



# Forgotten Realms: Adventures

*Jeff Grubb*

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## **Forgotten Realms: Adventures** Jeff Grubb

This colossal addition to the FORGOTTEN REALMS campaign setting updates the popular fantasy world and makes it fully compatible with AD&D 2nd Edition rules. For intermediate through advanced players, ages 10 and up.

The coming of the Avatars and the Time of Troubles caused tremendous changes in the Forgotten Realms. Areas of dead magic and wild magic have appeared; character classes have been altered; new magical spells have been discovered; old gods have been slain and new ones arisen. All the changes and updates are incorporated into this one essential volume for FORGOTTEN REALMS players and dungeon masters alike. Get new information on specialty priests, currency, new weapons, and treasure. Take a detailed tour of the major cities of the heartland, from the Sword Coast to the Dragon Reach, including the Moonsea, the Dalelands, Cormyr, and Sembia. The most popular and intriguing fantasy world ever published gets even better with this fantastic supplement.

## **Forgotten Realms: Adventures Details**

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Author : Jeff Grubb

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## From Reader Review Forgotten Realms: Adventures for online ebook

### Scott says

The first 2nd edition book I ever got. I've read this book so many times and it's still amazing.

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### David says

Loved this one. It contains a wealth of details and flavor for the Forgotten Realms settings. There's extra information on post-Time of Troubles Faerun, a long list of deities, lots of new spells, great details on major cities and settlements, a short bit on secret societies, and then a bit of extra stuff on treasure, particularly on gemstones and jewels in the Realms.

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### Skut L says

Chock full of useful information about some of the major deities in the realms, cities and towns, spells, and bits of lore. One of the few supplements that's fun to read even if you don't intend to play a game of D&D.

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### David Sarkies says

#### An 'essential' supplement for the Forgotten Realms

26 August 2013

This book is mostly obsolete now with two new editions supplanting the edition that this book for which it was originally written (and another edition on its way). The purpose of this book was to provide a bridge between first and second editions and to allow the Forgotten Realms to be easily transposed over to the new rules. Also, being a hardback made it appear that it was an essential book (the original idea was that essential books were hardbacks while non-essential books were soft cover). I remember that this book did use to be a stable part of the collection of books that I would take to a game. These days however it is a laptop (the one I am currently using) and the Players Handbook.

What I remember about this book, and there is nothing all that much which actually stands out mind you, is that there was a list of the gods of the Forgotten Realms (which, after studying Ancient History, realised that no real thought had gone into the Pantheons, and that the writers were simply throwing in gods without thinking about how they really came about). The book also details a number of cities, mostly in the Dalelands. I actually liked the section on the cities, probably because I like cities, but in the end when one is running a game, or even developing a game, one does not actually need to go too much outside the boundaries of what the players will be encountering (unless you happen to have players that do completely random things, or simply decide they are not interesting in going on the adventure that you spent weeks painstakingly creating). Obviously having each city unique is good and helps add to the flavour of the game, but one does not need to really go into too much depth when developing cities, but rather simply use a few notes to aid ones memory (I believe they call it an aide memorie).

Oh, I also believe that there are a bunch of Forgotten Realms only spells in here, as well as special rules for each of the deity's priesthods. I guess when one is having a collection of gods, it is pretty boring to have all of the priests carbon copies of each other. It is better, and once again adds flavour, to have aspects of each priesthood to differ from the others, as well as having specific strengths and weaknesses.

However, as already mentioned, this book is basically obsolete and these days is really only good as a collectors item (and I still actually own mine).

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## **Cimuchowski says**

Good city designs/settings.

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