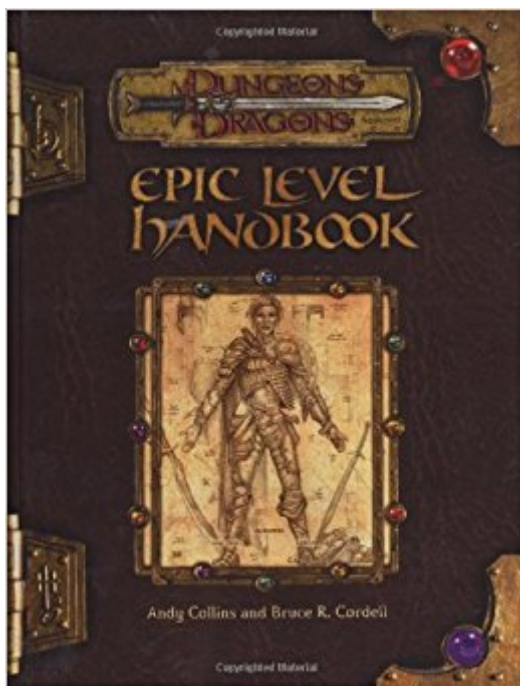


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# Epic Level Handbook (Dungeon & Dragons D20 3.0 Fantasy Roleplaying)



## Synopsis

Legends Begin Here Songs are sung and tales are told of heroes who have advanced beyond most adventuring careers. They confront mightier enemies and face deadlier challenges, using powers and abilities that rival even the gods. This supplement for the D&D game provides everything you need to transcend the first twenty levels of experience and advance characters to virtually unlimited levels of play. Along with epic magic items, epic monsters, and advice on running an epic campaign, the Epic Level Handbook also features epic NPCs from the Forgotten Realms and Greyhawk campaign settings. To use this supplement, a Dungeon Master also needs the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. A player needs only the Player's Handbook.

## Book Information

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## Customer Reviews

ANDY COLLINS writes and edits roleplaying games for the Wizards of the Coast R&D department. He lives in Washington state. BRUCE R. CORDELL, an Origins award-winning author, has written over a dozen products, including Return to the Tomb of Horrors and The Sunless Citadel. He lives in Washington state. THOMAS M. REID has written numerous articles for Dragon Magazine, edited numerous RPG products, and written the Greyhawk novel The Temple of Elemental Evil. He lives in Texas.

If anything, the Epic Level Handbook is UNDERPOWERED compared to what was expected. The progression over 20th level is rather sedate. Some of the skills pointed out as being ridiculous actually can be found used in - wouldn't you know it? - epics like that of Cu Chulainn or the Mabinogion or the Kalevala. Such tales from the real world are FILLED with heroes doing things like

swimming up waterfalls and any number of other endeavors normally impossible for individuals, like diverting rivers. The book is about EPIC level play, after all. It's meant to evoke the kinds of feats (not in the D&D sense) we find in legend. While the book does approach this level of play, it is remarkably conservative in what is presented. Sure, the epic spells are extremely powerful - but look at the prerequisites and cost! No character is going to be wielding such magic daily, if ever - unless the campaign was already way out of balance before the ELH was published. The spells are good examples of what to do with the new "spell seeds" concept. The skills and feats are logical, and often kind of mundane, extensions of the material in the Player's Handbook. The new epic monsters are amazingly strange, unique, and powerful. Anyone worried about Monty Haulism cropping up with the ELH need only trot out some of these new critters into a campaign - then you'll see why some of the epic level material is needed. Even then, epic-level characters will be hard-pressed to even survive against many of these monsters. I wasn't too keen on the section about the "epic city." I just wasn't convinced that such a city could exist (I think I saw 29th level, nameless NPC city guards). Plus, I just wasn't too inspired by it. I think that much of this section could have been replaced by more monsters, spells, skills, feats, and other supplemental material. Overall, the ELH is a good addition to D&D, and covers areas of the game I've been waiting to see covered for 20+ years. All the wailing and gnashing of teeth about the book I've seen on the internet has been overblown - as I said above, the ELH, if anything, was underpowered compared to what was expected. And that's better than being overpowered.

I purchased this for my son. He said that it is great. When shopping around this was the best value for what we want.

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You pretty much need this book if you plan on running a campaign in which the characters go over level twenty. It has some great instructions for how to create some epic level spells and such, and is incredibly useful.

Came a little early, perfect condition, & very creative with the packaging. Not much of an environmentalist myself, but I appreciate ingenuity & creativity.

Fast fast fast A+++

For all the die hard and new fans alike the book is a must have and for a continued play you have to have the book

This is a great product and I am happy with it. It was pristine and clean. Thank you very much.

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