

BEYOND 20TH LEVEL

THE UNOFFICIAL ADDITION TO THE PLAYER'S HANDBOOK

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BEYOND 1ST LEVEL (REVISED)



his revision of the general rules of advancement in Dungeons & Dragons expands the level spectrum.

Instead of using the regular level advancement from Level 1 to 20, with this revision you will be able to go all the way from level 1 up to **40!**

ADVANCEMENT IN DUNGEONS & DRAGONS

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**. When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels. Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up). When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, when Bruenor reaches 8th level as a fighter, he increases his Constitution score from 17 to 18, thus increasing his Constitution modifier from +3 to +4. His hit point maximum then increases by 8. The Character Advancement table summarizes the XP you need to advance in levels from level 1 up to level 40, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

TIERS OF PLAY

The Character Advancement Table shows the five tiers of play. The tiers don't have any rules associated with them; they are a general description of how the play experience changes as characters gain levels.

In the first tier (levels 1-8), characters are effectively apprentice adventurers. They are learning the features that define them as members of particular classes, including the major choices that flavor their class features as they advance. The threats they face are relatively minor, usually posing a danger to local farms, leads, or villages.

In the second tier (levels 9-16), characters come into their own. All classes gain powerful abilities in this tier. These characters have become important, facing dangers that threaten cities and kingdoms.

In the third tier (levels 17-24), characters have reached a level of power that sets them high above the ordinary populace and makes them special even among adventurers. At this tier many adventurers will decide to multiclass or even reach expertise in their current class. These mighty adventurers often confront threats to whole regions and continents.

At the fourth tier (levels 25-32), characters achieve the pinnacle of their class features, becoming heroic (or villainous) archetypes in their own right. The fate of the world or even the fundamental order of the multiverse might hang in the balance during their adventures.

The fifth tier (levels 33-40) is where adventurers become true masters of their class, reach expertise in a class combination of two or become truly proficient in their multiclass choices. Able to defy gods and face off against beings from the outer realms, adventurers of this tier can have an impact on reality itself.

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
425	3	+2
600	4	+2
850	5	+3
1.200	6	+3
1.700	7	+3
2.400	8	+3
3.400	9	+4
4.825	10	+4
6.825	11	+4
9.675	12	+4
13.700	13	+5
19.400	14	+5
27.475	15	+5
38.900	16	+5
55.075	17	+6
78.000	18	+6
110.450	19	+6
156.400	20	+6
221.450	21	+7
313.550	22	+7
443.975	23	+7
628.625	24	+7
890.100	25	+8
1.260.300	26	+8
1.784.500	27	+8
2.526.700	28	+8
3.577.625	29	+9
5.065.650	30	+9
7.172.600	31	+9
10.155.875	32	+9
14.379.975	33	+10
20.361.000	34	+10
28.829.675	35	+10
40.820.700	36	+10
57.799.100	37	+11
81.839.275	38	+11
115.878.400	39	+11
164.075.300	40	+11

SPELLSLOTS

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	-	-	-	-	-	-	-	-
2nd	3	-	-	-	-	-	-	-	-
3rd	4	2	-	-	-	-	-	-	-
4th	4	3	-	-	-	-	-	-	-
5th	4	3	2	-	-	-	-	-	-
6th	4	3	3	-	-	-	-	-	-
7th	4	3	3	1	-	-	-	-	-
8th	4	3	3	2	-	-	-	-	-
9th	4	3	3	3	1	-	-	-	-
10th	4	3	3	3	2	-	-	-	-
11th	4	3	3	3	2	1	-	-	-
12th	4	3	3	3	2	1	-	-	-
13th	4	3	3	3	2	1	1	-	-
14th	4	3	3	3	2	1	1	-	-
15th	4	3	3	3	2	1	1	1	-
16th	4	3	3	3	2	1	1	1	-
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1
21th	5	4	3	3	3	2	2	1	1
22th	5	4	4	3	3	2	2	1	1
23th	5	4	4	3	3	2	2	1	1
24th	5	4	4	4	3	2	2	1	1
25th	6	4	4	4	3	2	2	1	1
26th	6	5	4	4	3	3	2	1	1
27th	6	5	5	4	4	3	2	1	1
28th	6	5	5	5	4	3	2	2	1
29th	6	5	5	5	4	3	2	2	1
30th	6	6	5	5	4	3	3	2	1
31th	7	6	5	5	4	4	3	2	1
32th	7	6	6	5	5	4	3	2	1
33th	7	6	6	5	5	4	3	2	1
34th	7	7	6	5	5	4	3	2	1
35th	7	7	6	6	5	4	3	3	1
36th	7	7	7	6	5	4	3	3	2
37th	7	7	7	6	6	4	4	3	2
38th	7	7	7	7	6	5	4	3	2
39th	8	7	7	7	6	5	4	3	2
40th	8	8	7	7	7	5	4	3	2

BEYOND 20TH LEVEL

SPELLSLOTS PAST LEVEL 20

Since the normal tables only show information up to level 20, the reworked multiclass table provides you with the slots up to level 40. Use this table to see how many spellslots you can use.

As for cantrips your class has, after entering expert and masterclass you gain one additional cantrip for your class.

EFFECTS ON CLASSES

Classes level normally up to level 20, beyond that use the following schematic:

EXPERT AND MASTERCLASSING	
Level	Feature
X1st	-----
X2nd	Choosing a Subclass
X3rd	-----
X4th	Sub-Class Feature
X5th	Ability Score Improvement
X6th	-----
X7th	Sub-Class Feature
X8th	Ability Score Improvement
X9th	-----
X0th	Final Sub-Class Feature

Multiclassing would work as usual up to class level 20.

CLASSES THAT DON'T FOLLOW THE RULES

Cleric and Warlock are classes that do not follow the normal rules for advancement, as they both rely solely on a third party to give them powers. So they will use the following rules instead:

CLERICS

will be able to multiclass into the Paladin, but with the spellslots provided in the revised spellslot table.

WARLOCKS

will be able to choose another pact boon instead of another Patron, also the rate at which Invocations are gained is increased.

HALF-CASTERS

While not really straying from the normal rules for advancement, Paladins, Rangers (and other half-casters) would require their own spell slot table. Since the only downside of being a half-casting class is getting your spell slots later and not getting any of the high-level slots, you'd do exactly that with this expansion. Simply use half your class level rounded up to look up your spell slots on the multiclass spell slot table.

CLASSES REVISED

On the following pages you can find the advancement table additions for each class.

Keep in mind that this appendix only contains the advancement tables not any of the actual class abilities and their descriptions.

Use this appendix as an addition to the Player's Handbook and other official releases of Dungeons & Dragons. Please note that for reasons of simplicity "Ability Score Improvement" will be noted as "ASI" in the tables.

THE BARBARIAN

Level	Features	Rage Damage
21th	Brutal Critical (5 dice)	+5
22th	Primal Path	+5
23th	-----	+5
24th	Path Feature	+5
25th	Ability Score Improvement	+5
26th	Brutal Critical (6 dice)	+6
27th	Path Feature	+6
28th	Ability Score Improvement	+6
29th	Extra Attack (2)	+6
30th	Final Path Feature	+6
31th	-----	+7
32th	Primal Path	+7
33th	Brutal Critical (7 dice)	+7
34th	Path Feature	+7
35th	Ability Score Improvement	+7
36th	-----	+8
37th	Path Feature	+8
38th	Ability Score Improvement	+8
39th	Brutal Critical (8 dice)	+8
40th	Final Primal Path Feature	+8

THE BARD

Level	Features
21th	Bardic Inspiration (2d6)
22th	Bard College
23th	Song of Rest (2d6)
24th	Bard College Feature
25th	Ability Score Improvement
26th	Magical Secrets
27th	Bard College Feature
28th	Ability Score Improvement
29th	Expertise
30th	Final Bard College Feature
31th	Bardic Inspiration (2d8)
32th	Bard College
33th	Song of Rest (2d8)
34th	Bard College Feature
35th	Ability Score Improvement
36th	Magical Secrets
37th	Bard College Feature
38th	Ability Score Improvement
39th	Expertise
40th	Final Bard College Feature



THE CLERIC (DIVINE WARRIOR)

Level	Features
21th	Divine Sense, Lay on Hands
22th	Fighting Style, Divine Smite
23th	Divine Health, Sacred Oath
24th	Ability Score Improvement
25th	Extra Attack
26th	Aura of Protection
27th	Sacred Oath Feature
28th	Ability Score Improvement
29th	-----
30th	Aura of Courage
31th	Improved Divine Smite
32th	Ability Score Improvement
33th	-----
34th	Cleansing Touch
35th	Sacred Oath Feature
36th	Ability Score Improvement
37th	-----
38th	Aura Improvements
39th	Ability Score Improvement
40th	Final Sacred Oath Feature

THE DRUID

Level	Features
21st	-----
22nd	Druid Circle
23rd	-----
24th	Druid Circle Feature
25th	Ability Score Improvement
26th	-----
27th	Druid Circle Feature
28th	Ability Score Improvement
29th	-----
30th	Final Druid Circle Feature
31st	-----
32nd	Druid Circle
33rd	-----
34th	Druid Circle Feature
35th	Ability Score Improvement
36th	-----
37th	Druid Circle Feature
38th	Ability Score Improvement
39th	-----
40th	Final Druid Circle Feature



THE FIGHTER

Level	Features
21st	Third Time's the Charm
22nd	Martial Archetype
23rd	Ability Score Improvement
24th	Martial Archetype Feature
25th	Ability Score Improvement
26th	Martial Archetype Feature
27th	Extra Attack (4)
28th	Martial Archetype Feature
29th	Ability Score Improvement
30th	Final Martial Archetype Feature
31st	Indomitable (four uses)
32nd	Martial Archetype
33rd	Ability Score Improvement
34th	Martial Archetype Feature
35th	Ability Score Improvement
36th	Martial Archetype Feature
37th	Action Surge (three uses)
38th	Martial Archetype Feature
39th	Ability Score Improvement
40th	Final Martial Archetype Feature

Third Time's the Charm: You can use your Second Wind twice between rests.



THE MONK

Level	Martial Arts	Ki Points	Feature	Unarmored Movement
21th	1d12	21	-----	+35ft
22th	1d12	22	Monastic Tradition	+35ft
23th	1d12	23	-----	+35ft
24th	1d12	24	Monastic Tradition Feature	+35ft
25th	1d12	25	Ability Score Improvement	+35ft
26th	2d6	26	Extra Attack (2)	+40ft
27th	2d6	27	Monastic Tradition Feature	+40ft
28th	2d6	28	Ability Score Improvement	+40ft
29th	2d6	29	-----	+40ft
30th	2d6	30	Final Monastic Tradition Feature	+40ft
31th	2d8	31	-----	+45ft
32th	2d8	32	Monastic Tradition	+45ft
33th	2d8	33	-----	+45ft
34th	2d8	34	Monastic Tradition Feature	+45ft
35th	2d8	35	Ability Score Improvement	+45ft
36th	2d10	36	Extra Attack (3)	+50ft
37th	2d10	37	Monastic Tradition Feature	+50ft
38th	2d10	38	Ability Score Improvement	+50ft
39th	2d10	39	-----	+50ft
40th	2d10	40	Final Monastic Tradition Feature	+50ft



THE PALADIN

Level	Features
21st	Improved Divine Magic
22nd	Sacred Oath
23rd	-----
24th	Sacred Oath Feature
25th	Ability Score Improvement
26th	Extra Attack (2)
27th	Sacred Oath Feature
28th	Ability Score Improvement
29th	-----
30th	Final Sacred Oath Feature
31st	-----
32nd	Sacred Oath
33rd	-----
34th	Sacred Oath Feature
35th	Ability Score Improvement
36th	Extra Attack (3)
37th	Sacred Oath Feature
38th	Ability Score Improvement
39th	-----
40th	Final Sacred Oath Feature

Improved Divine Magic: You gain access to the Cleric Spells as well as unlocking the 6th level spellslot. (Use multiclass table as reference)

THE RANGER

Level	Features	Spells Known
21st	Improved Nature Magic	12
22nd	Ranger Archetype	12
23rd	Natural Explorer Improvement	13
24th	Ranger Archetype Feature	13
25th	Ability Score Improvement	14
26th	Favored Enemy Improvement	14
27th	Ranger Archetype Feature	15
28th	Ability Score Improvement	15
29th	-----	16
30th	Final Ranger Archetype Feature	16
31st	Natural Explorer Improvement	17
32nd	Ranger Archetype	17
33rd	-----	18
34th	Ranger Archetype Feature	18
35th	Ability Score Improvement	19
36th	Favored Enemy Improvement	19
37th	Ranger Archetype Feature	20
38th	Ability Score Improvement	20
39th	-----	21
40th	Final Ranger Archetype Feature	21

Improved Nature Magic: You gain access to the Druid Spells as well as unlocking the 6th level spellslot. (Use multiclass table as reference)



THE ROGUE

Level	Features	Sneak Attack Damage
21th	-----	11d6
22th	Roguish Archetype	11d6
23th	Ability Score Improvement	12d6
24th	Roguish Archetype Feature	12d6
25th	Ability Score Improvement	13d6
26th	Proficiency	13d6
27th	Roguish Archetype Feature	14d6
28th	Ability Score Improvement	14d6
29th	Expertise	15d6
30th	Final Roguish Archetype Feature	15d6
31th	-----	16d6
32th	Roguish Archetype	16d6
33th	Ability Score Improvement	17d6
34th	Roguish Archetype Feature	17d6
35th	Ability Score Improvement	18d6
36th	Proficiency	18d6
37th	Roguish Archetype Feature	19d6
38th	Ability Score Improvement	19d6
39th	Expertise	20d6
40th	Final Roguish Archetype Feature	20d6

Proficiency: You gain proficiency with two skills of your choice, alternatively you can also choose one tool proficiency.

THE SORCERER

Level	Features	Sorcery Points	Cantrips Known	Spells Known
21th	-----	21	7	16
22th	Sorcerous Origin	22	7	17
23th	-----	23	7	18
24th	Sorcerous Origin Feature	24	7	19
25th	Ability Score Improvement	25	7	20
26th	Metamagic	26	8	21
27th	Sorcerous Origin Feature	27	8	22
28th	Ability Score Improvement	28	8	23
29th	-----	29	8	24
30th	Final Sorcerous Origin Feature	30	8	25
31th	Metamagic	31	9	26
32th	Sorcerous Origin	32	9	27
33th	-----	33	9	28
34th	Sorcerous Origin Feature	34	9	28
35th	Ability Score Improvement	35	9	29
36th	Metamagic	36	10	29
37th	Sorcerous Origin Feature	37	10	29
38th	Ability Score Improvement	38	10	30
39th	-----	39	10	30
40th	Final Sorcerous Origin Feature	40	10	30



THE WARLOCK

Level	Features	Cantrips Known	Spells Known	Spell Slots	Invocations Known
21th	Mystic Arcanum (6th Level)	5	16	5	8
22th	2nd Pact Boon	5	17	5	9
23th	-----	5	18	5	10
24th	-----	5	19	5	11
25th	Ability Score Improvement	5	20	6	11
26th	Mystic Arcanum (7th Level)	6	21	6	11
27th	-----	6	22	6	13
28th	Ability Score Improvement	6	23	6	13
29th	-----	6	24	6	14
30th	-----	6	25	6	15
31th	Mystic Arcanum (8th Level)	7	26	7	15
32th	3rd Pact Boon	7	26	7	16
33th	-----	7	27	7	17
34th	-----	7	27	7	18
35th	Ability Score Improvement	7	28	7	18
36th	Mystic Arcanum (9th Level)	8	28	7	18
37th	-----	8	29	7	20
38th	Ability Score Improvement	8	29	7	20
39th	-----	8	30	8	21
40th	-----	8	30	8	22

THE WIZARD

Level	Features
21nd	Arcane Tradition
22rd	-----
23th	Arcane Tradition Feature
24th	Ability Score Improvement
25th	-----
26th	Arcane Tradition Feature
27th	-----
28th	Ability Score Improvement
29th	Final Arcane Tradition Feature
30st	Signature Spells
31nd	Arcane Tradition
32rd	-----
33th	Arcane Tradition Feature
34th	Ability Score Improvement
35th	-----
36th	Arcane Tradition Feature
37th	-----
38th	Ability Score Improvement
39th	Final Arcane Tradition Feature
40th	Signature Spells



FREQUENTLY ASKED QUESTIONS

Here you can find some of the questions I've been asked during the creation of this appendix. You can always ask me questions about this and other works via [Reddit](#) or other social media sites.

CREDITS



his Appendix was created by [Jack Lawrence](#) using [The Homebrewery](#). Images were taken from [D&D Beyond](#) and all relevant information can be found in the Player's Handbook.