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## Faerun campaign setting

Chapter 8: Running the Realms[] This chapter provides useful advice for the game referee or "dungeon master" trying to run an adventure or campaign in this setting. Anauroch • Chultan Peninsula (Chult) • Tashalar • Samarach • Thindol) • Cold Lands (Damara • Narfell • Vaasa • Sossal) • Cormyr • Dalelands (Archendale • Battledale • Cormanthor • Daggerdale • Deepingdale • Featherdale • Harrowdale • High Dale • Mistledale • Scardale • Shadowdale • Tasseldun) • Dragon Coast • Hordelands (Evermeet • Lantan • Moonshae Isles • Nelanther Isles • Nimbral) • Lake of Steam (Lapaliiya) • Lands of Intrigue (Ann • Calimshan • Tethyr) • Moonsae (The Ride • Thar • Tortured Land) • The North (High Forest • Savage Frontier • Silver Marches • Sword Coast North • Waterdeep) • Old Empires (Chessenta • Mulhorand • Unther) • Sembia • Shining South (Great Rift • Halruaa • Luiren • Shaar • Dambrath • Durpar • Estagund • Rethild • Var the Golden • Veldorn) • Unapproachable East (Aglarond • Great Dale • Impiltur • Rashemen • Thay • Thesk) • Underdark • The Vast • Vilhon Reach (Chondath • Sespech • Turmish) • Western Heartlands • Kara-Tur • Maztica • Zakhara • Sea of Night (Selûne • Dawn Heralds • Five Wanderers) Chapter 5: Deities[] A listing of the major deities of the Faerûnian pantheon, along with a brief description of the Realms' cosmology. The book was written by Ed Greenwood, Sean K. Chapter 7: Organizations[] The secret society of the Harpers played a major role for good in the Realms. A brief list of monsters unique to this continent are introduced. Rateliff Editorial Assistance: Steve E. However, if one were to add the two books together, as is intended, the total page number exceeds that of the FRCS by more than a hundred page, though the word count per page is lower given the 4th edition formatting standards. There are a total of eight chapters in the book, as follow: Introduction — This brief preface provides DMs with a basic introduction to the new Realms, including a list of ten "important facts" about the setting. Various regional feats, character attributes, prestige classes, spells, and NPC statistics all used the new rule set. The work also made some notable updates to the campaign setting, including the widespread presence of Red Wizard enclaves in various cities, the presence of a mysterious group called the Shadovar in the southern Anauroch desert, and the increasing surface presence of drow in the Dalelands. Wilson, Sam Wood, Ben Wootten, Kieran Yanner, James Zhang Rob LazzarettiMike Schley 4th Edition Forgotten Realms Campaign Setting Forgotten Realms Player's Guide Dark perils and great deeds await! Welcome to Faerûn, a land of amazing magic, terrifying monsters, ancient ruins, and hidden wonders. In addition to the nine chapters, this work includes two short adventures and a number of maps, including a fold-out map of the continent of Faerûn. The first reads, "We remember sities [sic] now in ruin and forests murdered, yet still we sing to the stars and hope for renewal." in Espruar, while Dethek runes read, "The secret fires of our hearts burn with the memory of wars lost and heroes slain, but like the stone from which we came, we endure." See Also[] External Links[] References[] Connections[] Dark perils and great deeds await>Welcome to Faerûn, a land of high magic, terrifying monsters, ancient ruins, and hidden wonders. This section is a stub. The Faerûnian pantheon, including over 100 deities and powers. A few additional spells are provided, primarily to support the new domains. The book focuses primarily on the greater deities but also provides some information on intermediate deities, exarchs, primordials, and archdevils. Domains[] air domain • animal domain • cavern domain • chaos domain • charm domain • craft domain • darkness domain • death domain • destruction domain • drow domain • dwarf domain • earth domain • elf domain • evil domain • family domain • fate domain • fire domain • gnome domain • good domain • halfling domain • hatred domain • healing domain • illusion domain • knowledge domain • law domain • luck domain • magic domain • mentalism domain • metal domain • moon domain • nobility domain • ocean domain • orc domain • planning domain • plant domain • portal domain • protection domain • renewal domain • retribution domain • rune domain • scalykind domain • slime domain • spell domain • spider domain • storm domain • strength domain • suffering domain • sun domain • time domain • trade domain • travel domain • trickery domain • tyranny domain • undeath domain • war domain • water domain Spells[] Aganazzar's scorcher • analyze portal • anyspell • armor of darkness • blacklight • claws of darkness • cloak of dark power • create magic tattoo • darkbolt • eagle's splendor • Elminster's evasion • fantastic machine • fire stride • fashburst • flensing • gate seal • gembomb • great shout • greater anyspell • greater fantastic machine • Grimwald's graymantle • lesser ironguard • maelstrom • maw of stone • moon blade • moon path • moonbeam • moonfire • scatterspray • shadow mask • shadow spray • Snilloc's snowball swarm • spider curse • spider shapes • spiderform • stone spiders • thunderlance • waterspout The Calendar of Harptos, the unique calendar employed by the folk of the Realms. The Forgotten Realms® Campaign Setting presents the most comprehensive fantasy world ever described! This book contains all the details you need to play Dungeons & Dragons® adventures in the Forgotten Realms setting: A new full-color poster map of Faerûn. Forgotten Realms is a campaign setting for the Dungeons & Dragons (D&D) fantasy role-playing game. The two mini-adventures, "Color of Ambition" and "Green Bones", are indexed separately on their own subpages. Adventuring — This chapter provides a brief history of the world, tips regarding how to move forward an adventure set in the 3rd edition setting, a summary of adventuring in the context of Faerûn's local culture, how to keep time in the Realms, types of treasure that adventurers might uncover or find, and a glossary for terms specific to the Realms such as hin or tenday. Information is also provided for timekeeping and for simulating local economics and climate conditions in the Realms. Alexander JurkatJean NelsonKim Mohan Campaign setting FR Only: Core rulebook Drew Baker, Eric Deschamps, Steve Ellis, Randy Gallegos, Adam Gillespie, Ron Lemen, Lee Moyer, William O'Connor, Mark Tedin, Francis Tsai, Matthew D. Contents[] The Forgotten Realms Campaign Guide is the first portion, followed by the Forgotten Realms Player's Guide of the 4th edition release of the Forgotten Realms campaign setting for the Dungeons & Dragons roleplaying game. Faerûn and Beyond — This chapter, the longest in the book, provides the reader with an atlas of Faerûn and Returned Abeir, describing each of the major regions from each continent. Pantheon — This chapter focuses on the gods of the Realms, with a listing of each of the major gods and exarchs of Faerûn. The setting history was updated to reflect the various major events, such as the changes to the Faerûnian pantheon since the Time of Troubles and the defeat of the Tuigan Hordes. To make full use of this book, you also need the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. Cosmology — This chapter provides an insight into how the new 4th edition cosmology for Dungeons & Dragons applies to the Realms, with a listing of the astral dominions and elemental realms as well as a description of the Feywild and Shadowfell. The Forgotten Realms Campaign Guide presents a world of untold adventure, a land of a thousand stories shaped by the deeds of adventurers the likes of which Faerûn has never seen before. Highly detailed regions, new monsters, mysterious sites, and two short adventures to begin your campaign. Groups, cuts, and other organizations play an important role in the realms, and several of the most significant are detailed herein such as the Harpers or Zhentarin. ReynoldsSkip Williams Rob Heinsoo Michele CarterJulia MartinJohn D. The most important update was to incorporate the significant revisions to the game system with the 3rd-edition update. How to create a player character for the setting in summary. The FRCG is also notable for moving the setting forward by a little over a century, to the Year of the Ageless One whereas previous editions had moved it forward by a generation or so. The Forgotten Realms Campaign Setting is fully updated and redesigned for the new edition of the D&D game. Dark perils and great deeds await Welcome to Faerûn, a land of high magic, terrifying monsters, ancient ruins, and hidden wonders. How the scholars of Toril saw their world. Characters[] Aencar • Alusair Obarskyr • Alustriel • Araumycos • Arrk • Artemis Entrieri • Araundor • Bronnia Stonesplinter • Caladnel • Drizzt Do'Urden • Elaiath Craulnober • Eldenser • Elminster • Fzoul Chembryl • Gaulauntyr "Glorytongue" • Gerti Orelsdottir • Hadrhune • Halaster Blackcloak • Jezz the Lame • Khalia • Khelben Arunsun • King Obould Many-Arrows • Klauth • Lhaeo Classes[] arcane devotee • archmage • barbarian • bard • cleric • divine champion • divine disciple • divine seeker • druid • fighter • guild thief • Harper scout • hathanr • hierophant Cosmology[] Astral Plane • City of Judgment • Cynosure • Dawn Heralds • Five Wanderers • Fugue Plane Creatures[] aasimar • baatezu • beholders • baphitaur • buried ones • copper elves • creator races • dark elves • death tyrant • deep gnomes • dracolich • drow • duergar • dwarves • elves • genasi • ghostwise halflings • gnomes • gold dwarves • gray dwarves • green elves • half-elves • half-orcs • halflings • humans • kir-janan • lightfoot halflings Deities[] Abbathor • Abbadath • Abbadath • Angharradh • Anhur • Ao • Arvoreen • Auril • Azuth • Baervan Wildwanderer • Bahgtru • Bane • Baravar Cloakshadow • Berronar Truesilver • Beshaba • Bidoobaris • Brandobaris • Callarduran Smoothhands • Chauntea • Clangeddin Silverbeard • Corellon Larethian • Cyric • Cyrtollaea • Deep Duerra • Deep Sashelas • Deneir • Dugmarren Brightmantle • Dumathoin • Eilistraee • Eldath • Erevan Ilesere • Fenmarel Mestarine • Finder Wyvernspur • Flandral Steelskin • Gaerdal Ironhand • Garagos • Gargauth • Garl Gilttergold • Geb • Ghaunadaur • Gond • Gorm Gultynh • Grumbarr • Gruumsh • Gwaeron Windstrom • Haela Brightaxe • Hanali Celanil • Hathor • Helm • Hoar • Horus-Re • Ilmater • Ineleval • Isis • Istishia • Jergal • Kelemvor • Kiaransalee • Kossuth • Labelas Enoreth • Laduguer • Lathander • Liliira • Lolth • Loviatar • Lurue • Luthic Events[] Crown Wars • Feast of the Moon • Greengrass • Highharvestide Locations[] Bodies of Water[] Alamber Sea • Arkenen Falls • Arnaden • Ashaba, River • Bay of Chult • Deepwash • Fire River • Fountains of Memory • Giant's Chalice • Glaemril • Great Sea • Highstar Lake • Icelace Lake • Immersea • Inner Sea • Lake Ashane • Lake Eredruie • Lake Esmel • Lake Halruaa • Lake Semberr • Lake of Steam • Lake Thaylambar Bridges[] Boareskyr Bridge Buildings[] Abbey of the Sword • Arrowpoint • Bounty of the Goddess • Candlekeep • Castle Crag • Castle Grimstead • Castle Krag • Castle Perilous • Castle Spulzeer • Castle Waterdeep • Darkhold • Dragonspear Castle • Durlag's Tower • Elminster's Tower • Emmech • Fort Beluarian • Goldenfields • High Castle • Ilmeth's Manor • Iron Keep • Ironfang Keep Caverns & Mines[] Bloodstone Mines • Cavern of Death • Caverns of the Claws • Delhalls • Endless Caverns • Laughing Hollow Deserts[] Anauroch • Calim Desert Dungeons & Ruins[] Aencar's Manor • Ascore • Asram • Araundordoom • Bell in the Deep • Crumbling Star • Crypt of the Wondermakers • Dalelost • Dread Lair of Alokkaïr • Dungeon of the Crypt • Dungeon of Death • Dungeon of the Hark • Dungeon of the Ruins • Dungeon of the Swords • Galath's Roost • Ghost Holds • Halls of Four Ghosts • Halls of the Hammer • Haunted Halls of Eveningstar • Hellgate Keep • Herodes' Tomb • Hidden House • Hlaungadath • Holdfast • House of Stone • Ironguard • Llesper • Lonely Tower • Lyra's Hold Forests[] Amtar, Forest of • Arch Wood • Ardeep Forest • Ashenwood • Black Jungles • Border Forest • Chondalwood • Chult, jungles of • Cloak Wood • Cold Wood • Cormanthor • Dire Wood • Duskwood • Earthwood • Flooded Forest • Forest of Mir • Forest of Wyrms • Forgotten Forest • Gray Forest • Gultmhore Forest • High Forest • Hullack Forest • Jundarwood • Jungles of Chult • King's Forest • Lethyr, Forest of • Lluirwood • Long Forest • Lurkwood Islands[] Alaoir • Alaron • Eyes of Silvanus • Gwynneth Marshland & Swamps[] Adder Swamp • Akanamere • Bottomless Bogs • Cold Field • Dragomere • Evermoors • Farsea Marshes • Glaun Bog • High Moor • Lizard Marsh • Lonely Moor Mountains & Hills[] Akaanapeaks • Apprunn Mountains • Azirrhath • Blood Horn • Cloud Peaks • Cloven Mountains • Council Hills • Dagger Hills • Deepwing Mountains • Desertsmouth Mountains • Dragon's Run Mountains • Dragonjaw Mountains • Dragonspine Mountains • Dragonsword Mountains • Dun Hills • Eagle Hills • Eagles' Eyrie • Earthfast Mountains • Earthspur Mountains • Far Hills • Galena Mountains • Giant's Run Mountains • Giantspires • Graycloak Hills • Greypeak Mountains • Haptooth Hill • Hazuk Mountains • Lost Peaks Other Locations[] Bezenitl • Bloodstone Pass • Chultan Peninsula • City of the Dead • Damaran Gate • Darkwatch • Dragonwall • Fell Pass • The Gates • Glacier of the White Worm • Grandfather Tree • Great Glacier • High Ice • Ice Run Plains & Valleys[] Arkhen Vale • Ashanath • At'ar's Looking Glass • Barrowfields • Battle of Bones • The Belt • Black Ash Plain • Copper Gulp • Dancing Place • Farmeadows • Fields of the Dead • Golden Plains • Green Fields • Green Lands • Hidden Vale • Horsefields • Immil Vale Realms[] Aglarond • Altumbar • Amn • Archendale • Athalantar • Battledale • Cairnheim • Calimshan • Chessenta • Chondath • Cormyr • Daggerdale • Damara • Dambrath • Deep Shanatar • Deepingdale • Delzoun • Durpar • Eaerlann • Estagund • Evermeet • Featherdale • Free Towns • Great Dale • Great Rift • Halruaa • Harrowdale • High Dale • Hlondath • Illefarn • Itlkazar • Isaskar • Jhaamdath • Kingdom of Man • Lantan • Lapaliiya • Luiren Regions[] Border Kingdoms • Chult • Cold Lands • Dalelands • Deep Realm • Deepwild • Delhumide • Dragon Coast • Eltabbar • Elven Court • Faerûn • Fallen Lands • Gaurus • Heartlands • High Country • Hordelands • Icewind Dale • Impiltur • Island Kingdoms • Kara-Tur • Labyrinth • Landrise • Lands of Intrigue • Lapendrar Settlements[] Airstpur • Akanax • Aialghôn • Almraven • Amruthar • Anauria • Ankhapur • Arabel • Archnebridge • Arrabar • Asbravn • Ashabenford • Askavar • Assam • Athakla • Baldu's Gate • Beluir • Beorunna's Well • Berdusk • Beregost • Bezantur • Blackfeather Bridge • Blingdenstone • Bristar • Caer Callidyr • Caer Corwell • Calaut • Calimport • Cedarsproke • Chandlerscross • Chethel • Cimbar • Citadel Adbar • Citadel Felbar • Citadel of the Raven • Citadel of the White Worm • Corm Orp • Crimmor • Daerlun • Dagger Falls • Daggerford • Darmsshall • Darromar • Deadsnows • Dhedluk • Dilpur • Eartheart • Elbulder • Elturel • Elvintree • Elversutt • Eshpurtia • Essembrar • Eveningstar • Everseska • Feather Falls • Firehammer Hall • Furthinghome • Gauntlgrym • Gheldaneth • Gildenglade • Glen • Gracklstugh • Griffon's Nest • Halagard • Halarahh • Hammer and Anvil • Hap • Hellogabalus • Highcastle • Highmoon • Hill's Edge • Hillsafar Hall • Hillsfar • Hlammach • Hlath • Hlondeth • Hluthvar • Ilipur • Iljack • Itlkazar (city) • Immilmarr • Innarlith • Iriaebor • Ironspur • Jalandhar • Keczulla • Leuthilspar • Lheshayl • Llorkh • Loudwater • Luskan • 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