constitution saving throws to maintain concentration on the spell.

DARKSTALKER

At 20th level, you can use your divine power to become an instrument of death. When you move, your body leaves behind a short trail of grey fog, and your voice echoes with threatening tones in the rare event you choose to speak.

Additionally, you can take an action to undergo a transformation which lasts for 1 minute and grants you the following benefits.

- When you score a critical hit and use your Divine Smite feature on the hit, it generates an explosion of divine energy in a 15-foot-radius sphere centered on the target. Creatures of your choice other than the creature targeted with the attack within the affected area take radiant damage equal to the radiant damage dealt by the attack.
- At the start of each of your turns, you gain a bonus to your weapon attack and damage rolls equal to your Charisma modifier, which lasts until the start of your next turn. This benefit ends if you move or take any actions other than making weapon attacks.
- When you kill a creature you can see, you can take a reaction to seal its soul with a holy glyph that appears on the target's body. A creature so sealed cannot be returned to life unless you give permission for it to do so. If you are Epic, this effect is considered an Epic effect. Once you have used this feature, you cannot use it again until you finish a long rest.

EPIC SACRED OATH

At 26th level, you unlock all powers your oath can offer to fend off the apocalypse. The rest is up to you. You gain the following features.

Deadshot. Once per turn, when you score a critical hit with a ranged weapon attack, you can expend a paladin or crusader spell slot to roll the attack's damage dice three times instead of twice.





Expanded Oath Spells. You gain additional oath spells that can be cast by using your crusader spell slots, detailed in the Expanded Oath of the Warden Spells table.

Expanded Oath of the Warden Spells

Spell Level	Spells
6th	<i>find the path, globe of invulnerability</i>
7th	<i>project image, symbol</i>
8th	<i>mind blank</i>
9th	<i>power word heal</i>

Saint of Killers.³ As a bonus action, you can choose to transform a weapon you are holding into a divine firearm: a revolver if the weapon was one-handed, or a hunting rifle if the weapon was two-handed. You are considered proficient in both types of weapons. The weapon retains any magical properties it had in its ordinary form unless said property would not be possible with a ranged weapon (such as the weapon grappling a target on a successful hit). You can choose to revert a weapon back to its original form as a bonus action, and the effect ends if the weapon spends more than 1 minute out of your hands.

Queen Basti, Cat God of Cats. Prowling the streets of the House of the Eternal is a mercurial and fickle deity affectionately titled Queen Basti by the populace. Appearing as a jet-black housecat with golden highlights, the entity is a deity, but a humble one. For one reason or another, all cats agree that Queen Basti is their god and deserving of their worship. Unsurprisingly, the devotion of cats doesn't count for much in the divine order, leaving Basti one of the weakest gods to ever appear in Nexus. The deity doesn't seem to mind though and is beloved by the district for her endearing mewls and playful demeanor.

Basti is a special type of deity known as a divine companion. Divine companions can be summoned by casting the *divine companion* Epic spell. In order to summon Basti in this manner, a creature must first be friendly toward her.

³ The firearms detailed in this feature can be found in the official 5th Edition core rules.

The Ledger of Legends

God Seeking Companionship

An amorous deity has come to Nexus seeking a life partner to join it in divinity everlasting. While we cannot reveal the identity of the god, we can inform our readers the deity is incognito in Nexus and on the prowl! Next time you are out for coffee with a handsome stranger, ask yourself: *Could I be sharing drinks with a god?* You just might be! This author for one can't wait to get herself out onto the scene. I just picked up a new suit and a perfume that's just to die for, and I heartily recommend any prospective lovebirds make similar efforts.

NEW EPIC SPELL: DIVINE COMPANION

Tier 1 Epic conjuration (ascendant only)

Casting Time: 1 hour

Range: 10 feet

Components: V, S

Duration: Instantaneous

You summon a divine being known as a divine companion which becomes bound to you. The companion takes the form of a small creature of your choice but is in fact pure divine essence that cannot be harmed or forcibly moved. When you cast this spell, you must select an ability score: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. The ability score you select determines the form your divine companion takes.

- **Strength:** Dog
- **Dexterity:** Cat
- **Constitution:** Tortoise
- **Intelligence:** Monkey
- **Wisdom:** Snake
- **Charisma:** Parrot

The companion is distinguished from ordinary creatures by golden highlights and striking violet eyes. The companion acts independently from you but acts on your turn. On each of your turns the companion can move up to 60 feet and is able to fly (hover), but it can never move more than 300 feet away from you. When you cast a spell, you can choose to make your divine companion the origin of your spell instead of yourself.

Additionally, you gain a +2 bonus to the ability score you selected when you cast the spell. This bonus lasts for as long as your companion is bound to you.

The companion can offer you advice and share information with you, speaking any languages you speak. Once over the duration of the spell you can ask the companion a question about something you both have seen, which the companion answers to the best of its ability. Given its divine nature, the companion typically knows the answer to almost anything that isn't Deific in nature.

This spell ends if you cast it again while you are bound to a companion or if you are ever more than 300 feet away from your companion.

Telshara the Oracle (level 23 mountain dwarf ascendant).

Telshara is the esteemed City Councilwoman of the House of the Eternal, a post she has held for more than two hundred years. Telshara possesses exceptional perception into the future. She has accurately predicted and averted dozens of catastrophes that would have cost her district (and sometimes the entire city of Nexus) dearly. It is believed that Telshara is the daughter of a dwarven deity, though so far no evidence has emerged to confirm the suspicions. Regardless of faith, everyone in the House of the Eternal respects Telshara's opinion and heeds her words. The same can't be said for the rest of Nexus.

The Withered One. In an abandoned temple dedicated to a dead faith lurks one of the saddest sights in all of Nexus: a fallen god known as the Withered One. Of what species or faith the being





originated none can say. All that remains is a disheveled humanoid body covered in scars—it is blind, mute, and helpless. A few compassionate souls have attempted to learn the Withered One's home and origins to no avail. It is said the creature came to Nexus barely divine and in the process of falling from godhood, completing the transition while aimlessly wandering the district's streets. A few cunning opportunists have discovered the Withered One's blood can be extracted and distilled into a potion of deific power, a *draught of the divine*. While this process is despicable, it has revealed that even in its lowly state, the being still contains a fragment of divine power.

Draught of the Divine

Potion, extraordinary

When you drink this potion, you are flooded with divine power until the end of your next turn. During this time your attacks and effects you produce are Deific effects.

DEIFIC RULES EXPANDED

In many games of Epic Legacy, it is only a matter of time before the characters encounter foes of Deific strength. The details of what Deific means in both the context of 5th Edition and Epic Legacy are outlined in the *Epic Legacy Core Rulebook*; however, this is a loose term at best. Its purpose is to put certain powers and features above the ability of even Epic characters, allowing a DM a clear definition that informs players the content before them is beyond their ability. That said, having defined rules is important for conditioning players on how to react to such content. Many may understandably chafe at the “this is what I say happens” attitude a DM must take when implementing Deific content. It is for both them and DMs looking to explore this aspect of Epic Legacy the following section is detailed: an expanded set of *optional* rules for Deific content.

WHAT IS GODHOOD?

Defining divinity in both philosophical and game terms is quite difficult. Epic Legacy already makes several elements of divinity readily accessible to characters and monsters. Ascendants (Epic clerics) become demigods by 28th level, while a host of class features are considered Deific effects for the purposes of determining their priority in conflicting rules interactions. Chapter 2 of the *Epic Legacy Core Rulebook* lists a divine order that showcases where certain types of deities fall on the hierarchy of power. For the purposes of this section, when we refer to gods we are talking about intermediate deities, greater deities, and overgods, the three most powerful divine aspects that Epic Legacy bothers to define. Lower levels of divinity are still quite significant, but they have clear examples of what their power level is like. Players can simply look at an ascendant or mythic creature to get an idea of how this kind of godhood works.

Types of Divinity

Gods are a diverse bunch, especially when it comes to how their power works. One can look to modern religions for a varied pool of deities and their described relationship to our world. Some are more abstract concept than entity, beyond the understanding of mortals. Others are more like us, still possessing extraordinary

powers but with relatable weaknesses and struggles. Detailed here are three general models for how divinity can appear in your campaign. Note that you need not commit your entire Deific pantheon to one style. It is possible to use two, or even all three models of divinity successfully in your game. What's important is that your players understand the distinction so they can best navigate their characters when interacting with your gods.

Material Gods. Material gods are reflections of mortal beings but with exaggerated strengths and weaknesses. They engage in many of the same behaviors that mortals do, but with an air of superiority, excess, or strength that is impossible to replicate. Examples of material gods include much of Greek and Norse mythology, where the gods can battle with mortals, engage in various vices, and struggle to overcome obstacles. These types of gods are the most common in 5th Edition, though it varies depending on the campaign setting. Using these gods means Deific figures are more likely to take an active role in an Epic Legacy campaign. They will directly confront heroes and sometimes interfere personally in their affairs.

Immaterial Gods. Immaterial gods are abstract entities that embody cosmic, material, scientific, magical, or natural forces. They are alien and unknowable, rarely communicating directly with lesser beings and concerned almost exclusively with forces beyond mortal comprehension. This isn't to say they aren't entities with their own feelings, fears, and weaknesses. Rather, these issues are things a mortal cannot understand and are so complex that language is not capable of explaining them. These deities are still a big part of mortal lives, answering questions they cannot answer for themselves. Examples of such deities may include the Christian God, mother nature, or spiritualism. Such Deific figures are generally passive, only becoming a direct factor in mortal existence in the most extreme of circumstances. Theirs is the hand that guides, the prophetic dream, dark omen, or cryptic sign.

Divine Beings. Divine beings aren't so much gods as they are incalculable forces. Their power is indisputably godlike, but their behavior and presence have little to do with the affairs of mortals. There is rarely a rhyme or reason to what these beings do. The very nature of their existence challenges mortal understanding and threatens to shatter one's sanity. Examples of such creatures include entities like Cthulhu, Asmodeus, or Yog-Sothoth. While cultists may call them gods, that is merely an attempt to define the undefinable. Reality and its laws recoil at their existence, and to introduce such creatures is to challenge every convention the characters hold dear. These deities bend and break the rules of 5th Edition, with some potentially being aware they are fictional creations of the DM.

ANATOMY OF A DEITY

Making good use of a deity in your campaign involves laying out some ground rules for players to understand their behavior. A god that can do whatever it wants at any time is not fun, forcing the players to be overly conservative with their characters for fear of crossing an invisible line in the sand. When the characters upset a deity and cause it to take action, you want your players to know why. The following section helps you define that why, providing your gods with an easily understood behavioral pathway. This pathway has three sections: a portfolio, dogma, and vice.



Portfolios

Most deities are about something which defines their role in the universe, along with their interests. A portfolio can be something physical, such as earth, or something more abstract, such as love. Players stand to benefit from understanding a god’s portfolio. It tells them what to expect when the god acts. For example, a vengeful god with a water portfolio is unlikely to smite them with meteors from the heavens, but characters would do well to mind their footing next time they are at sea. Gods can even possess multiple portfolios, particularly if they possess a high divine rank. Additionally, each deity is themed around a divine ability score which determines how they use their portfolio. When defining deities in this manner you must choose Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma, along with a score to showcase a deity’s level of power in that area. When a deity decides to act in the mortal world, it must always do so in a manner appropriate for its portfolio and divine ability score. A god of death with divine Intelligence may unleash a devious plague that takes a genius mind to cure, while another death deity with divine Strength could singlehandedly slaughter an entire army. Ultimately, how a god chooses to act is up to the DM, but

respecting these parameters will go a long way toward making your players feel like they can understand why your gods do what they do.

Unless the DM has good reason to allow it—or if you are using the Resistance variant detailed later in this chapter—a portfolio effect is always Deific in strength with no defense against it. What the deity wills to happen is what happens, period. However, in the event of the exceptions detailed in this chapter or if the deity chooses to deliberately make the effect weaker, some statistics of the portfolio attack or effect can be calculated as follows.

Portfolio Attacks and Effects

Portfolio save DC = 10 + divine ability score modifier + divinity bonus (10 if intermediate deity, 15 if greater deity, 20 if overgod)

Portfolio attack modifier = divine ability score modifier + divinity bonus (10 if intermediate deity, 15 if greater deity, 20 if overgod)

Deity Variant: The Empyrean Plane

With such awesome power at their disposal, deities beg the question “why don’t they just do whatever they want all the time?” It’s a good question, but not one without an answer if you are using a variant known as the empyreal plane. This variant places further restrictions on how deities interact with your game world and is useful if you intend on running a deity-heavy campaign.

Unless the deity in your campaign is the only god in town, using its powers invites other gods to do the same. Deities are inherently in competition with each other, even those on the friendliest of terms. The commitment it takes toward one’s portfolio and dogma cause countless conflicts between deities, to say nothing of the constant struggle over followers. This variant assumes that the deities of your world dwell in a special divine realm, often known as the empyreal plane. It is a dimension ideal for housing their radical power while still providing some ability to influence the

affairs of mortals. However, each time a deity does so, it must open a portal between the empyreal plane and other worlds. This act damages the barrier between the empyreal and the rest of the universe. Not only does this allow other deities to more easily act upon the mortal world, it threatens to collapse the barrier entirely and unleash all the deities within upon the mortal realms. Outside the empyreal, deities can be slain as if they were mortal beings, a scenario no sane god wants to find itself in, especially with enemy deities on the loose. Ensuring the empyreal does not collapse is a collective obligation most gods uphold, limiting how often their power is used and policing their brethren. This status quo is known as the balance, something mortal clerics understand better than anyone else. Deities and their followers will do almost anything to uphold this balance, even committing acts and making sacrifices they never would otherwise.

Portfolios					
Air	Destruction	Heroism	Luck	Rage	Truth
Alcohol	Dragons	History	Madness	Roads	Vermin
Art	Dreams	Home	Magic	Runes	Victory
Balance	Earth	Honor	Mercy	Secrets	War
Bards	Evil	Ice	Moon	Stars	Water
Beasts	Fire	Illusions	Music	Storms	Wealth
Beauty	Flora	Intelligence	Nature	Strength	Weaponry
Chaos	Freedom	Justice	Order	Sun	Winter
Civilization	Friends	Knowledge	Pain	Technology	Wisdom
Crafting	Good	Lies	Peace	The Cosmos	Wit
Creation	Guile	Life	Pestilence	The Future	Writing
Darkness	Hate	Light	Poison	The Hunt	(Type of Creature)
Death	Healing	Love	Prosperity	Travel	(Type of Humanoid)



A list of possible portfolios for deities in your campaign is provided on the Portfolios table, though it is not all-encompassing. Many deities with portfolios beyond the listed options are certainly possible depending on the needs of your world.

Portfolios and Power

Gods can become stronger or weaker through the proliferation (or lack thereof) of their portfolios. Generally speaking, the more prevalent the portfolio is to existence, the more powerful it makes the deity. For example, overgods typically have either a tremendous number of specific portfolios or a few broad portfolios. In some cases, gods may be in conflict over a portfolio, each struggling to declare itself the master of that particular aspect of existence. How strong a portfolio makes a deity is dependent on two factors: how many worshipers it attracts, and how prevalent the portfolio is within a universe. The death portfolio is often one of the strongest because of the prevalence of death among mortal races, but so too is the life portfolio, which also attracts many worshipers. This generally makes the life portfolio more powerful, but such factors depend on your game world. In most cases, gods can share a portfolio so long they use a different divine ability score, but they cannot share worshipers. In theory you could have six deities of death in your cosmology: one for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, but each would be in a

ferocious battle for followers. As the DM, you shouldn't put too much effort into tracking the numbers behind this relationship, but it's helpful to make your players aware of which deities are "winning" such conflicts. Some deities even care nothing for followers and hold power simply through an exclusive monopoly on a portfolio, or by personal might. Such instances are rare and typically involve obscure or dangerous portfolios that most deities would prefer to avoid.

Dogma

Even after a god has assumed a portfolio, it must have an ethos by which it proliferates that portfolio. This philosophy is known as the deity's dogma, which both guides its actions and those of its followers. Some deities have a simple dogma, easily adopted and utilized by worshipers. Others are complex and mysterious, attracting only powerful followers who can comprehend its many intricacies or those who have created simplified models of the complex topic (often misrepresenting them). However, a dogma is more than just a code of conduct. It reflects a deity's alignment and personality. In gameplay terms, a dogma outlines how a deity is likely to use its portfolio. Players can use this information to prepare for divine repercussions or avoid treading on a deity's toes when engaging in potentially blasphemous activities. A dogma is made up of two elements: alignment and creed.

Deity Vices

Vice	Description
Antipathy	The deity finds it difficult to relate emotionally to the affairs of others, choosing to act regardless of how mortals feel about its actions. The deity will not listen to the concerns of others or respect their opinions. Their lives are nothing to its divine existence.
Apathy	The deity finds it difficult to act, preferring to sit on the sidelines and watch how things play out. Even on behalf of its followers, the deity will rarely do more than the bare minimum to secure its portfolio or interests.
Envy	The deity is covetous of its fellow gods and desires what it cannot have. It will constantly plot to acquire more, expanding its portfolio, followers, and influence. The deity can rarely be trusted by other gods and never forms lasting allegiances.
Excess	The deity always overdoes anything to which it sets itself or its followers. This usually results in unintended consequences—the grander the act the more significant the consequences. The deity will rarely do anything in moderation.
Obsession	The deity is completely focused on a singular goal. It may be acquiring a portfolio, courting another deity, or causing a cataclysm. The deity will never do anything that does not work toward its obsession and will refuse to do anything that would harm its obsession.
Principle	The deity is rigid and inflexible in its thinking, refusing to change its mind on any subject or compromise its deals. The deity will also act according to its dogma, even if that would cause its own destruction.
Rage	The deity is prone to fits of rage, usually when a specific event or act is committed against it or its followers. The deity will act impulsively and take risks others would ordinarily avoid.
Secrets	The deity has a secret it wishes no one else to know. What the secret is and its significance is known only to the deity. It may not even be something that important to other creatures, but to the deity it means everything. The deity will gladly sacrifice anything to safeguard its secrets; no price is too high.
Vanity	The deity is completely self-centered, seeing all other beings as steps to be trod upon toward its objectives. While its followers and acolytes may benefit from their worship, this is merely a coincidence rather than any intended kindness on the deity's part.
Vengeance	The deity holds a grudge against either other deities or similarly powerful beings. Everything the deity does is focused on avenging itself against those who have wronged it. When given the choice, the deity will always act against its enemies.





Alignment. The deity's alignment is just that. From lawful good to chaotic evil, even deities adhere to moral alignments. Note that deities are far less flexible in their approach to alignment than characters. The deity must serve as a moral example for its followers and in some cases embody the most drastic elements of that alignment. This rarely leaves room for moral quibbling over insignificant mortals, especially when compared to what is at stake on a divine scale.

Creed. A deity's creed is what it demands from its followers. This is often a "do as I say, not as I do" prescription, as deities must be willing to violate their own creed should the need arise. Most brush aside this hypocrisy, but not all. Some deities follow their code to inspire their followers and demonstrate that such morality is achievable. A creed often includes prescriptions on how the deity ought to be worshiped—what acts glorify the portfolio and should be conducted by worshipers along with what deeds are forbidden. Some creeds can fill an entire library, while others are short enough to be tattooed on a follower's wrist. Whatever the length, sincere practicing of a deity's creed designates a creature as a follower of that deity.

Vice

Many deities are imperfect. While they are certainly better than the average mortal, as their favored traits and powers are expanded to divine levels, so too are their flaws and weaknesses. This aspect of a deity is known as its vice, which is an overwhelming impulse that causes the deity to act in a manner that is often harmful to its portfolio or creed. To mortals this behavior can appear startlingly irrational (if relatable), and it often is. No one knows why deities develop vices. Some believe it to be a natural counterbalancing agent put in place by the universe, while others speculate it to be a symptom of possessing such massive power. In gameplay terms, a vice serves as a trait that players can use to harm or trick a deity. Rarely does this result in the deity's destruction, but it's important for the players to feel they can tag a deity back for ruining their last dungeon delve. A list of vices is provided here to help you get a sense of what these behaviors may look like. Your deity's vice should make sense in terms of its lore and personality. If your deity of mercy is prone to fits or rage, it's good to have a mythological reason for why that is so.

BATTLING THE GODS: RESISTANCE

Players and their characters often have a love of combat that is borderline unhealthy. Epic characters are often itching to test their limits, so when the opportunity to battle a god comes their way, more than a few will give it a shot. This rarely goes well, but instead of instantly slapping down a party of Epic heroes, it can be fun to see how things go. This is where the mechanic of resistance comes in. Resistance is based on a principle that Epic characters are strong enough to bloody a deity's nose and that it's important to occasionally provide characters with an opportunity to do so.

By examining the portfolio mechanics presented earlier, we know that deities can make almost anything happen on a whim with no recourse for those affected (unless of course the deity wants there to be). However, when Epic characters are subjected to a portfolio effect or attack, they can choose to resist. Only Epic creatures can

resist the power of a deity in this manner; this ability is made possible by their reality-defying power that, while not Deific, is a force to be reckoned with. An Epic character can resist a deity's attacks and abilities for a number of rounds equal to their Epic character level, or in the case of Epic or mythic creatures, a number of rounds equal to their Epic or mythic challenge rating. Resistance is unique to the deity being resisted, and a non-deity regains the ability to resist a deity's attacks and effects 1 week after it last resisted that deity. Resistance does not mean a deity's power is shrugged off entirely, only that the attack or effect is transformed into a "traditional" attack or effect. Note that these attacks and effects are still Deific and are likely to be some of the most heinous effects a character has ever experienced. Additionally, creatures resisting deities in this manner are able to harm the god in question with their own attacks and effects. In most cases, "slaying" a deity in this manner does not truly kill it, instead banishing it for a period of time determined by the DM.

It falls to the DM to determine what happens when a deity's attack or effect is resisted. This means giving the deity a statistical block of some fashion, which represents a deity's "fightable" form. In this state a deity will have restrictions on its abilities (such as spell slots) and what it can do. This is not a reflection of a deity's true power, only of this particular state in which it has found itself. Once a period of resistance against a deity ends, it returns to its "irresistible" form: its statistics—including all manners of defeating it—and limitations vanish, replaced by its overwhelming and unstoppable power. As the DM, you should *not* feel compelled to making fighting a deity fair, even with resistance in play. Only the most powerful of Epic characters loaded with magic items, divine assistance, and other benefits could truly pose a threat to an intermediate deity on the field of battle. The point of such a conflict is to make the players feel powerful when they smite a god of death or roast a nature deity with a *fireball*. A deity is unlikely to take such a conflict seriously, but that won't stop it from teaching uppity characters a lesson.

Killing Gods

Killing a god is an Epic act many an adventuring party longs to accomplish. Should you choose to make the death of a deity a part of your campaign, particularly if the goal is to have the deity die by a character's sword, then Epic Legacy has some suggested methods. If you are using the empyreal plane variant detailed earlier or other methods such as the Epic ritual *cast down*,⁴ then killing a god in battle is entirely possible. However, doing so should never be easy. The permanent destruction of a deity, particularly by mortal hands, should rock your campaign setting to its core. The characters have achieved something almost none believed possible, and the repercussions of such an act should be felt far and wide. Other gods may move in to supplant the slain deity's portfolio, or the characters themselves may inherit the defeated god's power. In most cases, it only makes sense to allow this to happen when your campaign is near its conclusion, as the characters have transcended what it means to be traditional adventurers in almost every way.

⁴ See chapter 4 of the *Epic Legacy Core Rulebook*.



TOURING THE HOUSE

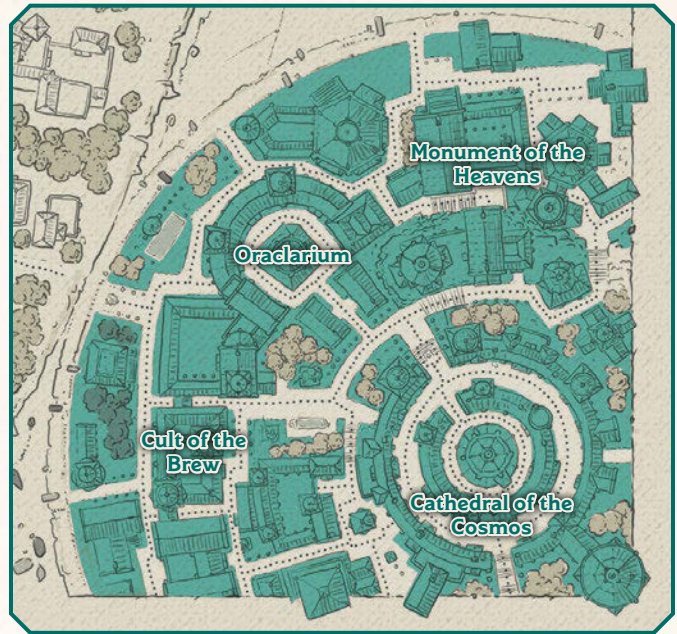
NOTABLE LANDMARKS

The following landmarks are presented in alphabetical order.

Cathedral of the Cosmos

Within the House of the Eternal is mysterious cathedral whose stones refract light into a thousand rainbows. Within this strange monument is a shrine dedicated to the newly discovered multiverse made possible by Nexus. Within the grand temple itself lies a power sought by many. The priests, clerics, and acolytes here specialize in the changing of worlds through magic and a mighty Epic ritual called *planar metamorphosis*. These are no mere demiplanes. The head of the order of the realm is **Byrin Talis (level 28 human ascendant)**, who seeks to improve the known multiverse by expanding upon and refining its many worlds. In doing so, Byrin believes he is committing the most holy of rituals—the divine creation of existence. While the power of the temple is open to all who seek to be a part of divine creation, the head reserves the right to reject requests that would directly harm Nexus or the temple itself. While not prone to evil acts, with convincing, there have been occasions in which the ritual was used for less-than-virtuous

intentions. The ritual is a carefully guarded secret, one that many in Nexus would pay dearly to acquire.



The House of the Eternal





NEW EPIC RITUAL: PLANAR METAMORPHOSIS

Epic transmutation ritual

Primary Caster Restriction: Ascendant of 4th level or higher
Power DC: 40

Preparation Time: 90 days

Components: V, S, M (a diamond tuning fork embedded with material from the intended target, and a diamond tuning fork embedded with material from the plane to overlay the target), L (a location of a plane to be temporarily overridden)

Duration: 4 hours

This ritual takes an area of a plane and temporarily overrides an area of the same size on a different plane. This can be used to alter the rules within a 10-mile cube on the plane, centered on the space where the ritual is performed.

Preparation: When you begin casting this ritual, you must choose a plane whose properties, characteristics, and terrain will be replicated on the plane upon which the ritual is being cast. Over the course of the preparation, you must spend at least 8 hours of strenuous activity in contemplation, struggling to understand the differences between the two planes on a scientific, spiritual, and philosophical level. For every ascendant of 4th level or higher who spends at least 8 hours of strenuous activity aiding you in this task, you can reduce the number of days required by 2 to a minimum of 10 days.

Effect: Once the ritual has been completed, the properties, characteristics, and terrain of the affected area of the plane upon which

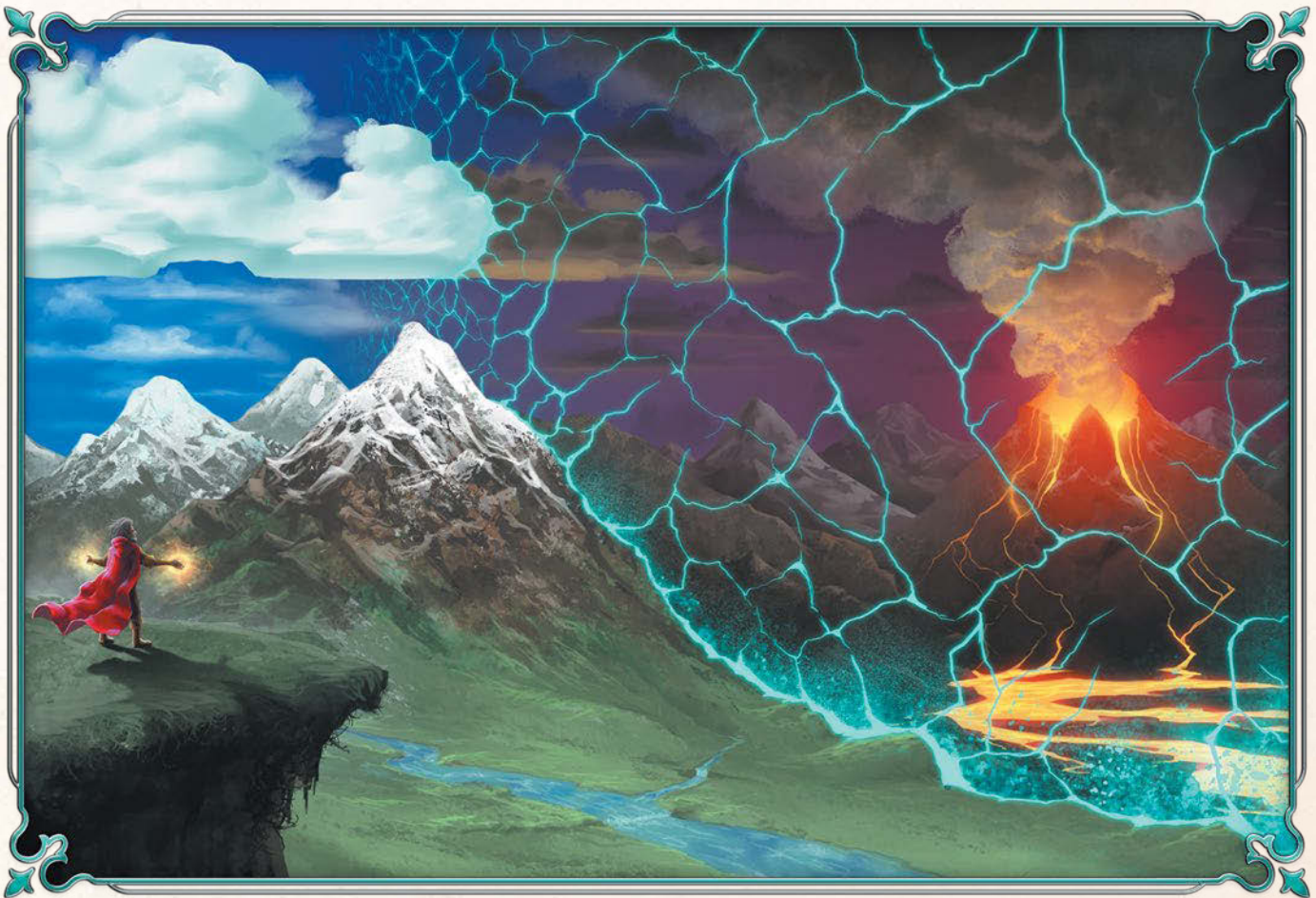
the ritual is being cast are replaced with those of another. For example, if you were on a celestial plane when you cast this ritual, you could replace the properties, characteristics, and terrain of that plane with those of a fiendish plane such as the hells. This effect can allow creatures from the invading plane to be considered natives of the affected plane.

Cult of the Brew

Even the gods need a stiff drink every now and then. When such a thirst takes hold of the divine or a convent of priests is looking to party, they come to the Cult of the Brew and let loose. Here, one can find drinks for a god and beverages of such staggering strength that a lesser being could become intoxicated by the fumes alone. The tavern is owned and operated by Bo-re-gar, God of Libations. Many doubt whether this jovial, bald humanoid innkeeper is a genuine god, but so far no one has risked calling him out.

Oldstone Abbey

Built from stones over a hundred million years old, this unassuming grey structure is a place where deities go to remember their lives before they became gods. Only those with divine power are allowed inside its walls. Here they find sanctuary from the stressful and overwhelming existence that is divinity. In this place, a deity can be mortal without fear of assault or the burden of responsibility. Oldstone Abbey's magic is due to its nature as a sanctuary domain. The details of this domain follow, and the general rules for domains can be found in chapter 4.





Oraclarium

The House of the Eternal is a place of significance in the cosmic order of the multiverse. Its many intersecting dimensions allow one to divine not only the potential within one's reality, but in all realities. However, doing so takes extraordinary talent and peerless insight. So it was the many prophets, diviners, and seers within Nexus came together to found the Oraclarium, a scrying observatory whose gaze is forever cast across past and future. This silvery building towers over much of the district, its smooth, flowing architecture as disorienting to the eyes as the future is mercurial. Its crystal meditation chambers are said to focus the mind the way a lens focuses light, providing its many practitioners unparalleled insight into what may be. Here, the many possibilities of the future and echoes from the past are laid bare. The Oraclarium uses a grand pool of quintessence to enhance its practitioners' already formidable abilities. Many dark fates that threaten Nexus's future have been averted by the wise counsel of its many seers and their leader, Kleek Longfeather. This success is largely due to Kleek's masterful use of a unique Epic skill⁵ known as Prognostication.

Prognostication (Wisdom). Magic is not the only method by which one may divine the future. For some who have the gift for navigating the nigh-infinite possibilities the future holds, there is the skill of Prognostication. The practice of this skill takes many forms: astrology, cartomancy, clairvoyance, and many more. However, at its heart, all forms of Prognostication require the rare gift to see probable futures and great Wisdom required to interpret the signs. Creatures that lack the gift of foresight cannot become proficient in Prognostication and cannot attempt Wisdom (Prognostication) ability checks.

In order for a creature to attempt a (Wisdom) Prognostication check, it must have direct contact with either a creature, object, or structure and indicate an interest in using its gift. Some practitioners of Prognostication use special tools to aid with their art, but such objects have little impact other than to provide the user with a comfortable way to apply these skills. When the practitioner attempts the check, it has the potential to gain great insight into either the past or the future (practitioner's choice) of either the target or itself.

⁵ For more details on Epic skills, consult chapter 3 of the *Epic Legacy Core Rulebook*.

SANCTUARY



If peace is a noble cause, then a sanctuary domain is a noble land. Here creatures can find respite from their troubles and worries, safe from those who would wish them harm. Sanctuary domains can be found anywhere safe, though they are typically based around obscured or inaccessible locations. A desert oasis, a temple atop a mountain, or a hidden valley are all good examples of where one might find a sanctuary domain. Those who live within its borders know only peace, resorting only to violence when there is no other option.

Creatures. Beasts, celestials, and humanoids. It takes an innocent or virtuous art to long for a life of peace. Most other creatures are too ambitious or inherently too violent to make a life for themselves within a sanctuary domain. Other creatures may seek refuge from the outside world in the domain, but rarely do they remain for the rest of their lives.

Detection. A DC 26 Wisdom (Survival) check is required to determine a sanctuary domain's true nature.

Properties. A sanctuary domain causes the following effects within its area:

- **Humbling Presence.** When a creature enters the domain for the first time, it can choose to be transformed into a version of itself that knows not the depredations of violence, the stress of responsibility, nor the horrors of existence. Typically, this effect reduces a creature to a relatively powerless but peaceful state. This effect immediately ends of the creature's life is threatened or it leaves the domain's area.
- **Magical Vacation.** A creature within the domain's affected area cannot perform acts of strenuous activity.
- **Tranquil Rest.** When a creature finishes a long rest within the domain's area, it is cured of any curses, diseases, and poisons, including Epic ones. Additionally, creatures so cured cannot willingly leave the domain for a period of 1 month.
- **Ward Against Violence.** When a creature within the domain's area rolls damage dice, it always rolls the minimum possible damage.

Cult of the Brew Menu

Item	Cost	Description
End of Days	A minor miracle	A golden ale that bubbles delightfully. Deific creatures cannot be immune to the intoxicating effects that result from drinking this beverage.
Sacrosanct Slider	Answering a prayer in a humorous manner	When consumed, this sky-blue beverage allows a creature to share a memory with fellow patrons in the tavern. The memory must always be one of glory and virtue.
Blackest Blasphemy	A fiery insult that takes 1 minute to say	This red wine hisses softly when poured and tastes like cherries soaked in hellfire. A creature that drinks this beverage cannot compliment other creatures for 24 hours.
Infinity Bread	Free	A patron once left a delicious loaf of bread in the tavern. No matter how many pieces of bread are broken off, the bread never runs out, making for an excellent snack for a hungry patron.





Prognostication Uses

Use	Ability check DC
The target is a piece of a much larger puzzle, providing a small hint of things to come or things that have been. Interacting with it may change the future slightly.	14
The target is of moderate significance of things to come or things that have been. Interacting with it may change the future in a few important ways.	19
The target is of great significance of things to come or things that have been. Interacting with it may change the future in dramatic ways.	24
The target is of penultimate significance of things to come or things that have been. Interacting with it almost certainly changes the future on a grand scale.	30
The period of time toward which the target is significant spans a century.	+5 to DC
The period of time toward which the target is significant spans a millennium.	+10 to DC
The period of time toward which the target is significant spans an eon.	+20 to DC
The period of time toward which the target is significant spans eternity.	+30 to DC
The information received is murky and uncertain.	+0 to DC
The information received is clear but cryptic.	+5 to DC
The information received is clear and specific.	+10 to DC



If the target is insignificant toward the past or future of the practitioner or if the target's past or future is of little consequence, the DM may not allow the check. If the target possesses some significance to the past or future of the practitioner or the world at large, a DM that allows the check is obliged to provide special information to the user. In most cases, this information takes the form of "meta knowledge" of upcoming events the DM has prepared for the game session or lore from the past relevant to the tasks at hand. This information is typically bestowed in the form of cryptic hints or visions described by the DM, though a far more expedient method involves granting the player a quick look behind the DM screen. A DM may also call for a Wisdom (Prognostication) check if the practitioner incidentally comes into contact with a creature, object, or structure that has great significance to its past or future, though such uses of the gift are far rarer. Additionally, the future is not set in stone. The information the DM provides may be one of many possibilities, which should be made clear to the character.

The DC of the check is determined by the DM, with typically more significant meta knowledge increasing the DC of the check. Additionally, the further forward or back the practitioner is attempting to look can dramatically increase the save DC. Another possible manner by which the DC can increase is based on the clarity of the information received. The more specific the desired information, the higher the DC becomes. Finally, characters that possess the gift would be wise not to abuse it. It is a fickle power, prone to mysteriously vanishing when a character constantly attempts to peek behind the campaign's curtain and leave no room for mystery. An example of some appropriate Prognostication uses and appropriate save DCs are detailed in the Prognostication Uses table.

Monument of the Heavens

Towering above the formidable buildings of the House of the Eternal is an elegant but unusual statue of a celestial being. The creature's form is more than 500 feet long, coiling about the district like a gigantic celestial centipede. Its head is a perfect sphere, while its legs are humanoid arms, more than two hundred pair in number. Most believe the statue to be a bizarre but impressive work of art, but the truth is far more sinister. The object is in fact the petrified body of a formidable mythic creature, Nehmuriel the Unfathomable.

Nehmuriel the Unfathomable

"Nehmuriel is beyond death, beyond life, and beyond comprehension. What hope have mortals against such righteous hate?"

—Janon the Godbreaker

Description

Like an alabaster centipede of colossal proportions, the celestial Nehmuriel dominates the landscape. Its "legs" are massive humanoid arms, each hand grasping for purchase as it charges forward. Its body is mantled in armored plates, each inscribed with a hundred holy symbols singing glory to the high heavens. Its head is a mercurial sphere of liquid metal, forming eyes to witness the broken bodies of heathens and shaping mouths to proclaim the glory of its divine mission. Its presence is overwhelming, bringing ruin to all that stand before the might of Nehmuriel.

Background

Only a fool does not fear celestials. Their power, will, and morality are beyond the comprehension of mere mortals. The greatest among them are incomprehensible beings, embodiments of absolute virtue and holy power. One such being is Nehmuriel the Unfathomable, a being unleashed upon worlds beyond redemption. The grim charge of the being demands the extinction of countless souls, which no other celestial could achieve without falling to evil. Philosophers and scholars have universally failed to reconcile the creature's actions with its nature. The only possible explanation is that Nehmuriel serves a good so great as to be beyond the comprehension of mortals or, far more likely, a tool of destruction when celestials are forced to commit acts of evil.

No plane has survived an encounter with Nehmuriel save one. On a desolate and ravaged world, the celestial fought Janon the Godbreaker. Their titanic clash lasted an entire month as both beings fought for the fate of a billion mortal souls. In the end, Janon was victorious, though not without cost. The world was irrecoverable, and what is worse, Nehmuriel could not be truly killed. To spare future realms from inevitable annihilation, Janon petrified the body of the celestial and cast it into the ether. Its form has since been recovered and brought to Nexus, though few know its true nature.

Personality

Nehmuriel is not a being that holds conversations. It is single-mindedly dedicated toward its task, never hesitating or questioning the acts of destruction it must commit. Nehmuriel incessantly sings songs of virtue and justice in stark contrast to the carnage it inflicts. When not unleashed, Nehmuriel remains sequestered in isolation, waiting in stoic silence for the next apocalypse. It is unknown if the celestial experiences remorse or sadness for its actions. Other celestials swear by the necessity and virtuous nature of the being, but more than few do so with fearful looks upon their face.

Mythic Effects

As a mythic creature, the Nehmuriel causes the following effects.

Hour of Judgement. Nehmuriel can choose to administer judgement to any plane it visits (no action required), proclaiming in a booming voice that the hour of judgement is at hand. This proclamation can be heard and understood by every creature on the plane. Additionally, each creature that hears this proclamation cannot leave the plane by non-Deific means.

Perpetual. Nehmuriel cannot be truly slain. When the creature is reduced to 0 hit points or slain, its body vanishes in a flash of light. Over the next millennium, the creature is slowly reconstituted within a celestial plane, becoming fully restored at the end of the duration. If Nehmuriel is defeated on a plane of existence that is not a celestial plane, it can never return to that plane again. These effects are Deific effects.







NEHMURIEL THE UNFATHOMABLE

Gargantuan mythic celestial, lawful good

Armor Class 30 (natural armor)
Hit Points 6,457 (315d20 + 3150)
Speed 120 ft., climb 120 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
40 (+15)	1 (-5)	31 (+10)	21 (+5)	28 (+9)	24 (+7)

Saving Throws Str + 32, Dex +7, Con +22, Int +17, Wis +21, Cha +19
Skills Athletics +32, Perception +33, Religion +29

Damage Resistances bludgeoning, piercing, and slashing from non-Epic creatures

Damage Immunities radiant, righteous

Condition Immunities charmed, frightened, poisoned, prone

Senses blindsight 300 ft., passive Perception 43

Languages understands all but speaks only Celestial

Challenge Mythic 10

TRAITS

Celestial Radiance. When Nehmuriel rolls initiative, it can choose to encase itself in a 500-foot-radius sphere of celestial energy. When a creature outside the area of this sphere starts its turn and is within 10 miles of Nehmuriel, it takes 90 (20d8) righteous damage. The sphere lasts for 1 hour or until Nehmuriel chooses to end the effect (no action required). Once Nehmuriel has used this trait, it cannot use it again until it finishes a long rest.

Devastator. Nehmuriel can spend movement to deal damage to structures adjacent to its head. Nehmuriel deals 200 bludgeoning damage to an unattended object or structure within 5 feet of its head for every 10 feet spent in this manner. Additionally, Nehmuriel's attacks are magical.

Divine Resistance (5/Day). When Nehmuriel is affected by an attack, feature, or magical effect, it can choose to be immune that attack, feature, or magical effect for the effect's duration (if any).

Massive. Nehmuriel is over 500 feet long and 20 feet wide, typically occupying a 70-foot cube on the battlefield. Attacks and effects that cannot reach Nehmuriel's head deal half damage to it. Additionally, it is immune to any effect that would force it to attempt an Intelligence, Wisdom, or Charisma saving throw if Nehmuriel's head is out of range of the effect.

Overrun. Nehmuriel ignores difficult terrain and damages anything in spaces through which it moves. When Nehmuriel moves into a space for the first time on its turn, it deals 35 (10d6) bludgeoning damage to all creatures and unattended objects and structures in that space.

MYTHIC ACTIONS

On initiative count 20 (losing initiative ties), Nehmuriel takes a mythic action to cause one of the following effects. Nehmuriel cannot cause the same effect twice in a row.

Crushing Power. The radius of the sphere produced by Nehmuriel's Celestial Radiance feature is reduced by 50 feet, and its damage is increased by 22 (5d8). This effect is cumulative, to a maximum of ten uses per instance of Celestial Radiance.

Voice of Judgment. On Nehmuriel's turns, it chooses a creature it can see and declares it to be cursed to die. The target creature suffers the following penalties until Nehmuriel is slain or until the Epic curse is removed.

- The creature cannot be immune to damage dealt by Nehmuriel.
- If the creature is slain by Nehmuriel, it cannot be returned to life by non-Deific means.

The creature cannot be moved farther than 1 mile away from Nehmuriel. If a creature attempts to move farther than 1 mile away from Nehmuriel, it is instead magically teleported to an unoccupied space within 5 feet of Nehmuriel.

ACTIONS

Multiattack. Nehmuriel makes up to six Claw attacks, only two of which can be against the same target, or a Ram attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +32 to hit, reach 5 ft., one target. *Hit:* 34 (4d6 + 20) slashing damage, and the target is grappled (escape DC 40). If Nehmuriel drags a grappled creature along the ground, that creature is subjected to Nehmuriel's Overrun feature.

Power Word. Nehmuriel utters a power word, choosing one of the following options. Each creature within 500 feet of Nehmuriel is affected by the power word, which is considered a Deific effect.

- **Power Word Fate.** Affected creatures have their hit point maximums reduced to their current hit points for 1 minute.
- **Power Word Purity.** If an affected creature is under the effect of one or more Epic spells, one of the Epic spells end (creature's choice). Otherwise, if any non-Epic spells affect the creature, those effects end.
- **Power Word Smite.** Creatures are vulnerable to damage dealt by Nehmuriel for 1 minute.
- **Power Word Truth.** Creatures cannot be hidden or invisible from Nehmuriel for 1 minute.

Ram. *Melee Weapon Attack:* +32 to hit, reach 5 ft., one target. *Hit:* 130 (20d10 + 20) bludgeoning damage, and the target is thrown up to 120 feet away from Nehmuriel in a straight line in a direction of Nehmuriel's choice.

Teleport. Nehmuriel magically teleports to an unoccupied space on the same plane of existence. Nehmuriel cannot bring other creatures with it when it teleports in this manner.

The Reckoning (1/Short or Long Rest). Nehmuriel unleashes a wall of apocalyptic energy in a 5-foot-radius, 1-mile-high wall centered on itself. At the end of each of its turns, the wall moves 1 mile away from Nehmuriel in all directions. This effect continues until the wall has traversed the entire plane. When the wall makes contact with another creature for the first time in a round, if that creature is a non-Epic creature, it is slain instantly and is reduced to dust. If the creature is an Epic creature, Nehmuriel learns its exact location and the creature cannot magically teleport for as long as the creature remains on the plane.

LEGENDARY ACTIONS

Nehmuriel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Nehmuriel regains spent legendary actions at the start of its turn.

Claw. Nehmuriel makes a Claw attack

Crawl. Nehmuriel moves up to half its speed.

Power Word (Costs 3 Actions). Nehmuriel uses its Power Word action.

Ram (Costs 2 Actions). Nehmuriel makes a Ram attack.

Teleport (Costs 2 Actions). Nehmuriel uses its Teleport action.





NEW RELIC: FACE OF THE FORGOTTEN

Face of the Forgotten

Wondrous item, relic

Torn from the visage of a fallen god and shattered into three parts, the *Face of the Forgotten* is a divine relic that has the power to bestow divinity to any creature that assembles it. Each of its parts—the mask, helm, and crown—are strewn across the multiverse so that no mortal may easily ascend to the highest ranks of divinity. Many have sought to assemble the *Face of the Forgotten* only to tragically discover its pieces in the hands of powerful entities or lost beyond all recovery. Nevertheless, the quest continues, with countless heroes and villains seeking a shortcut to divine power. It is known to a few select souls that the crown is safely stored within the petrified body of Nehmuriel, and it is rumored that the mask is in the possession of Janon the Godbreaker. The helm is said to have been found in realms once forgotten, but none can know for sure. When fully assembled, the relic appears as a gold, crowned skull whose mouth is covered with a metal mask.

Properties

While unattuned, the relic has the following properties:

- **Absolute Authority (Crown Only).** While wearing the crown, when you speak, you can choose for every word you speak to be heard and understood by all creatures within 1 mile of you. Additionally, when you give a non-Epic creature a verbal command in this manner, it must obey that command to the best of its ability.
- **Divine Essence.** You are infused with divine essence while you wear the relic, making you less susceptible to luck. If you are wearing one piece of the relic and would roll a 5 or lower on a d20, you instead roll a 6. If you are wearing two pieces of the relic and would roll a 10 or lower on a d20, you instead roll an 11. If you are wearing all three pieces of the relic and would roll a 15 or lower on a d20, you instead roll a 16.
- **Gaze of Truth (Helm Only).** While wearing the helm, you have a special sense that allows you to detect lesser creatures. Non-Deific creatures within 120 feet of you

cannot be hidden or invisible from you, and creatures you can see cannot succeed on Charisma (Deception) checks against you.

- **Mysterious Identity (Mask Only).** While wearing the mask, creatures other than you cannot speak your birthname or your truename unless you allow it. Additionally, none of your names or aliases appear in any text or document, though creatures can still title you with names of their own design.
- **War of the Gods.** While wearing one of the relic's pieces, you increase the number of rounds you can resist a deity's divine power by 10, as detailed in the Deific Rules Expanded section of this chapter.

Attunement

Becoming attuned to the relic requires one gather all three components of the *Face of the Forgotten* and place them together.

While attuned, the relic gains the following property in addition to its unattuned properties:

- **Divine Ascension.** While you wear the mask, you are ascended to godhood, taking your place among the divine pantheon of the universe. Your divine rank is greater deity, and you assume three portfolios of your choice.

Bane

When you come into possession of one the relic's fragments, every deity becomes aware the acquisition along with your personality, characteristics, alignment, intentions for the piece, intentions for the *Face of the Forgotten*, and other key details. Additionally, while you possess a fragment of the relic, deities consider themselves your enemies and will actively oppose any attempt by you to acquire the other fragments. If necessary, a deity may intervene directly should you come close to acquiring another fragment.

The Ledger of Legends

Dark Days Ahead! Telshara Predicts Calamity

While Telshara's predictions have grown less poignant of late, the esteemed oracle has revealed in an exclusive interview that she has foreseen great calamity in Nexus's future! The councilwoman predicts this horror will fall within the decade and hail from a yet undiscovered multiverse. Steel yourselves, readers. This is not the first tragedy Telshara has predicted, nor will it be the last! Like all struggles that have come before, we will not only endure, but overcome and arise stronger than ever! On a brighter note, Telshara also believes we are closer than ever to discovering the fate of our founders, the next step in hastening their return. Perhaps the two predictions are linked? Only the future can tell.



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EPIC LEGACY CHARACTER SHEET



Character Name

Player Name

Character Class

Subclass

Epic Prestige Class

PROFILE

Character Name

<u>Species</u>	<u>Age</u>	<u>Size</u>	<u>Voice</u>
<u>Height</u>	<u>Weight</u>	<u>Eye Color</u>	<u>Hair Color</u>

Portrait

Additional Appearance Details

Description & Backstory

EXPLORATION & ROLEPLAY

Character Name

Class

Epic Prestige Class

<i>Feature Name</i>	LEVEL
<i>Description</i>	

Subclass

Epic Ego

<i>Feature Name</i>	LEVEL
<i>Description</i>	

Racial Traits

<i>Feature Name</i>	LEVEL
<i>Description</i>	

Personality Traits

Ideals

<i>Feature Name</i>	LEVEL
<i>Description</i>	

Bonds

Flaws

<i>Feature Name</i>	LEVEL
<i>Description</i>	

<i>Feature Name</i>	LEVEL
<i>Description</i>	

Proficiencies

- Simple Weapons*
- Martial Weapons*
- Light Armor*
- Medium Armor*
- Heavy Armor*
- Shields*
- _____
- _____
- _____

Languages

Epic?

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

<i>Feature Name</i>	LEVEL
<i>Description</i>	

Additional Details

COMBAT

Character Name

AC

Initiative

Speed				
Base	Fly	Swim	Climb	Burrow

<input type="checkbox"/> Proficiency	<input type="checkbox"/> Passive Perception
<input type="checkbox"/> Inspiration	<input type="checkbox"/> Passive Insight

<i>Max HP</i>	<i>Hit Points</i>	<i>Temp HP</i>
<i>Max Hit Dice</i>	<i>Hit Dice</i>	

Death Saves				
Successes > Stable				
○	○	○	○	○
Dead <			Failures	

Strength	<input type="checkbox"/> Saving Throws <input type="checkbox"/> Athletics <input type="checkbox"/> _____ <input type="checkbox"/> _____
-----------------	--

<i>Feature Name</i>	<i>Action</i>	<i>Uses</i>	LEVEL
<i>Subclass Feature Details</i>			

Dexterity	<input type="checkbox"/> Saving Throws <input type="checkbox"/> Acrobatics <input type="checkbox"/> History <input type="checkbox"/> Sleight of Hand <input type="checkbox"/> Stealth <input type="checkbox"/> _____ <input type="checkbox"/> _____
------------------	---

<i>Feature Name</i>	<i>Action</i>	<i>Uses</i>	LEVEL
<i>Subclass Feature Details</i>			

Constitution	<input type="checkbox"/> Saving Throws <input type="checkbox"/> _____ <input type="checkbox"/> _____
---------------------	--

<i>Feature Name</i>	<i>Action</i>	<i>Uses</i>	LEVEL
<i>Subclass Feature Details</i>			

Intelligence	<input type="checkbox"/> Saving Throws <input type="checkbox"/> Arcana <input type="checkbox"/> History <input type="checkbox"/> Investigation <input type="checkbox"/> Nature <input type="checkbox"/> Religion <input type="checkbox"/> _____ <input type="checkbox"/> _____
---------------------	---

<i>Feature Name</i>	<i>Action</i>	<i>Uses</i>	LEVEL
<i>Subclass Feature Details</i>			

Wisdom	<input type="checkbox"/> Saving Throws <input type="checkbox"/> Animal Handling <input type="checkbox"/> Insight <input type="checkbox"/> Medicine <input type="checkbox"/> Perception <input type="checkbox"/> Survival <input type="checkbox"/> _____ <input type="checkbox"/> _____
---------------	---

<i>Feature Name</i>	<i>Action</i>	<i>Uses</i>	LEVEL
<i>Subclass Feature Details</i>			

Charisma	<input type="checkbox"/> Saving Throws <input type="checkbox"/> Deception <input type="checkbox"/> Intimidation <input type="checkbox"/> Performance <input type="checkbox"/> Persuasion <input type="checkbox"/> _____ <input type="checkbox"/> _____
-----------------	--

<i>Feature Name</i>	<i>Action</i>	<i>Uses</i>	LEVEL
<i>Subclass Feature Details</i>			

<input type="checkbox"/>
Spell Save DC

FAVORITE ATTACKS & SPELLS

Attack/Spell Enhancements

<i>Name/Description</i>			
<i>Attack/Save</i>	<i>Range</i>	<i>Damage</i>	<i>Effects</i>

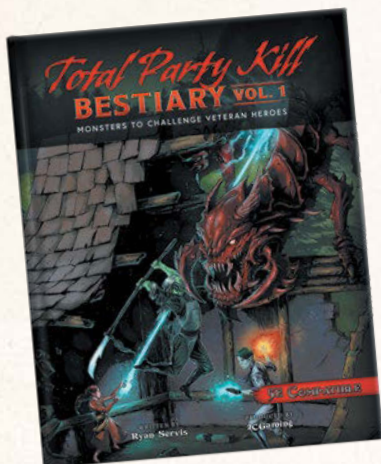
<i>Name/Description</i>			
<i>Attack/Save</i>	<i>Range</i>	<i>Damage</i>	<i>Effects</i>

<i>Name/Description</i>			
<i>Attack/Save</i>	<i>Range</i>	<i>Damage</i>	<i>Effects</i>

<i>Name/Description</i>			
<i>Attack/Save</i>	<i>Range</i>	<i>Damage</i>	<i>Effects</i>

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If the *Epic Legacy Campaign Codex* helped expand your game to great heights, consider looking over our other products, including the *Total Party Kill Handbook*, *Total Party Kill Bestiary*, *Tyrants & Hellions*, the *Epic Legacy Core Rulebook*, and many more at www.2cgaming.com!



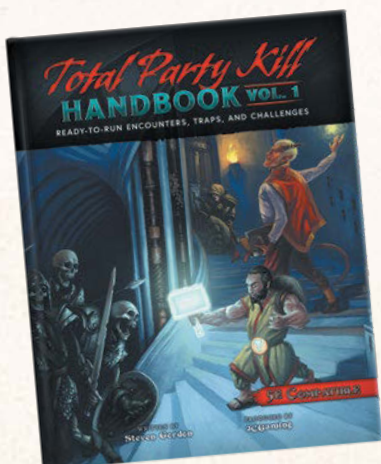
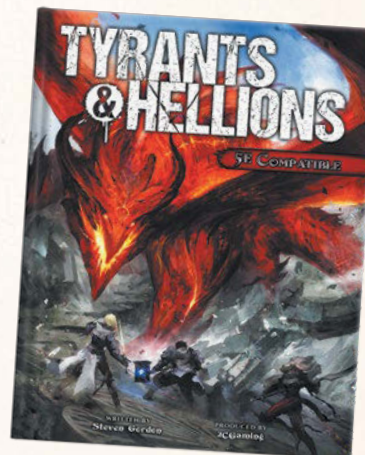
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- Tamara Tall, Nexian Tour Guide



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