

Epic Destinies

THE DIN OF BATTLE FADED, and the Six stood alone at the Dawn. And Locke gazed down upon his sanguine sword, and cast down his blade, and vowed never again to spill blood.

The Six claimed the essence of creation as their own. And Locke pondered his journey, through death and life, across unborn planes, from here to there and ne'er in-between. And Locke took for his own the mastery of doors and portals, of openings and closings, of beginnings and endings. Into his care he took journeys and travelers, foresight and prophecy and paths laid bare.

—The Lay of Locke

The six epic destinies presented here were created by I-Hsien for use in the Mourning Glory campaign. They were custom-made for the PCs: Fiendslayer for Emori the Bard, Grand Confessor for Brand the Sorcerer, Medani Prophet for Bahar the Rogue, Philosopher of Flesh for 'Lu the Great Old One Warlock, Sword Saint for Kallick the Paladin, and Warforged Dreadnought for Bastion the Monk.

Each epic destiny consists of a series of class features or abilities gained from at character levels 17-20. PCs gain all of the listed features at the corresponding level.

Creating Epic Destinies

These epic destinies make a good template for creating your own. Each feature can be swapped out for another feature of similar usefulness or power level.

Take great care when using these epic destinies unchanged. They were balanced for the particular party makeup and playstyle of the Mourning Glory campaign, so the additional features may have very different effects in your game.

Fiendslayer

Evil lurks in the hearts of the mortal races, but it is stoked by the Enemy, the endless hordes of undying fiends who rob people of their will and steal souls from unborn babes. You stand against the tide of darkness, though it threatens to swallow you whole. But someone must, and who is better equipped than you?

Level 17

Gaze into the Abyss

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. You can also see invisible creatures. In addition, you can't be frightened.

Scholarly Pursuit

You have advantage on Survival and Investigation checks made to track fiends and their cultists, as well advantage on all Arcana and Religion checks.

Level 18

Dealbreaker

When you reduce a creature to zero hit points, you may free a soul of your choice that it owns. If the original owner of the soul is alive, the soul returns to it. Otherwise, the soul continues on its journey as if its original owner had just died.

Supernatural Shroud

You have resistance to damage from spells.

Level 19

Exit Strategy

You spend 8 hours magically preparing a designated sanctuary. As an action, you can teleport yourself and up to eight willing creatures within 5 feet of you to your sanctuary, even if it is on another plane of existence. Once you teleport in this manner, you can't do it again until you finish a long rest.

Slayer's Strike

When you hit a creature with an attack, you can deal an extra 6d10 damage. If this attack reduces the target to 150 hit points or fewer, the creature makes a Constitution saving throw against your spellcasting DC. Fiends have disadvantage on this saving throw. On a failed save, the creature is reduced to zero hit points and dies. Fiends slain in this manner may not reform for a year and a day. Once you use this ability, you can't use it again until you finish a long rest.

Level 20

Hell and Back

You learn the spell *plane shift*. You can cast it without expending a spell slot or material components. Once you use this ability, you can't use it again until you finish a short or long rest.

Holocaust Cloak

You have immunity to fire and poison damage, as well as immunity to the poisoned condition.

Grand Confessor of the Silver Flame

There are many paths to the greater good, but you have chosen to work from within the Church, guiding it against the forces of evil—whether fiend, mortal foe, or heretic. Your methods are sometimes questionable, but peace isn't always pretty. Still, you take solace in the knowledge that the Flame would not lead you astray. Right?

Level 17

Argent Channeler

Your close connection to the Silver Flame allows you to convert any fire damage you deal into radiant damage, or vice versa.

Keys to the Vault

You ignore all class, race, and level requirements on the use of magic items.

Level 18

Gentleman and a Scholar

You gain proficiency in all skills.

Silver Tongue

You can cast the spell *suggestion* at will, without preparing it or using a spell slot. You may ignore the required material component.

Level 19

Inscrutable

You are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Master of the Game

Choose four of your skill or tool proficiencies. Whenever you make an ability check that uses any of those proficiencies, you can treat a d20 roll of 9 or lower as a 10.

Level 20

Divine Intervention

You can call on your deity to intervene on your behalf when your need is great. As an action, describe the assistance you seek; the DM chooses the nature of the intervention. Once you use this ability, you can't use it again until you complete a long rest.

Medani Prophet

A true prophet appears among the half-elves of House Medani only once a generation. These gifted—or cursed—individuals can see the skeins of fate, glimpse their own death, and peer into the future. A prophet must learn to navigate not only their new abilities but their new position in the House, for their power evokes both reverence and fear.

Level 17

Favorite in House

Whenever you make an ability check related to House Medani or interact with a member of the House, your proficiency bonus is doubled if it applies to the check. In addition, you are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Flash of Insight

You gain the Alert feat.

Level 18

Foreboding

You have advantage on death saving throws. You may end this benefit to negate a spell or effect that would kill you instantaneously without dealing damage. You may reactivate it after a short or long rest.

Third Eye

Your dragonmark allows you to cast *arcane eye* at will. You can choose to make the eye appear visible. The eye can see anything you would be able to see and can move up to 30 feet on its own each round, without requiring you to spend an action. It acts on your initiative. In addition, you can't be blinded, and you are immune to gaze attacks.

Level 19

Prescient Defense

You can take two reactions per round instead of one.

Level 20

The Future is an Open Book

When you finish a long rest, roll three d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Philosopher of Flesh

You have studied the forms of this world and found them wanting. Yet there is still much to discover—this “free will” thing, for example. The daelkyr went about their art all wrong, arraying the forces of the mortal world against them. But you are here to help, to guide those of like mind and to show them a better way of living—a better way of becoming.

Level 17

Blood Lore

You become proficient in the Medicine and Nature skills. Your proficiency bonus is doubled for any ability check you make that uses either of those skills, as well as Arcana checks related to aberrations.

Symbiont Revitalization

You can use a bonus action to regain hit points equal to half your hit point maximum. Once you use this ability, you can't use it again until you finish a long rest.

Level 18

Protean Physiology

You are immune to all diseases and poisons, and you have advantage on Constitution saving throws. You are immune to any polymorph spell or effect unless you choose to be affected.

Xoriat's Bounty

You learn the spell *enhance ability*. You can cast it at its lowest level at will, without preparing it or using a spell slot.

If you want to cast it at a higher level, you must expend a spell slot as normal.

Level 19

Skinwalker

As an action, you polymorph into a Large or smaller humanoid, beast, or aberration, or back into your true form. The new form must have a challenge rating equal to your character level or lower, and you must have seen the sort of creature at least once. If the form can cast any spells, you may only use its at-will spells. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice). You retain your alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this ability. Your statistics are otherwise replaced by those of the new form, except any class features or legendary and lair actions of that form.

Level 20

Mend the Weak Flesh

As an action, you remove all curses, diseases, and poisons affecting a creature that you touch. It also regains all its hit points. If the creature has been dead fewer than 10 years, it also returns to life with full hit points. Once you use this ability, you can't use it again until you finish a long rest.

Sword Saint

The prayer of battle centers you. In the clash of steel you find the peace denied to you by circumstance. It is not lust for blood that fuels your prowess but the meditative flow of combat that borders on worship. Enemies fear your sword, and soldiers flock to your banner. Where does the man end and the blade begin? Does it matter?

Level 17

Sanctified Weapon

You can use any sword as a holy symbol, adding its magical attack bonus to the attack rolls and DCs of your divine spells, Channel Divinity options, and martial maneuvers.

Student of War

You gain the Martial Adept feat, except you learn three maneuvers and gain two d12 superiority dice.

Level 18

Elegant Violence

When you hit with a melee attack, you can choose to make it a critical hit. Once you use this ability, you can't use it again until you finish a short or long rest.

Level 19

Even God Will Be Cut

You can bypass the damage resistances of any creature.

The Art of Fighting Without Fighting

You can cast the spell *calm emotions* at will, without preparing it or using a spell slot.

Level 20

Warmaster

You can utter a special command or warning when a creature you can see misses an attack roll or fails a saving throw. The creature succeeds instead, provided it can hear and understand you. Once you use this ability, you can't use it again until you finish a short or long rest. In addition, whenever you make an Intimidation or Persuasion check, you can replace the number you roll with a 15.

Warforged Dreadnought

You have unburdened yourself from the trappings of flesh. As you pursue the path of the Dreadnought, you gain some of the resilience and form of the golem, while retaining the essential spark that makes you a sentient, living being. Your people view you as an exemplar of what they can achieve. But will you destroy, or rebuild?

Level 17

Reinforced Anatomy

Your hit point maximum increases by 40, and you gain 4d12 Hit Dice. You are also immune to any *polymorph* spell or effect.

Spiked Plating

When you make an unarmed attack, you can choose to deal piercing damage instead of bludgeoning damage.

Level 18

Cleave

When you reduce a creature to zero hit points with a melee attack, you can immediately make one additional melee attack.

Racial Paragon

You have advantage on Charisma checks when interacting with warforged or constructs.

Level 19

Construct Apotheosis

Your size doubles in all dimensions, and your weight increases eightfold. This growth increases your size to Large and doubles your carrying capacity. You have advantage on Strength checks and Strength saving throws, your reach increases by five feet, and you deal three extra damage with weapon attacks.

Siege Monster

You deal double damage to objects and structures.

Level 20

Perfect Defense

When you take damage from any source, you can reduce that damage to zero. Once you use this ability, you can't use it again until you finish a short or long rest.