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# Zdnd 5e Epic Level

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Neverland  
Magic of Incarnum  
The Demonplague  
Advanced Dungeons & Dragons, Players Handbook  
Magic of Eberron  
Cyclopean Deeps Volume 1 - Swords & Wizardry  
Return to the Temple of Elemental Evil  
Elder Evils  
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Kingdoms & Warfare  
The Return of the King  
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Epic Monsters  
Epic Legacy Core Rulebook  
Night Below  
Mists of Akuma  
Odyssey of the Dragonlords RPG  
The Slayer's Guide to Dragons  
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The Monsters Know What They're Doing  
The Red Opera  
Epic Legacy Campaign Codex  
Draconomicon  
Valda's Spire of Secrets  
Strongholds & Followers  
Mythras (Hardback)  
Secrets of Sarlona  
Complete Warrior  
The Complete Roslof Keep Campaign  
Netheril  
Aegis of Empires Adventure Path  
Demonomicon  
The Standing Stone  
Dungeons & Dragons, Players Manual  
Epic Legacy Tome of Titans  
Dragons of Eberron  
Defenders of the Faith  
Dungeon Crawler Carl  
The Black Company Campaign Setting  
Dungeon Master's Screen

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## FREDDY WU

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### Neverland MCDM

"This supplement delves into the mysterious draconic Prophecy and various dragon-themed organizations. It explores the continent of Argonnessen, homeland of the dragons, and describes various new adventure sites. The book also investigates dragons on the continents of Khorvaire, Sarlona, and Xen'drik and provides several ready-to-play dragons for your campaign"--P. [4] of cover.

### **Magic of Incarnum** Simon and Schuster

#### The Slayer's Guide To Dragons

*The Demonplague* Sovereign Press (WI)

Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos - for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred. These dark and deadly provinces are known as the Under Realms. Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters who enter this area expecting to find drowic elves, deep gnomes, and other "normal" features of the Under Realms will swiftly discover the error of their thinking. The Vaults of the Sunless Sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and

decidedly more unpleasant area into which the denizens of the Vaults seldom venture. This series of adventures forms a mini-campaign in the depths of the earth, suitable for a party of 4+ characters with an average level of 10-12, or 8+ characters with an average level around 7. For Swords & Wizardry. Advanced Dungeons & Dragons, Players Handbook Wizards of the Coast  
The ultimate magic sourcebook for the newest Dungeons & Dragons(R) world. "Magic of Eberron" explores the variety of magic available in the Eberron world. It introduces a wealth of new arcane and divine spells, and artificer infusions. Chapters explore the more unusual manifestations of magic in Eberron, such as elemental binding, dragonshards and dragon magic, and the corrupted magic of the daelkyr. A chapter on lost magic explains how to make the discovery of new magical secrets a central feature of any Eberron campaign.

### Magic of Eberron HarperCollins UK

In his extraplanar tower, the devious lich Valda has started a grim collection: heroes of every stripe from across the world, petrified in marble and arranged by speciality. The mad lich has nearly cracked it: twenty-two types of adventurer and counting. Arrayed within this book is the greatest expansion of rules and character options ever brought to 5th Edition D&D. Build never-before-seen characters with new races, classes, feats and more, appropriate for any setting and any story. Whether you're the Game Master or a player looking for new options, this book is a must-have at your table. It includes: ? 5 brand new races? 59 new feats? 137 new spells? Exotic weapons and magic items? Brand new familiars

### Cyclopean Deeps Volume 1 - Swords & Wizardry Modiphius

Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.

**Return to the Temple of Elemental Evil** Lucas Books

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

*Elder Evils* World of Darkness

In the fourth adventure in the D&D( series, an evil awaits in the forest. A ghostly horseman is terrorizing a small hamlet, and the player characters must stop him before he kills everyone.

Players deal with supernatural horror as well as traditional monsters in this powerful adventure.

Necropolis Penguin Group

Mists of Akuma is an eastern fantasy noir steampunk campaign setting for use with the newest edition of the world's most popular tabletop roleplaying game. Using new mechanics steeped in eastern lore, the book focuses on providing in-depth urban settings and a diverse array of character options to make truly unique parties of adventurers perfectly suited to survive the decay and desperation in Soburin. Bengoshi (governmental agents) empowered to deputize individuals in service of the Masuto Dynasty are attempting to hold the apocalypse at bay but intrigue and graft are as common and deadly as the corrupting fog, and the ancient threat's influence is spread all the further by the despair of Emperor Hitoshi's subjects. In the 340-page deluxe version of the Mists of Akuma rulebook, you'll find... An overview of the recent history of Soburin

and basic information about the world including the dangerous Mists of Akuma, rules for traveling the prefectures, and what rigors maddened explorers must overcome to visit the apocalypse that has become of the other continents. Over 100 NPCs and monsters ranging from foreign generals to eastern dragons, powerful bengoshi and underlings from each of the 24 unique clans, and more than two dozen kami, oni, and tsukumogami! Cultural practices and traditions for Soburin inspired by and drawn from eastern lore. Gorgeous cover artwork by Claudio Pozas, interior scene illustrations by Indi Martin and Sara Shijo, and character illustrations by Jacob Blackmon and Nathanael Batchelor! A chapter each detailing three different cities: the capital of the Imperial Prefecture, Sanbaoshi, the advanced mechanical metropolis of Kyofu, and the traditionalist magic-steeped settlement of Nagabuki. Short stories with gorgeous half page illustrations at the start of each chapter to firmly posit the desperation and diversity inherent to adventuring in Soburin! Details on each of the two dozen clans of the prefectures, including the bengoshi that negotiate on the behalf of each ruling family's lady or lord and how the Kengen Occupation affected each region of Soburin. 7 new character backgrounds and guidelines for adapting existing character backgrounds when playing in Soburin as well as new conditions, the Culture skill, and 6 maps for the continent and its settlements by cartographers Michael McCarthy, Mike Myler, and Tommi Salama! 19 different archetypes that provide exciting theme-appropriate character options for every class! 14 new races to breathe life into Soburin, making it an exotic and unique world that is eager to shrug off the

shackles of western imperialism. 32 new character feats, over 10 pages of equipment that ranges from new armor and weapons to steampunk prostheses and vehicles, and 22 new Eastern-themed spells! And more. This anniversary edition includes *Revenge of the Pale Master*, a 25-page mystery adventure set in Soburin.

**Kingdoms & Warfare** 2cgameing, LLC. Campaign book; compatible with the "5E" edition rules of *Dungeons & Dragons*.

**The Return of the King** Mongoose Publishing

The latest addition to our growing range of low price Expert Player's Guides for the D20 System, *Epic Monsters* provides a complete catalogue of the most powerful and dangerous creatures to ever appear in print. With each monster designed to challenge characters above 20th level, this book is a real treat for Games Masters.

[The Herald](#)

A legendary adventure updated for the *Dungeons & Dragons* game, this all-new adventure provides hours of play as users race against an evil band of priests attempting to unleash the dark god upon the world.

*Epic Monsters*

*Kingdoms and Warfare*, the sequel to *Strongholds & Followers*, is a 5th edition supplement that introduces Domain-level play to your game, allowing players to become Regents running a Kingdom, Duchy, or Barony! Or a Church! A Thieves' Guild! A Bard's College! Whichever you choose, it's your Domain. Your domain can take actions, raise armies, conduct espionage, and wage war! *Kingdoms and Warfare* also adds mechanics for player Titles for several different organizations. Titles give your characters new, limited abilities and

proficiencies that let them shore up the deficiencies of a limited-class party. Expanded rules for Warfare allowing faster, more balanced battles, more and different kinds of units. New Maneuvers allow characters to directly command their units, executing daring ploys that can change the course of war! New rules for the Tide of Battle create a connection between the Encounter your characters are fighting and the Battle your units are waging. New rules for using PCs and monsters as units, as well as more advice for building an army and waging war. The rules for Warfare in *Strongholds & Followers* are only the beginning of a more robust system. Any book of new rules as big as this requires an adventure to show you how to use it. *The Regent of Bedegar* acts as a sequel to the *Siege of Castle Rend* and introduces players to Domain Level play. The heroes manage their new domain, putting out fires in Gravesford and other local towns while encountering various organizations in Aendrim, some friendly, some not so much.

**Epic Legacy Core Rulebook**

A Legendary Epic! Strange things are afoot in a ramshackle house in the back streets of Eber, but the heroes who pull that first thread will find murder, mayhem, monsters, mystery, and magic aplenty in this massive adventure series from award-winning author Greg A. Vaughan and his talented team! Eldritch tomes hold ancient secrets better left forgotten, as sinister cults, secret guilds, and malevolent masterminds weave a continent-spanning conspiracy that threatens doom for all. Ancient enemies will rise and a legacy of sorrow and betrayal bears bitter fruit, but the lure of fortune and glory draws the heroes ever onward in a breathless race against time and rival forces, with redemption and

cataclysm balanced on the edge of a knife and the fate of untold thousands at stake. The elder empires do not rest easy, and you must decide whether their restless slumber awakens into a dream or a nightmare. The Aegis of Empires Adventure Path is a DnD 5E adventure saga for taking characters all the way to 17th level, from gritty urban adventure, chilling mysteries, epic wilderness journeys, and fabulous lost cities ranging across the length and breadth of the spectacular Lost Lands Campaign Setting. This rich and exciting world 20 years in the making has been home to dozens of adventures from Necromancer Games and Frog God Games and produced with their cooperation to be compatible with The World of the Lost Lands campaign guide! It is the final adventure in the Aegis of Empires Adventure Path, with each adventure exploring hitherto unexplored areas of the Lost Lands with a combination of horror, intrigue, deadly danger, and the lure of ancient mysteries. While designed for use with the Lost Lands, these adventures are loosely connected rather than following a strictly controlled plotline, enabling you to easily place them into any campaign world. Your heroes can explore at their own pace to discover the secrets of antiquity or be consumed in their seeking as they brave the dark paths of the Aegis of Empires. Grab this fantastic 644-page adventure saga for 5th Edition and Make Your Game Legendary!

*Night Below*

Fantasirollespil.

Mists of Akuma

Journey into the world of Peter Pan and its mysterious inhabitants. The book is a feature-length hex crawl campaign, filled with endless adventure, adapted from the tales of Peter Pan, and tailored for an

older audience.

### **Odyssey of the Dragonlords RPG**

Elminster fights for the future of Faerûn in this stirring climax to the Sundering series, from the creator of the Forgotten Realms Chaos grips Faerûn as vainglory, prophecy, and ancient forces come in the shadows cast by war. Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize power. And a threat foretold by an ancient seer stirs. At the heart of it all, Mystra—the great Goddess of Magic—has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé, Amarune, Elminster works frantically to strengthen the Weave's tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the Sundering draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance. The Herald is also loosely connected to the Elminster series and Sage of Shadowdale series.

### **The Slayer's Guide to Dragons**

The apocalypse will be televised!

Welcome to the first book in the wildly popular and addictive Dungeon Crawler Carl series by Matt Dinniman—now with bonus material exclusive to this print edition. You know what's worse than breaking up with your girlfriend? Being stuck with her prize-winning show cat.

And you know what's worse than that? An alien invasion, the destruction of all man-made structures on Earth, and the systematic exploitation of all the survivors for a sadistic intergalactic game show. That's what. Join Coast Guard vet Carl and his ex-girlfriend's cat, Princess Donut, as they try to survive the end of the world—or just get to the next level—in a video game-like, trap-filled fantasy dungeon. A dungeon that's actually the set of a reality television show with countless viewers across the galaxy. Exploding goblins. Magical potions. Deadly, drug-dealing llamas. This ain't your ordinary game show. Welcome, Crawler. Welcome to the Dungeon. Survival is optional. Keeping the viewers entertained is not. Includes

part one of the exclusive bonus story "Backstage at the Pineapple Cabaret."

#### Legends of the Twins

The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D"RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to 10th level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

#### **The Monsters Know What They're Doing**

Clerics and paladins are two of the Dungeons & Dragons game's most popular classes, and this handbook contains guidelines to customize both.

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