

Xanrach Vaharice -
Half-elf Divine Soul
Sorcerer/30

Str - 8 (-1)
Dex - 16 (+3)
Con - 16 (+3)
Int - 8 (-1)
Wis - 8 (-1)
Cha - 20 (+5)

AC - 21 (24 with dragonhide)
HP - 180/254
Initiative - +8
Proficiency - +9
Passive Perception - 9
Speed - 30ft

Proficiencies

- ❖ Con saves, Cha saves, Half proficiency on all saves lacking proficiency
- ❖ Arcana, Deception, Insight, Investigation, Nature, Religion
- ❖ Crossbow (light), Dagger, Dart, Quarterstaff, Sling
- ❖ Common, Elvish, Loxodon, Orc, Sylvan

Features

- ❖ Spellcasting (DC 22, +14 to hit)
 - ❖ Divine magic (Good)
 - ❖ Favored by the Gods
 - ❖ Font of Magic (12/20 sorcery points)
 - ❖ Metamagic (Quicken, Distant, Subtle, Heighten)
 - ❖ Empowered Healing
 - ❖ Otherworldly Wings
 - ❖ Darkvision (60 feet)
 - ❖ Fey Ancestry
 - ❖ Alert (Feat)
 - ❖ Tough (Feat)
 - ❖ War Caster (Feat)
 - ❖ Legendary Resistance (Epic Feat)
 - ❖ Epic Mental Toughness (Epic Feat) (x2)
 - ❖ Epic Spellcasting (Epic Feat) (x2)
 - ❖ Legendary Actions (Epic Feat)
 - ❖ Invincibility (Con) (3/3) (Epic Feat)
 - ❖ Epic Spell Power (Fire) (Epic Feat)
- ❖ Fire bolt: range 120 feet, +15 to hit, 4d10 fire damage
 - ❖ Ray of Frost: range 60 feet, +15 to hit, 4d8 cold damage, on hit target's speed reduced by 10
 - ❖ Shocking Grasp: range touch, +15 to hit, 4d8 lightning damage
 - ❖ Ray of Enfeeblement (concentration): range 60 feet, +15 to hit, half damage on weapon attacks that use strength until spell ends
 - ❖ Unarmed Strike: range 5 feet, to hit +5, 0 damage

Equipment

- ❖ Robe of the Archmagi
- ❖ Ring of Protection
- ❖ Red Dragon Mask
- ❖ Clothes, Common

Attacks

Spells

Cantrips (0th level):

- ❖ Acid Splash
- ❖ Fire Bolt
- ❖ Frostbite
- ❖ Ray of Frost
- ❖ Sacred Flame
- ❖ Shocking Grasp

1st level (4/4 slots)

- ❖ Absorb Elements
- ❖ Cure Wounds
- ❖ Shield

2nd level (4/4 slots)

- ❖ Arcane Alacrity
(Compendium Arcana)
- 3d level (4/4 slots)
 - ❖ Counterspell
 - ❖ Dispel Magic
 - ❖ Fireball
- 4th level (4/4 slots)
 - ❖ Blight
 - ❖ Fade (Compendium Arcana)
- 5th level (4/4 slots)
 - ❖ Wall of Stone
- 6th level (4/4 slots)
 - ❖ Heal
 - ❖ Globe of Invulnerability
 - ❖ Redirect Spell
(Compendium Arcana)
- 7th level (4/4 slots)
 - ❖ Prismatic Spray
- 8th level (3/3 slots)
 - ❖ Dragonhide
(Compendium Arcana)
- 9th level (2/3 slots)
 - ❖ Time Stop
 - ❖ Meteor Swarm
- 10th level (one cast per spell)
 - ❖ Cataract of Fire
 - ❖ Hellball

Epic levels

- ❖ Epic Destiny: Arcane Sphere
- ❖ Twist of Fate (Tier 1)
(Feat Option):
Legendary Resistance
(Epic Feat)
- ❖ Feat: Epic Mental
Toughness (Epic Feat)

- ❖ Twist of Fate (Tier 2)
(Feat Option): Epic
Mental Toughness (Epic
Feat)
- ❖ Feat: Epic Spellcasting
- ❖ Twist of Fate (Tier 3)
(Feat Option): Multispell
- ❖ Feat: Epic Spellcasting
(Epic Feat)
- ❖ Twist of Fate (Tier 4)
(Feat Option):
Legendary Actions (Epic
Feat)
- ❖ Feat: Invincibility (Con)
(Epic Feat)
- ❖ Twist of Fate (Tier 5)
(Feat Option): Epic Spell
Power (Fire)

Spell Descriptions

- ❖ Acid Splash: You hurl a bubble of acid. Choose one or two creatures you can see within range. If you choose two, they must be within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

- ❖ Fire Bolt: You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).
- ❖ Frostbite: You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

❖ **Ray of Frost:** A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

❖ **Sacred Flame:** Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

❖ **Shocking Grasp:** Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a

melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

❖ **Absorb Elements:** The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra

damage increases by 1d6 for each slot level above 1st.

❖ **Cure Wounds:** A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

❖ **Magic Missile:** You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

❖ **At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart

for each slot level above 1st.

- ❖ **Shield:** An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.
- ❖ **Levitate:** One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on

your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

- ❖ **Misty Step:** Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.
- ❖ **Ray of Enfeeblement:** A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

- ❖ **Arcane Alacrity** (Compendium Arcana): You imbue yourself with incredible speed for a brief moment, enabling you to cast a spell with a longer casting time as part of the same action of casting Arcane Alacrity. When you cast Arcane Alacrity, choose one other spell that you are currently able to cast (normally or as a ritual) and that has a casting time of 1 minute or longer. That spell is cast instantly, taking effect immediately after you cast this one. You must still expend a spell slot of the appropriate level for that spell, if applicable. You must still follow all components and rules of that spell. After doing so, you are paralyzed until the end of your next turn as the surge of magical power leaves you reeling.
- ❖ **Counterspell:** You attempt to interrupt a creature in the process of casting a spell. If the

creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

- ❖ **Dispel Magic:** Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

- ❖ **Fireball:** A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for

each slot level above 3rd.

- ❖ **Blight:** Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for

each slot level above 4th.

- ❖ **Fade (Compendium Arcana):** When you are targeted by an attack or spell from a creature you can see, you fade from view, becoming invisible as a defensive measure. You and everything you are wearing or carrying remains invisible until the end of your next turn, or until you attack or cast a spell.
- ❖ **Cone of Cold:** A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.
A creature killed by this spell becomes a frozen statue until it thaws. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for

each slot level above 5th.

- ❖ **Hold Monster:** Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.
At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.
- ❖ **Wall of Force:** An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free

floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).
Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

- ❖ **Wall of Stone:** A nonmagical wall of solid stone springs into existence at a point you

choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must,

however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

- ❖ **Globe of Invulnerability:** An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.
- ❖ **Harm:** You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much

damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

- ❖ **Heal:** Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs or undead.
- ❖ **At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

- ❖ **Sunbeam:** A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.
- ❖ You can create a new line of radiance as your action on any turn until the spell ends.
- ❖ For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.
- ❖ **Redirect Spell** (Compendium Arcana): You attempt to redirect the magic of a spell cast by another creature you can see within range.

The spell being cast can only target one creature or one point to be eligible for redirection. If it is a spell of 6th level or lower, its effects are redirected to another target of your choice that you can see within 60 feet of you, as if that target was the spell's original destination. If the redirected spell requires concentration, you can decide to maintain concentration on it, instead of the original caster. The spell still uses the original caster's spell save DC and spellcasting ability modifier. If the original spell is 7th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell is redirected. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the original

spell is redirected if its level is less than or equal to the level of the spell slot you used.

❖ **Prismatic Spray:** Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. Red. The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one. 2.

Orange. The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

3. Yellow. The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

4. Green. The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.

5. Blue. The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

6. Indigo. On a failed save, the target is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

7. Violet. On a failed save, 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 GM's choosing and is no longer blinded.

(Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

❖ **Dragonhide**
(Compendium Arcana):
This spell makes the flesh of a willing creature you touch as tough as a dragon's hide. For the duration, the target's AC can't be less than 24, regardless of what kind of armor it is wearing.

- ❖ **Time Stop:** You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.
- ❖ **Diluvial Torrent (Epic):** A 100-foot-radius, 2,000-foot high cylinder of water springs into existence at a point you choose within range crashing into the ground. When the water appears, each

creature within its area must make a Strength saving throw. On a failed save, a creature takes 20d10 bludgeoning damage, or half as much damage on a successful save. Flying creatures that fail this save fall to the ground prone taking additional bludgeoning damage from the fall. If you maintain concentration on the spell, the cylinder of water transforms into a ringed wall of water that is 600 feet high, and 100 feet thick. The wall lasts for the duration. At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from the center of the ring. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw

or take 20d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 10 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 2d10. When the wall reaches 0 feet in height, the spell ends. A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your spell save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

- ❖ **Epic Spell Reflection (Epic):** You touch one willing creature within range and create a protective ward against spells. Whenever the

warded creature is targeted by a spell of 9th level or lower, roll a d10. On a 1 to 5, the warded creature is affected normally and has advantage on saving throws. On a roll of 6 to 9, the warded creature is unaffected. On a 10, the warded creature is unaffected, and the effect is reflected back at the caster as though it originated from the warded creature, turning the caster into the target.