
Dragons Of Faerun Forgotten Realms Accessories

Dungeons & Dragons: Forgotten Realms #3

The Year of Rogue Dragons

Forgotten Realms Campaign Setting

Silverfall

The Sword Never Sleeps

The Rite

Dragons of Faerun

Unapproachable East

Sword Coast Adventurer's Guide

Mistress of the Night

Underdark

Swords of Eveningstar

Player's Guide to Faerun

Dungeons and Dragons Forgotten Realms Poster Book

City of Splendors

Lost Empires of Faerun
Player's Guide to Faerun
Monster Compendium
The Rage
Forgotten Realms Player's Guide
Races of Faerûn
Dungeons & Dragons: Forgotten Realms
The Grand History of the Realms
Elminster's Daughter
Silver Marches
Evermeet: Island of the Elves
Ed Greenwood Presents Elminster's Forgotten Realms
Power of Faerun
Monster Manual III
Forgotten Realms
Champions of Ruin
Cormyr A Novel
The Herald
Brimstone Angels
The City of Splendors

Spellfire

Realms of the Dead

Dungeons and Dragons: Forgotten Realms Omnibus

Forgotten Realms Campaign Guide

The Best of the Realms

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DIAZ HUDSON

Dungeons & Dragons:
Forgotten Realms #3

National Geographic
Books

288 page hardcover by
Bruce R. Cordell

**The Year of Rogue
Dragons** National
Geographic Books

Everything a player needs to know to play evil or morally ambiguous characters in the Forgotten Realms setting. Champions of Ruin™ is a comprehensive guide to playing evil characters in the Forgotten Realms setting. Many aspects of play are covered: vengeance, ambition, evil vs. evil, corruption and moral

failure, loyalty and betrayal. The book also discusses types of evil-lawful, chaotic, and neutral-as well as morally ambivalent characters such as anti-heroes and rogues. Elder evils of extreme power are discussed along with tools, feats, spells, evil places and planar touchstones, and guilds and organizations that

evil characters can join. Two new races are also introduced. JEFF CROOK has written novels for the Dragonlance® setting, including Dark Thane, The Rose and the Skull, and Conundrum. WIL UPCHURCH is a full-time game industry freelancer whose most recent work with Wizards of the Coast, Inc. includes Star Wars: Ultimate Adversaries™. His articles can be found in Dragon® Magazine, Dungeon® magazine, and other major gaming magazines. ERIC L. BOYD is a software

developer who has written extensively about the Forgotten Realms for Wizards of the Coast, Inc. His most recent credits include Lost Empires of Faerûn™, Faiths & Pantheons™, Races of Faerûn™, and Serpent Kingdoms™. Forgotten Realms Campaign Setting Wizards of the Coast 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. **Silverfall** Wizards of the Coast The second in a new trilogy of novels from R.A. Salvatore's War of the Spider Queen author Richard Lee Byers. The Rite is the second title in

a trilogy exploring the ancient secrets of dragon society in the Forgotten Realms world. Author Richard Lee Byers will write the entire trilogy, and the cover art for the trilogy and the associated anthology will be rendered by award-winning fantasy artist Matt Stawicki. AUTHOR BIO: Richard Lee Byers is the author of over 15 novels, including the Forgotten Realms novels *The Shattered Mask*, *The Black Bouquet*, and *R.A. Salvatore's War of the Spider Queen*, Book I:

Dissolution. From the Paperback edition.
The Sword Never Sleeps
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.
The Rite Wizards of the Coast
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.

Dragons of Faerun IDW Publishing

An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

Unapproachable East

Wizards of the Coast
Elminster fights for the

future of Faerûn in this stirring climax to the Sundering series, from the creator of the Forgotten Realms Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle in the shadows cast by war.

Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize power. And a threat foretold by an ancient seer stirs. At

the heart of it all, Mystra—the great Goddess of Magic—has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé, Amarune, Elminster works frantically to strengthen the Weave's

tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the Sundering draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance. The Herald is also loosely connected to the Elminster series and Sage of Shadowdale series.

Sword Coast Adventurer's Guide RP Studio

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.

Mistress of the Night

Wizards of the Coast

Presents seven interlinked novellas that tell the story of seven sisters who battle the diabolical evil that threatens all Faern. Reprint.

Underdark Wizards of the Coast

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. *Swords of Eveningstar* Wizards of the Coast Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Player's Guide to Faerun
 Wizards of the Coast
 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.
Dungeons and Dragons
Forgotten Realms Poster

Book Wizards of the Coast
 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.
City of Splendors Wizards of the Coast
 For Forgotten Realms fans, this new book features extended descriptions of each of the character races of the

Forgotten Realms(campaign setting. Maps.
Lost Empires of Faerun
 Wizards of the Coast
 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.

Player's Guide to Faerun

Wizards of the Coast

The millennia-old history of Faerun is haunted with ghosts, vampires,

zombies, and all other

manner of gruesome

undead. This anthology of

all-new stories is filled

with the 12 most

terrifying of these tales.

Includes stories by R.A.

Salvatore, Richard Baker,

and Lisa Smedman.

Original.

Monster Compendium

A determined

dragonslayer and his rag-

tag band of adventurers

stumble upon a secret

that the dragons have

been doing their best to

hide. This new omnibus

edition collects the novels

"The Rage, The Rite," and

"The Ruin."

The Rage

Second in a series of

stand-alone adventures

about the clerics of the

Forgotten Realms world.

Mistress of the Night is

the second title in this

Forgotten Realms novel

series that focuses

specifically on priests, the

popular D&D iconic class

also known as clerics.

Each title chronicles

priests loyal to a different

deity in the Forgotten

Realms pantheon. Like

the preceding series The

Rogues, each novel in The

Priests series is written as

a stand-alone adventure,

allowing new readers an

easy entry point into the

Forgotten Realms world.

Forgotten Realms

Player's Guide

The complete guide for

building Forgotten Realms

characters. This guide

presents this changed

world from the point of

view of the adventurers

exploring it. This product

includes everything a

player needs to create his character for a D&D Realms setting.
campaign in the Forgotten