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*Forgotten Realms Campaign Setting Dungeons Dragons
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GRETCHEN BREWER

Cormyr TSR

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.

Haunted Halls of Eveningstar Wizards of the Coast

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.

The Forgotten Terror Spinsters Ink

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!

Eberron Forgotten Realms 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! Forgotten Realms Campaign Guide 288 page hardcover by Bruce R. Cordell Dungeons & Dragons: Forgotten Realms 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.

Underdark Wizards of the Coast

Provides guidance and fresh angles to the Dungeons & dragons game Eberron.

Power of Faerun National Geographic Books

A campaign adventure designed for four 4th-level Dungeons & Dragons characters.

Spellfire Idea & Design Works LLC

Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring

original artwork on the front.

[The Forgotten Realms](#) TSR

This collection details the 30 most important gods in the Forgotten Realms universe and expands upon the profiles of the rest of the deities. *Faiths and Pantheons* includes all-new prestige classes, feats, spells, and monster templates.

Scepter Tower of Spellgard *Wizards of the Coast*

"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.

[City of Splendors](#) TSR

Providing a detailed look at the southern regions of the Forgotten Realms campaign setting, this accessory includes descriptions of races, regions, and unique cultural elements.

Ed Greenwood Presents Elminster's Forgotten Realms TSR

A new comprehensive guidebook to playing high-level heroes and running high-level campaigns in the Forgotten Realms, this supplement introduces new options to players and Dungeon Masters as well as guidelines to starting a temple, running a guild, and more.

[The Player's Guide to the Forgotten Realms Campaign](#)

288 page hardcover by Bruce R. Cordell

The Dungeon of Death

Forgotten Realms

Monster Compendium

The final seven issues of Forgotten Realms are collected in this fourth volume. The Realms Master crew must pick up the pieces after their ship is destroyed. Where will they go? What will they do? Find out as the Forgotten Realms run comes to a close.

Sons of Gruumsh

The first in-depth look at Waterdeep includes history, a who's who, information on laws, and rules for running and playing in a Waterdhavian campaign. Information on the people of Waterdeep covers non-player characters, arcane schools, armed forces, guilds, nobility, prestige classes specific to the city, and more. An extensive appendix gives information on new equipment, magic items, psionic powers, poisons, spells, and more.

Faiths and Avatars

This accessory provides a wealth of highly detailed information about one of the most popular regions of the Forgotten Realms world. In addition to new spells, monsters, magic items, and prestige classes native to the region, "Silver Marches" also includes a poster map and many detailed adventure sites.

[Expedition to Undermountain](#)

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.

[Lords of Darkness](#)

The Forgotten Realms(answer to the "Draconomicon," this Dungeons & Dragons(supplement takes an in-depth look at the dragons of the Forgotten Realms.

[Neverwinter Campaign Setting](#)

The perfect introduction for the beginner to the Forgotten Realms campaign setting, this product presents everything that players of all levels of expertise need to know to begin playing in the fabulous world of Toril. Illustrations, some in color.

[Dungeons & Dragons](#)

A mass market expanded edition of Ed Greenwood's first Forgotten Realms novel. Author Ed Greenwood has returned to his first novel set in the Forgotten Realms world. Working from his original notes, he has revised and expanded the novel, developing characters and scenes that were cut from the original edition published in 1988. Fans will enjoy this mass market edition of the "director's cut" of the first novel in Greenwood's story of Shandril of Highmoon. AUTHOR BIO: A resident of Ontario, Ed Greenwood created the Forgotten Realms setting nearly 30 years ago and has written hundreds of novels, articles, and game products in the setting. His most recent novel is Elminster's Daughter From the Paperback edition.

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