

# Ruins Of Mezro Dungeon

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The Demonplague - John Four 2019-11-26

Sandbox Meets Hexcrawl Meets Epic Storyline. Every millennium, a terrible evil trapped in the heart of the Luna Valley awakens to wipe civilization out -- and the last awakening happened 1,000 years ago.... This time, if the heroes don't stop the evil, more than just the Luna Valley will die. Welcome to The Demonplague, a rocking campaign that will take your players on a wild adventure rife with intrigue, secrets, and grim sword and sorcery action. With equal parts classic adventure, sandbox, hexcrawl, and old-fashioned dungeon crawl, The Demonplague lets you GM with little prep and at the same time offers your players total freedom and choice. Designed For Game Masters New GMs benefit from a classic linear structure that gradually leads them into the campaign's other styles. The Demonplague adventure comes in four parts, all of which you will get today for a complete campaign experience. Part I: The Frozen Necromancer Part II: The Winter Druid's Legacy Part III: Icefall Part IV: Xancrown's Prison Features A full-length 371 page D&D 5E campaign that takes characters from 1st to 20th level The self-contained Luna Valley setting lets you drop this campaign into any fantasy world without a hitch 21 diabolical new monsters for 5E including new undead and demonic foes 27 new NPCs with complete write-ups for excellent roleplay A fully-stocked village brimming with intrigue Over a dozen

dungeon and adventuring sites Two PDF versions included: 2-column for print and 1-column PDF for easier tablet and phone use\* PDFs are fully bookmarked and searchable The Story A classic linear adventure core story arc with village intrigue, wilderness exploration, and dungeon mission play A sandbox stage when PCs are tough enough to brave the post-apocalyptic wilderness, letting them choose when and how to engage in story milestones A hexcrawl portion where you can dynamically generate the contents of any hex, letting players roam freely throughout the valley and make amazing discoveries A mega-dungeon finale with an exciting balance of roleplaying and action A player-driven narrative that puts tough choices in front of their characters to determine the direction and outcome of adventures Get the Demonplague today and run an unforgettable campaign for your friends! Heroes of Myth and Legend - Charles Lamb 1903

**Monster Compendium** - James Wyatt 2001-02-01

Mighty heroes deserve wicked foes Demons and half-demons, dragons and dragonkin, animated corpses and restless spirits, wielders of magic and eaters of spells: These are the creatures of Faerûn, the monsters of the Forgotten Realms campaign setting. Monster Compendium: Monsters of Faerûn contains scores of new monsters for use in Dungeons &

Dragons adventures. From the aarakocra to the Tyrantfog zombie, these monsters present a whole new range of challenges. Although usable in any campaign, these monsters are especially suited for the Forgotten Realms setting -- a world of great magic, terrible villains, and high adventure.

**The Ring of Winter** - James Lowder 2012-06-12

One of the Harpers (a secret organization fighting for good) searches the jungle for a missing explorer and happens on a lost civilization--complete with dinosaurs--and the evil Cult of Frost, which tries to steal his magic ring.

*Unapproachable East* - Richard Baker 2003-05-01

"Unapproachable East" provides a detailed look at the eastern region of the Forgotten Realms world. In addition to new spells, magic items, feats, character races, prestige classes, and a wealth of new monsters, this title includes descriptions of people, places, and unique cultural elements from throughout the region. Full color.

*The Dark Elf Trilogy* - R. A. Salvatore 2009

**The Grand History of the Realms** - Brian R. James 2007

Chronicling the rich history of the Forgotten Realms campaign setting, this resource presents a detailed timeline accompanied by essays from Elminster of Shadowdale and other Realmslore experts. Although not a game supplement, it serves as a handy reference guide for players and Dungeon Masters seeking information on specific historical events.

D&D Dungeon Masters Screen: Dungeon Kit (Dungeons & Dragons DM Accessories) - Dungeons & Dragons 2021-09-21

Delve into dungeons with this kit for the world's greatest roleplaying game Delve into the Dungeons' Depths This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving. The Dungeon Master's screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior, with an emphasis on dungeon-delving.

**Monster Manual III** - Wizards of the Coast, Inc 2004

Describes the characteristics and attributes of a variety of monsters, zombies, demons, giants, werewolves, animals, and aliens for use in the Dungeons and Dragons game.

**Ghosts of Dragonspear Castle** - 2013

Tomb of Annihilation - Dungeons & Dragons 2017-09-19

Dare to defy death in this adventure for the world's greatest roleplaying game The talk of the streets and taverns has all been about the so-called death curse: a wasting disease afflicting everyone who's ever been raised from the dead. Victims grow thinner and weaker each day, slowly but steadily sliding toward the death they once denied. When they finally succumb, they can't be raised--and neither can anyone else, regardless of whether they've ever received that miracle in the past. Temples and scholars of divine magic are at a loss to explain a curse that has affected the entire region, and possibly the entire world. The cause is a necromantic artifact called the Soulmonger, which is located somewhere in Chult, a mysterious peninsula far to the south, ringed with mountains and choked with rain forests. • An adventure for characters of levels 1 - 11, Tomb of Annihilation provides the Dungeon Master with the core adventure needed to create an exciting and memorable play experience. • Expands on the Forgotten Realms setting of Chult, providing extensive detail on the hidden peninsula, and includes a large pull-out map of the region. • Fans of the DUNGEONS & DRAGONS® Roleplaying Game can expand and enhance their experience by participating in the D&D Adventurers League™ organized play program while playing this adventure. • Adventure design by Christopher Perkins, Will Doyle, and Steve Winter, with additional design by Adam Lee. • Story consulting by the award-winning creator of Adventure Time, Pendleton Ward. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

**Forgotten Realms Campaign Guide** - Bruce R. Cordell 2008

288 page hardcover by Bruce R. Cordell

*Dungeons & Dragons* - Ed Greenwood 2013

Baldur's Gate is a fantastic medieval city with a long and storied history - a city on the verge of tearing itself asunder. Murder in Baldur's Gate presents the city in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the city and its inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Baldur's Gate against an ancient evil long thought slain.

*Master of Chains* - Jess Lebow 2012-10-02

A series focusing on the popular character class Fighters! The first title in a new Forgotten Realms series focusing on the popular Dungeons & Dragons® game character class of Fighters. Each title will feature characters with a different exotic style of fighting.

*Cloak of Shadows* - Ed Greenwood 2011-11-08

The Shadow Over Faerûn The Time of Troubles had arrived. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn had come. But wrathful and warring gods were not Faerûn's only problem. The dreaded and insidious Shadowmasters had seized the opportunity to increase their influence and power while Mystra and her minions were otherwise engaged. The Shadowmasters had woven a magical cloak of spells that would render the wearer invisible to their rival's magic. The shadow over Faerûn spreads.

*Planes of Chaos* - Wolfgang Baur 1994-07-01

Forgotten Realms - Ed Greenwood 2001

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

*Player's Guide to Eberron* - James Wyatt 2006-01

Describes important locations, events, organizations, races, and features

of the Eberron campaign setting, organized in an accessible and easily digestible format so that players can use the book as a handy reference guide. In addition, the book provides new feats, prestige classes, spells, and magic items.

**Special Edition Dungeon Master's Guide** - Monte Cook 2005-10-01

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

**Shadows of the Last War** - Keith Baker 2004

This full-length adventure for the newest D&D( campaign setting is designed to showcase many of the most unique traits of the Eberron realm.

**The Rise of Tiamat** - Wizards RPG Team 2014-11-04

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the Tyranny of Dragons™ story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters™ in-store play program. • Adventure design and development by Kobold Press.

Prince of Lies - James Lowder 2012-01-17

An all-new version of one of the key titles in the entire Forgotten Realms novel line. This title is the fourth in a series of recovers of the popular Avatar series. At the time of its original release, this series presented key

events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series features a cohesive cover design and all-new art. Revenge of a God The Time of Troubles is at an end, and the gods have been restored to their rightful places. The soul of Kelemvor Lyonsbane, former lover of the goddess of magic, remains hidden from the mad god Cyric. The will of one such as Cyric, when bent on revenge, is not so easily thwarted.

**CANDLEKEEP MYSTERIES (ALTERNATE COVER) - 2021**

*Secrets of Xen'drik* - Keith Baker 2006-07

A source book for play and exploration across the mysterious Eberron continent of Xen'drik, this first in-depth book into the subject includes specific locations of interest, new information on the secretive drow of Xen'drik, adventure seeds, and more.

*Elder Evils* - Robert J. Schwalb 2007

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.

*The Realm Between* - Phoenix Grey 2020-09-17

Killing monsters. Quaffing potions. Completing quests. And solving mysteries. Azure and the gang discover the Keeper's identity and begin their ultimate quest of collecting all the Stones of Blessing. There will be more than a few hiccups along the way, though, literal ones. A drinking quest has Azure and the gang testing their mettle against a bunch of ale swilling dwarves. Who has the highest alcohol tolerance? Find out in this exciting installment of the best-selling LitRPG series, *The Realm Between*.

**Demonomicon** - Mike Mearls 2010-07

Demons and demon lords for your Dungeons & Dragons® campaign! *Demonomicon*(tm) presents the definitive treatise on demons and their masters, the demon lords. Whether you're looking to introduce demons into your D&D® campaign or plunge your heroes into the heart of the

Abyss, this book has something for you! More than just a maelstrom of chaos and corruption, the Abyss is an exciting D&D adventure locale for paragon- and epic-level heroes to explore. Within its many layers lurk powerful demon lords and fiendish hordes eager to be unleashed upon unsuspecting worlds. This tome brings demons into the world of D&D, updates classic demons to 4th Edition, provides statistics for various demon lords, and introduces dozens of new horrors from the abyssal depths. It gives Dungeon Masters ready-to-use encounters and mechanics to make demons exciting elements in their home campaigns.

*Legacy of the Crystal Shard* - R. A. Salvatore 2013

**Halls of Undermountain** - Wizards RPG Team 2012-04

Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? *Halls of Undermountain*(tm) is a 96-page hardcover book that presents a ready-to-use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent D&D Encounters(tm) season, *The Elder Elemental Eye*(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

**Adventures from the Potbellied Kobold** - Jeff C Stevens 2021-04-02

*Adventures from the Potbellied Kobold* provides you with fifteen adventures to use as one-shots, additions to your current campaign, or as inspiration for a new campaign. We've even included a way to link several of the adventures, providing you with a mini-campaign. The adventures range in difficulty from low to mid-level, and many include adjustment suggestions, allowing you flexibility with the adventure's difficulty. The adventures are short and sweet, targeting play times of 1

to 3 hours. Of course some adventures may run a bit longer depending on your play style, group, and how often your adventurers debate over who gets what magic item.

**The Complete Roslof Keep Campaign** - Scott Taylor 2016-11-15

**Rappan Athuc** - Bill Webb 2001-02

The first in the "R" series of D20 System dungeon modules by Necromancer Games, Rappan Athuc -- The Dungeon of Graves: The Upper Levels is the grand-daddy of all dungeon crawls! This dungeon of caverns, passages, traps and hidden chambers defies even the most experienced adventurer to travel its halls. This module features six levels of this evil, multilevel dungeon, including monsters your characters have never imagined in their worst nightmares. Rappan Athuc awaits!

**Ed Greenwood Presents Elminster's Forgotten Realms** - Wizards RPG Team 2012-10-16

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

*Night Below* - Carl Sargent 1995-11-01

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.

**Tome of Beasts** - Wolfgang Baur 2016-09-13

**Tome of Horrors 2020 PoD Softcover** - Frog God Games 2021-02

From the gargantuan, aquatic afanc, a hundred feet in length, to the eerie sphinx zombie bound by magic to guard forbidden lore, the Tome of Horrors 2020 provides you with a wealth of beasts and legends to stock the forests, dungeons, skies, and oceans of your world. Creatures of the underworld, denizens of the elemental planes of existence - they're all to be found within the covers of this compendium! Necromancer Games is proud to bring you this resource for the Fifth Edition of the world's most popular role-playing game!

*Lost Empires of Faerun* - Richard Baker 2005-02-01

For the first time, the secrets of past empires of the Forgotten Realms world are chronicled in one comprehensive sourcebook. Includes rules for how to build and sustain a ruin-based campaign, more than a dozen detailed adventure sites with maps, and new monsters and artifacts.

*Azure Bonds* - Kate Novak 1989

*Monster Manual 3* - Mike Mearls 2010

This core rulebook introduces an innovative monster stat block format, that makes running monsters easier for the Dungeon Master, and presents a horde of iconic monsters that fit into any campaign.

**Part-Time Gods of Fate (3EG204)** - Eloy Lasanta 2015-07-10