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The Moonsea **Blades of the Moonsea, Omnibus**
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Ravens The Glass Prison Prince of Ravens *Shadowbane*
Look to the Stars Unapproachable East **Spellstorm**
Farthest Reach Cormyr **The Rage Tome of Battle** Black
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Faerun **Crash Course in Gaming** The Erevis Cale
Trilogy Welcome to the Moon **Storm of the Dead**
Leaving Orbit Sons of Gruumsh **Beyond the Moon Sea**
Forgotten Realms Player's Guide *Twelve Kingdoms -*
Paperback Edition Volume 1: Sea of Shadow **Forgotten**
Realms Campaign Setting Pool of Twilight **The**
Captive Flame **The CRPG Book: A Guide to**

Computer Role-Playing Games Waterdeep **Lords of Darkness** Realms of Mystery

Waterdeep Dec 16 2019 In the sequel to Showdowdale and Tantras, the gods seek the Tablets of Fate, while Cyric and Myrkuil, god of death, plot to capture Midnight and use the Tablets for their own dark ends. Reprint.

Swordmage Dec 20 2022 Discover a whole new realm of adventure! When a wandering swordmage, trained by the elves of Myth Drannor, returns to his boyhood home on the windswept shores of the Moonsea, he finds that corruption has taken hold, leaving his friends and family open to a devastating evil. Swordmage was the first novel to fully embrace the exciting new elements from the next edition of the Dungeons & Dragons game. This paperback release comes fresh on the heels of the Forgotten Realms Campaign Guide, and showcases a major revision to the Forgotten Realms world that has fans buzzing.

Avenger Nov 19 2022 Geran violates his exile to stalk the streets of his former home, hunting down the one who hurt his family and rallying the oppressed people of Hulburg. But Geran's enemies are as numerous as the laws he breaks seeking revenge. Original.

Spellstorm Nov 07 2021 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.

Tome of Battle Jul 03 2021 The nine martial disciplines presented in this supplement allow a character with the proper knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

The Erevis Cale Trilogy Dec 28 2020 Once an thief, then an assassin, Erevis Cale must now become a hero.

Realms of Mystery Oct 14 2019 A murder victim is turned into a zombie, just long enough to cover up the circumstances of his own death A silent ghost with a friendly grin greets those about to meet their doom The only clue to who's killing a party of adventurers is the letter "H," written in the blood of one of the victims All new stories of murder, suspense, and intrigue by Elaine Cunninham, Jeff Grubb, Ed Greenwood, and other favorite Forgotten Realms authors.

Shadowbane Feb 10 2022 "Shadowbane is a perfect

example of what is right and enduring about the Forgotten Realms: a tale of companionship, perseverance, faith, and self-exploration. With a monster and a fight scene here or there, too, in case you need a kick in the pants. You'll read it in one sitting, and then come back to see what you might have missed." ~ Brian Cortijo (Realms Designer, Loremaster of Cormyr) "If you like fast-paced, thrilling stories that explore the dark shadows and alleyways of cities in the Realms, and erupt into spectacular fights, in the company of wise-cracking heroes and anti-heroes, then a Erik Scott de Bie book is for you!

SHADOWBANE takes the reader along for another ride with Kalen and Myrin, this time to lawless Luskan, and it's an adventure worth reading and rereading many times! First-rate fantasy!" ~ Ed Greenwood (Best-Selling Author, Father of the Forgotten Realms, Living Legend)

"With its relentless pace and scenes of chilling horror and savage combat, Erik Scott de Bie's fiction evokes the work of old-school sword-and-sorcery masters like Robert E. Howard and Karl Edward Wagner, and Shadowbane is his best book yet. Don't miss it!" ~ Richard Lee Byers, author of the Forgotten Realms: Brotherhood of the Griffon series The city of Luskan has always been a den of pirates, thieves, and murderers. But lately, things have gotten much worse. A ship crashes offshore with nothing but corpses. Every day, people go crazy and brutalize those around them. And the only signs that even the most hardened criminals still walk the streets at night are

bones. Luskan's sister city, Waterdeep, has sent a detachment to quarantine the unclean city—to let the filth within die, rather than infect the rest of the Realms. But Myrin has slipped inside, declaring that she will save Luskan. Shadowbane follows, determined to save Myrin and therefore her pet city—even if he has to kill every rat in Luskan to do it. Shadowbane features the triumphant return of popular, dark vigilante from Downshadow and carries forth the threads of the worlds-spanning Abyssal Plague series. This expanded e-book also includes a brand-new short story, entitled “A New Purpose”, as well as links to an existing prequel and an original e-novella, featuring characters from Shadowbane. Also included are links to background information on the Abyssal Plague series and sample chapters from other books in the series.

Mysteries of the Moonsea Jan 21 2023 This handbook takes the first in-depth look at this classic Forgotten Realms region in many years.

Black Wizards Jun 02 2021 One of the first Forgotten Realms titles ever published, now available as an eBook! Released in 1988, *Black Wizards* was the second novel in the first trilogy ever published in the Forgotten Realms setting.

Twelve Kingdoms - Paperback Edition Volume 1: Sea of Shadow May 21 2020 High school student Yoko feels ordinary until a young man with golden hair tells her that they must return to their kingdom. And Yoko is taken to an unearthly realm and left with a magical sword, a gem,

and a lot of questions.

Bladesinger Jul 15 2022 They are the half-bloods, the broken, the unforgiven. They failed themselves and their people. They are outcasts. Then, in the bitter wilds of Rashemen, they receive a desperate plea they alone can answer. If they succeed, it could mean their redemption. But if they fail, a troubled past will be the least of their problems. About the Author Keith Francis Strohm is the current Chief Operating Officer of Paizo Publishing, LLC, and the Publisher of Dragon and Dungeon magazines. Prior to that, he was the Vice President of Pokemon®, the Director of the Roleplaying and Miniatures categories, and the Brand Manager for Dungeons & Dragons®--all at Wizards of the Coast. He is the author of the Greyhawk® novel The Tomb of Horrors, and he has written three short stories for the Forgotten Realms. This is his second novel.

Cormyr Sep 05 2021 A campaign adventure designed for four 4th-level Dungeons & Dragons characters.

Pool of Twilight Mar 19 2020 In this conclusion to the bestselling series begun with Pool of Radiance and continued with Pools of Darkness, the young son of Shal and Tarl sets off on a quest for the missing Warhammer of Tyr--a journey that will lead him to the ultimate pool.

Lords of Darkness Nov 14 2019 A definitive sourcebook reveals the villains and evil organizations from the Forgotten Realms world. Maps & illustrations.

Blades of the Moonsea, Omnibus Sep 17 2022

Welcome to the Moon Nov 26 2020 Welcome to the

Moon is a book for future pioneers and decision makers curious about how and why people may go to the Moon and use its resources to open a new frontier for human civilization. The book describes the history of lunar exploration and discovery with a focus on questions asked and how experiments and missions, robotic and human, were designed to answer them. The Apollo approach is used as a baseline to compare modern spacecraft and options for returning to the Moon and establishing human stations in the near future.

Look to the Stars Jan 09 2022 Buzz Aldrin takes readers on a journey through the history of space exploration. As one of a handful of astronauts to have walked on the moon, Buzz Aldrin has a unique perspective of space. And he serves as an amazing guide as he introduces us to the pioneers of space. From Copernicus to the Wright brothers, from the Apollo program to dreams of future travel, he reminds us that mankind has always looked to the stars. Buzz's informative, kid-friendly text is paired with beautifully detailed illustrations by renowned illustrator Wendell Minor, and offers the perfect introduction to everything space related, including the development of the first rockets, America's space race with Russia, details of all the Apollo missions, and the space station. Aldrin and Minor collaborated on the bestselling *Reaching for the Moon* and now they reach beyond that book to give young readers a concise look at the whole history of space exploration. Each spread

provides a wonderful jumping-off point for young readers, and will no doubt inspire them to look to the stars themselves.

Unapproachable East Dec 08 2021 "Unapproachable East" provides a detailed look at the eastern region of the Forgotten Realms world. In addition to new spells, magic items, feats, character races, prestige classes, and a wealth of new monsters, this title includes descriptions of people, places, and unique cultural elements from throughout the region. Full color.

The Moonsea Oct 18 2022

Forgotten Realms Campaign Setting Apr 19 2020

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!

Leaving Orbit Sep 24 2020 Winner of the Graywolf Press Nonfiction Prize, a breathtaking elegy to the waning days of human spaceflight as we have known it In the 1960s, humans took their first steps away from Earth, and for a time our possibilities in space seemed endless. But in a time of austerity and in the wake of high-profile disasters like Challenger, that dream has ended. In early 2011, Margaret Lazarus Dean traveled to Cape Canaveral for NASA's last three space shuttle launches in order to bear witness to the end of an era. With Dean as our guide to

Florida's Space Coast and to the history of NASA, *Leaving Orbit* takes the measure of what American spaceflight has achieved while reckoning with its earlier witnesses, such as Norman Mailer, Tom Wolfe, and Oriana Fallaci. Along the way, Dean meets NASA workers, astronauts, and space fans, gathering possible answers to the question: What does it mean that a spacefaring nation won't be going to space anymore?

Player's Guide to Faerun Feb 27 2021 An extensive resource for role-playing in the Forgotten Realms world that includes new and updated material for gameplay.

Farthest Reach Oct 06 2021 The second in a trilogy of novels from New York Times best-selling author Richard Baker. *Farthest Reach* is the second novel in a trilogy chronicling the tempestuous return of an isolated society of elves to the mainland of the Forgotten Realms world.

The events in this trilogy will have a far-reaching impact across the entire setting. AUTHOR BIO: RICHARD

BAKER works as a game designer and Managing Developer for the roleplaying game line at Wizards of the Coast, Inc. A New York Times bestselling author with *Condemnation*, his additional Forgotten Realms novels include *The City of Ravens*. From the Paperback edition.

Monstrous Compendium - Planescape Mar 31 2021

The CRPG Book: A Guide to Computer Role-Playing Games Jan 17 2020 Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games

on modern hardware.

Beyond the Moon Sea Jul 23 2020 A land destroyed by an unknown power. An explorer searching for answers. The quest will break him. Eighty years ago, Kores walked out of the Gray Waste, his crew dead or starved. Sixty years ago, he disappeared for ten years to learn the secrets of power from northern tribes. Forty years ago, he traversed the waste's northern boundary with nomads. There, he heard the whispers of the Old One, the Great Terror. Today, he'll do the unthinkable and engage in a blood ritual. Dozens of initiations and secrets learned, but he's no closer to understanding the truth about power. And time has passed him by. He's outlived everyone he once knew. No longer the revered explorer, he's become a pariah to the Schools and his colleagues. They want him to settle down into a respectable life. Maybe they're right? When faced with a choice that will change him forever, will he have the courage to choose the best path? Will that path finally give him what he seeks? It may... if it doesn't kill him first.

The Captive Flame Feb 16 2020 Take flight with the Brotherhood of the Griffin—Richard Lee Byers's most celebrated characters. Aoth and his band of mercenaries, the Brotherhood of the Griffin, are hired to put a stop to a disturbing series of ritualistic killings. While they manage to defeat the perpetrators, Aoth can't seem to shake the feeling that there's more to these mysterious murders than meets the eye. Still, he resists the urge to investigate.

After all, it's just business. Until an assassin's knife almost finds a home between his shoulder blades, and Aoth finds himself tangled in a lethal web of intrigue. The Captive Flame features the return of popular character Aoth and his mercenary band, the Brotherhood of the Griffin, introduced in Richard Lee Byers's trilogy The Haunted Lands. Deluxe, trade paperback packaging and Byers's signature twisted plots make this a must-have for all true Forgotten Realms® fans.

The Rage Aug 04 2021 Renegade dragon hunter Dorn hates dragons with a passion few can believe, let alone match. He has devoted his entire life - a life spent in the twisted body of a half-golem - to killing every dragon he can find. You might feel the same way if one of them had killed your entire family in front of your eyes, bitten you in half, and left you for dead. Killing one dragon at a time is hard enough, but when the irresistible impulse to slip into feral madness begins to overcome one, but every dragon all across Faerûn, civilization's only hope may lie in the last alliance Dorn and his fellow dragon hunters would ever accept. No matter what happens, the next year is going to be a difficult one for Dorn, and for Faerûn itself. The Year of Rogue Dragons has come...

Prince of Ravens Mar 11 2022 After a hundred years, Jack Ravenwild—thief, sorcerer, scoundrel, and accidental hero—is released from a magical confinement, only to fall into the hands of the marquise Dresimil Chûmavh, ruler of an exiled drow clan who sees an

opportunity in Jack. Through guile and subterfuge, the wily Jack escapes the drow to discover a new world waiting in his old stomping grounds, Raven's Bluff, a city equally abounding in fortune and danger. Unfortunately for Jack, he is best at stirring up the latter. His former archenemy the Warlord Myrkyssa Jelan is at large, and she isn't the type to forgive and forget. And worst of all, the drow aren't done with Jack and they mean to get him back.

Crash Course in Gaming Jan 29 2021 Video games aren't just for kids anymore. This book will describe the "why" and "how" to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons. Gaming supplies more than just visual stimulation and empty entertainment; it can also promote socialization as well as the learning of both traditional and new literacies required to succeed in the modern world. Problem-solving, multi-tasking, complex decision-making on the fly, and "reading" the combination of words and graphics are vital skills for the 21st century—all of which are required to play video games. **Crash Course in Gaming** discusses the pros and cons of gaming, the types of games and game systems, circulating collections, and game programs. It explains how a library's video game program can—and should—do much more than simply draw younger users to the library, providing examples of how everyone from parents to senior citizens can benefit from a patron-

oriented computer gaming program. The appendices also include specific games, programs, review sources, and sources for further information. Includes general information and tips for programs as well as specific examples of programs that have worked Discusses both programming and collection development Provides a full description of types of games, game play systems, and gamers Presents a variety of useful tips to build successful collections and programs that will be helpful even to librarians with no game experience

Swords of Eveningstar Jun 14 2022 Swords of

Eveningstar is the first title in an exciting new series by author Ed Greenwood, the creator of the Forgotten Realms campaign setting. This series explores the youthful adventures of the much-loved heroes, Florin, Islif, and Jhessail, as they battle to win a name for themselves and then to defend it against the machinations of a more insidious and devious evil than they ever thought to face. From the Hardcover edition.

Corsair Feb 22 2023 Cross swords with pirates in New

York Times best-selling author Richard Baker's latest adventure! When pirates threaten his home, Geran is elected by the city council to track the blood-thirsty pirates to their hidden base, infiltrate them, and find a way to stop them before it's too late. But the pirates are motivated by more than greed. Kin to his enemies, they seek a deeper revenge, one Geran only begins to glimpse when they kidnap the woman he loves.

Storm of the Dead Oct 26 2020 Drow god vs. Drow god!
When Lolth and Eilistraee, two drow goddesses, compete for control of the dark elves of Faerûn, more than just the drow are caught in the middle. Though the drow will survive their game, what's at stake is the very nature of what it means to be a dark elf. From the Paperback edition.

The Glass Prison Apr 12 2022 Vheod Runechild--half human, half fiend--flees from the Abyss to find his human nature on Toril, only to discover that the dangers from the nether region respect no worldly boundaries.

Why the Sun and the Moon Live in the Sky May 01 2021 Sun and Moon must leave their earthly home after Sun invites the Sea to visit.

Forgotten Realms Player's Guide Jun 21 2020 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.

Sons of Gruumsh Aug 24 2020 The first full-length Forgotten Realms adventure in three years! This adventure showcases the classic high fantasy for which the Forgotten Realms setting is known. Sons of Gruumsh features an epic quest to prevent war between the orcs of Thar and the cities of the Moonsea. Though set in the Forgotten Realms, Dungeon Masters can place this adventure anywhere in the Realms, or easily adapt it for

their own D&D(R) campaigns. This adventure features encounters written to facilitate the use of D&D Miniatures and is designed for 4th-level characters.

Avenger Aug 16 2022 Join the revolution with The New York Times best-selling author Richard Baker! In Avenger, the final volume in the epic adventures of the Blades of the Moonsea, Geran violates his exile to stalk the streets of his former home, hunting down the one who hurt his family and rallying the oppressed people of Hulburg. But Geran's enemies are as numerous as the laws he breaks seeking revenge, and each and every one of them is determined to see him dead. Blades of the Moonsea is the first series written entirely in the new edition of the Forgotten Realms campaign setting, penned by one of its primary creators. Award-winning designer and New York Times best-selling author Richard Baker's Avenger goes to a place and time no Forgotten Realms series has gone before. From the Hardcover edition.

The City of Ravens May 13 2022 Ravens Bluff The City of Ravens For the first time, Jack Ravenwild's designs exceed his talents. His ambitions plunge him into the middle of a plot to destroy the city, a noble quest to find a lost hoard, and a conspiracy to seize the reins of power through the nobility's Game of Masks. Worse yet, Jack must choose between a life of freedom and saving the city he doesn't even know he loves. The Cities A new series of stand-alone novels, each set in one of the mighty cities of Faerûn.

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