
Dungeons And Dragons Neverwinter Campaign Setting Pdf

Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book)

(Dungeons & Dragons)

Night Below

Legacy of the Crystal Shard

Forgotten Realms Campaign Guide

Eberron Campaign Guide

Dungeons & Dragons: Forgotten Realms

The Player's Guide to the Forgotten Realms Campaign

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Spellstorm
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The Tower of Dust
The Shadowfell
Menzoberranzan: City of Intrigue
The Forgotten Realms
Dark Sun Campaign Setting
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VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER)
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Scepter Tower of Spellgard
Caves of Carnage
Vor Rukoth
Strongholds & Followers
Everything I Need to Know I Learned from Dungeons & Dragons
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WERNER LAYLAH

Explorer's Guide to
Wildemount (D&D
Campaign Setting and
Adventure Book)
(Dungeons & Dragons)
Wizards of the Coast
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!

*Night Below Wizards of
the Coast*
Rumors race around
Cormyr regarding the
mythical Lost Spell, a
powerful enchantment
designed centuries ago by
the presumed dead god of
spells—a spell long
thought lost to the ages.
Found by some magic-less
merchant, rumor has it
the Lost Spell is to be

auctioned off to the highest bidder. It is a powerful lure, and archwizards of every stripe descend upon the merchant, only to be trapped with him inside his manor by a vicious spellstorm—escape impossible, and their magic useless with the interference from the storm. Moreover—they find themselves faced with the infamous Elminster of Shadowdale, who claims he’s just there to decide who gets the Lost Spell, but who clearly has an agenda of his own.

But before Elminster can put whatever plan he has in motion, archwizards start dying.

[Legacy of the Crystal Shard](#) Lmbpn Publishing
Return to Icewind Dale!
Legacy of the Crystal Shard presents Icewind Dale 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 settlements of Ten Towns and their inhabitants, this product includes a harrowing 32-page

adventure in which the player characters defend Icewind Dale against a rising threat with ties to the past. Legacy of the Crystal Shard allows characters to participate in important events connected to the Sundering and glimpse the future of the Forgotten Realms.
Components: 64-page setting book describing Icewind Dale and its inhabitants 32-page adventure book Four-panel, foldout DM screen keyed to the adventure Illustrated folder

Forgotten Realms Campaign Guide National Geographic Books
D&D ENCOUNTERS SUPPORT: This product supports the D&D Encounters in-store play program by providing Dungeons & Dragons players with exciting new options for their D&D Encounters characters. The player material in this book is also suitable for home game use.
CHARACTER THEMES: This book presents several new character themes tied to dungeon exploration. Themes are

popular with Dungeons & Dragons players, as they provide more depth to each character's back story and provide intriguing in-game benefits. This book also includes advice for Dungeon Masters on how to integrate character themes into an ongoing campaign that features dungeons and other subterranean environments, as well as dungeon-building tips. This product has tangential ties to the drow-themed marketing campaign.

[Eberron Campaign Guide](#)
Wizards of the Coast
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: Forgotten Realms](#)
National Geographic Books

The Eberron(R) world moves into 4th edition D&D(R)! This book contains all the information any DM would need about the world of Eberron. This exciting world is complete with soaring cities, vicious wars, and a gritty mean-streets style that harkens back to the traditions of film noir. The Eberron campaign setting is updated into the 4th edition D&D family with the Eberron Campaign Guide. Featuring all of the character elements from the core rulebooks, this

updated version of the Eberron world is a must for any gamer that likes the magic-as-technology, film noir, high-adventure campaign setting that was chosen from over 15,000 game submissions.

The Player's Guide to the Forgotten Realms Campaign National Geographic Books

This supplement collects the most iconic and dangerous monsters of the Dark Sun campaign setting into one handy tome. It also contains other hazards and threats found in the desert

wastelands and dungeon tombs of Athas.

Rules Compendium

Wizards of the Coast

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

Cityscape Vanishing Goblin Incorporated

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.

Masters and Minions

Wizards of the Coast
The material in this supplement is appropriate for both Dungeons and Dragons players and Dungeon Masters. It features city-building rules, new options for city-based characters and encounters, and rules for urban terrain.

Into the Unknown TSR

"Explore the most important frontier city of Xen'drik, where

opportunity and peril walk hand in hand. Whether you're looking for shadowy ruins, sinister organizations, or a treasure-laden dungeon, Stormreach is the place to start. This Dungeons and Dragons supplement brings Stormreach to life with information on the movers and shakers, both in front of and behind the scenes; ready-to-use adversaries to challenge your characters; adventure hooks to spice up your game"--P. [4] of cover.

City of Stormreach

Wizards of the Coast
"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one."

-- Comicbook.com
website:

<https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dungeons-and-dragons/>
(viewed July 16, 2019)
Gauntlgrym TSR

HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the

continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of

Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility of manipulating magic of Dunamancy. · Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot

seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

Thunder Rift National Geographic Books
Fantasirollespil.

The Cult of Tiamat

Wizards of the Coast
An all new 5e supplement featuring detailed NPCs and a focus on how to use their minions, with

convenient, time-saving tips.

The Last Threshold

A quick and handy rules reference and guide for the Dungeons & Dragons® Fantasy Roleplaying Game. This handy and comprehensive Dungeons & Dragons book is intended as a quick rules reference. It contains the complete core rules for the 4th Edition Dungeons & Dragons Fantasy Roleplaying Game. In addition to providing an overview of the game and how it's played, this book

presents the core rules in a format that is easily referenced during a game. It includes information on level advancement, combat, experience points, treasure, skills, equipment, and more.

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

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.

Spellstorm

The complete guide to building Eberron(R) characters. The Eberron Player's Guide presents the film noir world of Eberron from the point of view of the adventurer exploring it. This product includes everything a player needs to create their character for a

D&D(R) campaign in the Eberron setting, including new feats, new character powers, new paragon paths and epic destinies, and even a new 4th edition version of a classic Eberron class: the Artificer!

Legacy Era Campaign Guide

This boxed set is for Dungeon Masters interested in taking their heroes on excursions to the Shadowfell. The kit includes a 128-page book detailing the city of Gloomwrought, a 32-page book of encounters set in

Gloomwrought and beyond, two card stock sheets of die-cut monster and villain tokens, a foldout battle map, and a deck of 30 cards.

The Tower of Dust

A Forgotten Realms adventure for 2nd-level characters. Scepter Tower of Spellgard is the first full-length Forgotten Realms adventure published for 4th Edition D&D. When paired with the adventure that appears in the Forgotten Realms Campaign Guide, this adventure provides the Dungeon Master with

all he needs to get his campaign started.

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- Wotlk Classic Quest Guide : [click here](#)