

Forgotten Realms Campaign Setting 2nd Edition

Silver Marches Player's Guide to Faerûn Forthcoming
Books Cormyr Ravenloft Al-Qadim 1993 Tsr Master
Catalog Ice Kingdoms Campaign Setting King
Pinch Dungeons & Dragons Dungeon Master's
Guide Original Adventures Reincarnated #3:
Expedition to the Barrier Peaks (5e Adventure,
Hardback) D20 Future Computer Gaming World
The Magister Volo's Guide to Waterdeep The Forgotten
Terror Baldur's Gate II City of Splendors Faiths and
Pantheons Forgotten Realms Advanced Dungeons &
Dragons - Legends & Lore The City of Splendors
Kubla Khan Baldur's Gate II Magic of Faerun
Forgotten Realms Players Guide Forgotten Realms Campaign
Guide Faiths and Avatars Anauroch Silver Marches
Ed Greenwood Presents Elminster's Forgotten Realms
The Dalelands Elminster in Hell Tales of the Lance
Sovereign Stone Campaign Sourcebook The Neverending
Story Horselords Surveying the American
Tropics Underdark Books in Print

Silver Marches

This new supplement provides new rules and modules for running a futuristic d20 Modern campaign. The wealth of information covers new character traits, advanced classes, starting occupations, gear, starships, monsters, and more.

Player's Guide to Faerûn

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A complete overview of the great desert of Anauroch, a barren, sandy wasteland greater than Cormyr and Sembia combined. Yet beneath its desolation lurk ancient empires of forgotten creatures, who seek to expand the power of the desert into the mannish lands.

Forthcoming Books

Between the valiant kingdoms of the western Realms and the exotic eastern lands of Kara-Tur lies a vast, unexplored kingdom. For centuries, the "civilized" peoples of the Forgotten Realms have given little notice to these barbarians. Now, a powerful leader has united the wild horsemen into a mighty force--an army powerful enough to challenge the world. The Empires Trilogy: Book One.

Cormyr

288 page hardcover by Bruce R. Cordell

Ravenloft

Al-Qadim

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 campaign in the Forgotten Realms setting.

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1993 Tsr Master Catalog

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.

Ice Kingdoms Campaign Setting

King Pinch

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.

Dungeons & Dragons Dungeon Master's Guide

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

Original Adventures Reincarnated #3: Expedition to the Barrier Peaks (5e Adventure, Hardback)

D20 Future

Computer Gaming World

The Magister

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.

Volo's Guide to Waterdeep

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.

The Forgotten Terror

Baldur's Gate II

From a mysterious cave high in the Barrier Peaks, they come: savage raiders of unknown origin laying waste to castle and keep, leaving no survivors. The land is in turmoil and only a band of stalwart heroes dares to launch an expedition into the soaring

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mountains to stamp out this vile menace. What they discover in those lofty peaks is something beyond their comprehension. A danger spawned from the very stars above. A crashed starship, buried for centuries beneath the Barrier Peaks, has awoken, and now its alien inhabitants--crazed robots, eerie androids, and even stranger things--endanger the world. The adventurers must confront these threats and navigate the unearthly interior of the wrecked starship, puzzling over and mastering alien technology to defeat their foes. If you've ever had the urge to zap an umber hulk with a laser rifle while commanding a robotic servant, this adventure is for you! This tome is an homage to the original fantasy and science-fiction dungeon expedition that began decades ago with S3: Expedition to the Barrier Peaks. Herein you will find high-quality scans from multiple printings of the original first edition adventure module, plus commentary by gaming luminaries. A full fifth edition conversion of the original adventure is included, as well as brand new additional adventure locations and a dungeon level to expand and develop the spaceship and the surrounding environs. This is the perfect framework for a fully playable extended dungeon delve, suitable for taking your fifth edition campaign in out-of-this-world directions, with a distinct old-school vibe. Made in the US

City of Splendors

Though left uncompleted, "Kubla Khan" is one of the most famous examples of Romantic era poetry. In it, Samuel Coleridge provides a stunning and detailed

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example of the power of the poet's imagination through his whimsical description of Xanadu, the capital city of Kublai Khan's empire. Samuel Coleridge penned "Kubla Khan" after waking up from an opium-induced dream in which he experienced and imagined the realities of the great Mongol ruler's capital city. Coleridge began writing what he remembered of his dream immediately upon waking from it, and intended to write two to three hundred lines. However, Coleridge was interrupted soon after and, his memory of the dream dimming, was ultimately unable to complete the poem. HarperPerennial Classics brings great works of literature to life in digital format, upholding the highest standards in ebook production and celebrating reading in all its forms. Look for more titles in the HarperPerennial Classics collection to build your digital library.

Faiths and Pantheons

Forgotten Realms

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.

Advanced Dungeons & Dragons - Legends & Lore

The Dalelands is home for many unique and interesting characters, including Elminster the Mage. This sourcebook describes the inhabitants, cities, and hidden dangers of the Dalelands. All levels. Illus. Shrink-wrapped.

The City of Splendors

This is the second volume of the Earthkeep series. Little Blue's children are dying - in some cases, just after birth. Magister Zella Terremotto Adverb and her sister magisters find themselves in an unexpected alliance with Jezebel Stronglaces and her followers.

Kubla Khan

Baldur's Gate II

American Tropics' refers to a kind of extended Caribbean, an area that includes the southern USA, the Atlantic littoral of Central America, the Caribbean islands, and northern South America. European colonial powers fought intensively here against indigenous populations and against each other for control of land and resources. The regions in the American Tropics share a history in which the dominant fact is the arrival of millions of white Europeans and black Africans; share an environment that is tropical or sub-tropical; and share a socio-

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economic model (the plantation), whose effects lasted at least well into the twentieth century. The imaginative space of the American Tropics therefore offers a differently centred literary history from those conventionally produced as US, Caribbean, or Latin American literature. This important collection brings together essays by distinguished scholars, including the late Neil Whitehead, Richard Price, Sally Price, and Susan Gillman, that engage with the idea of a literary geography of the American Tropics and that represent the rich diversity of the writing produced within this geographical area.

Magic of Faerun

Forgotten Realms Players Guide

Weave exciting tales of heroism filled with magic and monsters. Within these pages, you'll discover the tools and options you need to create detailed worlds and dynamic adventures for your players to experience in the Dungeons & Dragons roleplaying game. The revised Dungeon Master's Guide is an essential rulebook for Dungeon Masters of the D&D game. The Dungeon Master's Guide has been reorganized to be more user friendly. It features information on running a D&D game, adjudicating play, writing adventures, nonplayer characters (including nonplayer character classes), running a campaign, characters, magic items (including intelligent and cursed items, and artifacts), and a dictionary of special abilities and conditions. Changes

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have been made to the item creation rules and pricing, and prestige classes new to the Dungeon Master's Guide are included (over 10 prestige classes). The revision includes expanded advice on how to run a campaign and instructs players on how to take full advantage of the tie-in D&D miniatures line.

Forgotten Realms Campaign Guide

Having robbed a temple, Pinch must hide his theft from the temple's priestess, his traveling companion, Lissa, who holds the secret that could make him the next king of Ankhapur.

Faiths and Avatars

Anauroch

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

Silver Marches

Ed Greenwood Presents Elminster's Forgotten Realms

Award-winning novelist wrestles with his love of video games, D&D, and all things nerdy in this poignant, observant book.

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The Dalelands

Baldur's Gate II Baldur's Gate II: Shadows of Amn is a computer role-playing game developed by BioWare and published by Black Isle Studios. It is the sequel to Baldur's Gate (1998), and was released for Microsoft Windows in September 2000. Like Baldur's Gate, the game is set in the Forgotten Realms campaign setting and is based on the Advanced Dungeons & Dragons 2nd edition rule set. The game uses BioWare's Infinity Engine, which was used in Baldur's Gate and other Black Isle games, including Planescape: Torment and the Icewind Dale series.

Elminster in Hell

Tales of the Lance

Hell Hath Such Fury On the world of his birth he's all but a god, but when an ancient evil banishes him to the depths of the Nine Hells, he's just another lost soul. Elminster, Sage of Shadowdale, Chosen of Mystra, faces his most desperate struggle--to survive, to escape, to cling to his very sanity--and all the forces of the inferno are rallied against him. The top-selling book by the creator of the Forgotten Realms universe is now available as an eBook!

Sovereign Stone Campaign Sourcebook

Shy, awkward Bastian is amazed to discover that he has become a character in the mysterious book he is

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reading and that he has an important mission to fulfill.

The Neverending Story

In the streets of Waterdeep, conspiracies run like water through the gutters, bubbling beneath the seeming calm of the city's life. As a band of young, foppish lords discovers there is a dark side to the city they all love, a sinister mage and his son seek to create perverted creatures to further their twisted ends. From the Paperback edition.

Horselords

Surveying the American Tropics

A night of eternal terror. A world ruled by fear and horror. Vampires who command the night. Shapeshifters who prowl the forests. Eldritch ghouls and undead skeletons who prey upon a fearful populace. If ever a world needed heroes, it is the world of Ravenloft.

Underdark

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!

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Books in Print

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

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