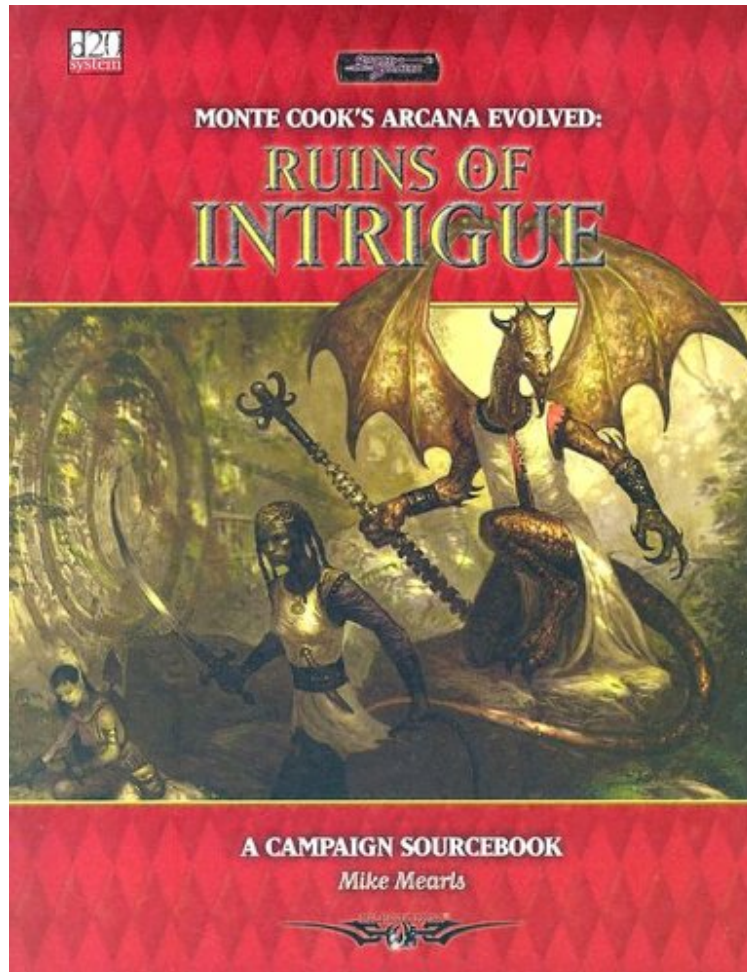


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Arcana Evolved Ruins of Intrigue (Monte Cook's Arcana Unearthed)

Mike Mearls

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#3573600 in Books Arcana Evolved d20 2005-04-04 Original language: English PDF # 1 10.80 x .30 x 8.40l, .60 #File Name: 158846783X94 pages | File size: 53.Mb

Mike Mearls : Arcana Evolved Ruins of Intrigue (Monte Cook's Arcana Unearthed) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Arcana Evolved Ruins of Intrigue (Monte Cook's Arcana Unearthed):

4 of 4 people found the following review helpful. Not quite what I wanted...By Matt Partin Ruins of Intrigue has lots of why's and who's, but not many where's and what's. As a DM that is pressed for free time, I would have preferred ready-made dungeons and encounters rather than the open-ended campaign ideas and character motivations this book details. That being said, Ruins is a good read with many great ideas and characters that I'm sure I will use in my upcoming AE campaign. So, if you love building dungeons and you need some good story ideas for them this book will be very useful to you. If you are like me and you have a ton of adventure hooks floating around your head but you can't find

the time to map out a dungeon and roll up some treasure Ruins of Intrigue may not be your cup of tea.

The ruins of Serathis loom high in the mountains. Only recently uncovered, this ancient city draws hundreds to its shattered streets in search of treasure and adventure. Giants and dragons square off from opposite sides of the ruins. The winds of war howl in the distance. Vast wealth and terrible monsters await! Ruins of Intrigue provides the foundation for an entire campaign using the Monte Cook's Arcana Evolved variant player's handbook. It presents Serathis, a ruined city located between territories claimed by the giants and dragons. Both factions seek to hold the city and its treasure, setting the stage for conflict. The book's adventure source material will take your characters to 10th level and beyond. Ruins of Intrigue also contains new monsters, secret societies, organizations, and other material that reflects the city's ancient secrets. And its modular design allows all player levels and character affiliations to use this campaign-in-one-book. This comprehensive look at an exciting new realm of adventure gives DMs the chance to start and run a campaign with ease and offers an characters the opportunity to play an important role in the Lands of the Diamond Throne.