
Forgotten Realms Campaign Setting Dungeons Dragons D20 30 Fantasy Roleplaying Forgotten Realms Setting

Dungeons & Dragons: Forgotten Realms

Mysteries of the Moonsea

Champions of Valor

Forgotten Realms Player's Guide

Critical Role: Tal'Dorei Campaign Setting

The Forgotten Realms

Mordenkainen Presents: Monsters of the Multiverse (Dungeons & Dragons Book)

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Dungeon Crawl Classics Role Playing Game

Faiths and Pantheons

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Lost Empires of Faerun

DUNGEONS & DRAGONS

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book)

Dark Sun Campaign Setting

The Grand History of the Realms

Evermeet: Island of the Elves

Netheril

DragonLance Adventures

Night Below

Champions of Ruin

Rise of the Drow

Neverwinter Campaign Setting

Thunder Rift

Ed Greenwood Presents Elminster's Forgotten Realms

Forgotten Realms Campaign Guide

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STEVENS BENITEZ

**Dungeons & Dragons: Forgotten
Realms** National Geographic Books

Everything a player needs to know to play truly heroic characters in the Forgotten Realms setting. "Champions of Valor" is a comprehensive guide to playing valiant heroes in the Forgotten Realms setting. The counterpart to "Champions of Ruin," "Champions of Valor" covers what it means to be

valorous in the Realms. The book describes several good-aligned guilds and organizations that characters can join, as well as the benefits for doing so. In addition, the book presents an array of new spells, feats, and prestige classes appropriate for heroes of valor, and opens up new opportunities for adventure, fame, and glory for truly heroic characters.

Mysteries of the Moonsea John Wiley & Sons

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

Champions of Valor Wizards of the Coast
This edition provides a detailed look at the lightless world under the surface of

the Forgotten Realms campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the Forgotten Realms world, the world beneath the ground.

Forgotten Realms Player's Guide

National Geographic Books

Discover the colorful history of Evermeet—the serene, beautiful, and inviolate home of the elves—in this centuries-spanning Forgotten Realms tale Rich in magic and treasure, Evermeet is the ultimate paradise to those who hear of its legends. To the beleaguered elves of Toril, it is the ultimate refuge. But to many, it is the ultimate prize. At the heart of its story is Amlaruil, Queen of All Elves. When Evermeet comes under massive,

devastating attack, her sacrifice holds the last hope of saving the elven homeland from the evils of the Beast Lord Malar. Written by one of the leading Forgotten Realms authors, Evermeet is a thrilling tour through elven history—a history checkered by war and intrigue, heroes and villains, mortals and gods. *Critical Role: Tal'Dorei Campaign Setting* CRC Press

Details the background, characters, magic weapons, and rules connected with this advanced form of Dungeons and Dragons.

The Forgotten Realms Wizards of the Coast

For the first time, D&D players will have access to one of the most mysterious locales from the First Edition Forgotten Realms campaign setting. The Dungeon

of Death features an elaborate array of tricks, traps, and monsters -- sure to challenge any party. The adventure is for mid-level (5th-9th) characters, which are in high demand by loyal D&D players.

Mordenkainen Presents: Monsters of the Multiverse (Dungeons & Dragons Book) John Wiley & Sons

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart.

Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players

into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.

Tal'Dorei Campaign Setting Reborn

TSR

Provides guidance and fresh angles to the Dungeons & dragons game Eberron. *Dungeons & Dragons Acquisitions Incorporated HC (D&D Campaign Accessory Hardcover Book)* National Geographic Books

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 loth 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.

[Dungeon Crawl Classics Role Playing Game](#) Ammonite Press

Forgotten Realms creator Ed Greenwood opens the adventures of an unlikely new band of heroes who get into a bit more trouble than usual in the fabled port city of Waterdeep, but soon discover some of the seedier corners of the wider Realms — the hard way! Joined by artist Lee Ferguson and Sal Buscema, this new series kicks off a deadly tale with a kidnapping that is more — and less — than it seems.

[Faiths and Pantheons](#) TSR

Forgotten Realms setting creator Ed Greenwood reveals the ghosts and their haunts within the Realms. This module is for beginning DMs and players. It explores a new location: the "haunted" area north of Cormyr.

Eberron Wizards of the Coast

The Underworld is boiling from the flames of war - Matron Maelora of House Gullion has taken control over the drow city of Holoth via a coup d'état - allying herself with the alien Vidre and siphoning power from an artifact granted by these enigmatic, crystalline schemers, she indeed triumphed and funneled the souls of her captives through the artifact to gain immense power. Unbeknownst to her, half of the souls have been funneled to the greedy clutches of the alien Vidre and sacrifices

have become harder and harder to come by. Not one to be dictated what to do, the matron managed to sever the binding ties and arcane entwinements of the pact between her and the Vidre via the help of Naraneus the Spider Goddess for the promise of a conquest of the worlds above - the goddess has spoken and so it shall be done. The Vidre, meanwhile, prepare for war - their thirst for souls must be slaked. Rise of the Drow is a Pathfinder Roleplaying Game compatible adventure for 4-6 PCs of Levels 6-18. This book is hardbound, over 550 pages and is presented in full color on premium paper.

Underdark Random House Childrens Books

For Forgotten Realms fans, this new book features extended descriptions of

each of the character races of the Forgotten Realms(campaign setting. Maps.

Dungeon Master For Dummies Dungeon This is the first entry-level accessory for use with the new D&D game. It provides a mini-campaign world where the Dungeon Masters can set their various adventure modules. The product also describes the player characters' village and the key people they meet, and the setting can be transferred to any world players choose. Map.

Lost Empires of Faerun TSR

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!

DUNGEONS & DRAGONS Wizards of the Coast

You're no hero. You're an adventurer: a reaver, a cutpurse, a heathen-slayer, a tight-lipped warlock guarding long-dead secrets. You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished. There are treasures to be won deep underneath, and you shall have them.

Eberron: Rising from the Last War (D&D Campaign Setting and Adventure Book) National Geographic Books

288 page hardcover by Bruce R. Cordell
Dark Sun Campaign Setting

This handbook takes the first in-depth look at this classic Forgotten Realms region in many years.

The Grand History of the Realms

Caught in traffic. Trapped in a cubicle. Stuck in a rut. Tangled up in red tape. In the real world, sometimes you feel powerless—but not in Dungeons & Dragons (D & D). In this fantasy-adventure, you have all kinds of special powers. You can slay the evil dragon, overcome the orc or the ogre, haunt the werewolf, and triumph over sinister trolls. You venture into strange realms, encounter strange creatures, and use magical powers. Your character grows and develops with every adventure. With this guide, you can learn the ins and outs of D & D and start playing right away. Dungeons & Dragons For

Dummies gives beginners the basics of the complex game and helps experienced players fine-tune their roleplaying. It guides you through: Creating your character (a powerful fighter, a sneaky rogue, a crafty sorcerer, or a charismatic cleric), and character advancement The races: humans, dwarves, elves, and halflings The types of character actions: attack rolls, skill check, and ability checks The 6 abilities: strength, dexterity, constitution, intelligence, wisdom, charisma Feat requirements and types Playing the game, including moving in combat, attacking with a weapon (melee attacks or ranged attacks), and damage and dying Picking skills, armor, weapons, and gear Choosing spells if your character is a sorcerer or domains for a

cleric Building encounter or combat strategies and using advanced tactics Maximizing your character's power with the acquisition of the right magic items: armor, weapons, potion, scroll, ring, wand, staff, rod, plus wondrous items D & D game etiquette Becoming a Dungeon Master There's even a sample play session that walks you through typical play, gets you comfortable using the battle grid and character markers, lets you test player characters against each other and against monsters, and shows you how to add story elements to create an adventure. Produced in partnership with Wizards of the Coast, written by D & D game designers, and complete with a battle grid, a sample dungeon map, and a glossary, this guide arms you with the knowledge to create

and equip a character and empowers you to enter the captivating, fascinating world of D & D.

Evermeet: Island of the Elves

This product provides an in-depth exploration of Menzoberranzan, the greatest drow city in the Dungeons & Dragons game and Forgotten Realms campaign setting. It contains all of the information a Dungeon Master needs to run adventures or an entire campaign based in the treacherous city, including descriptions of city locations, drow houses, key organizations, and the precarious political landscape. It gives players the information they need to create characters who are members of drow houses or organizations within Menzoberranzan, as well as explains the benefits and rivalries that come with

choosing a particular allegiance. Includes a full-color, fold-out poster map of Menzoberranzan, the fabled drow city.

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