

## Forgotten Realms The City Of Ravens Bluff

A paperback edition of Ed Greenwood's newest Elminster novel. This paperback edition of Ed Greenwood's newest Elminster novel chronicles the latest events in the life of the Sage of Shadowdale, Greenwood's signature character. This novel was a top seller in hardcover, and the paperback edition has been eagerly awaited by Greenwood's fans. AUTHOR BIO: ED GREENWOOD, creator of the Forgotten Realms campaign setting, is the best-selling author of hundreds of stories, games products, novels, and articles set in the world of Faerûn. His most recent title for Wizards of the Coast is City of Splendors: A Waterdeep Novel, co-written with Elaine Cunningham. He is also the author of the Band of Four novels published by Tor Books. From the Paperback edition.

A Call for Heroes! A young group of friends stumble across a terrifying conspiracy that holds the heir to the Blackstaff, the defender of the city of Waterdeep, in terrible danger. These friends must search deep within themselves to become the heroes their city needs to save its champion from those who would see both brought low. Ed Greenwood, beloved author and creator of the Forgotten Realms, presents the first book in a brand-new series dedicated to showcasing both the City of Splendors and our most talented up-and-coming authors. A series of stand-alone adventures, this book and the series to which it belongs were written specifically for those readers with no prior knowledge of the Forgotten Realms, making it an excellent entry point for new readers.

When the Zhentarim undertake to harness the magical ability of the Thunderbeasts, a race of mysterious reptilian creatures, to cloak an entire city, Vell, a young barbarian with the power to transform himself into the shape of the Thunderbeasts, must risk everything to defend his reptilian friends from those who are out to seize their power. Original.

Silent death stalks the Harpers of Faerûn. One by one, members of the semi-secret society for good in the Realms are falling to a murderer's blade. Now a Harper agent and a beautiful half-elf assassin must solve the mystery. If they fail, they will be the next victims. But things in the Realms are rarely that simple.

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

A group of unlikely heroes gets into trouble in the port city of Waterdeep and explores some of the decrepit corners of the wider realms.

The War of the Spider Queen spreads... A hand-picked team of the most capable drow adventurers begin a perilous journey through the treacherous Underdark, all the while surrounded by the chaos of war. Their path will take them through the very heart of darkness, and the Underdark will be shaken to its core. If the powerful dark elves falter, the world below is open for Insurrection. Uncover the secrets of the restless dead in Rosemary Jones's City of the Dead. Join forces with woman who may be a dragon--or who may just be criminally insane--in Erin M. Evans's The God Catcher. And solve the mystery of a series of occult murders in

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James P. Davis's Circle of Skulls.

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!

A group of adventurers stumbles across a buried city guarded by a powerful undead force. Secrets, thrills, and daring heroics punctuate this action-packed story that shares the setting of the adventure game product "Empires of the Shining Sea".

All is not well in the City of Splendors. A new Zhentarim threat lurks in the shadows of Waterdeep. Roguish Harper Bronwyn is sent by Archmage Khelben Arunsun on a mission to meet her long-lost father and reclaim her bloodline's dangerous heritage. She uncovers a family secret that threatens to destroy not only Bronwyn, but the Harpers themselves!

Emily Harrington returns to the Caribbean where she is reunited with old friends, romance . . . and murder When Emily Harrington heads back to Aruba for the wedding of Annie and Martin Maitland's daughter, Sarah, in the stunning coastal resort of Island Bluffs, she is soon reunited with old friends, including Chief Inspector Thomas Moller, and makes new ones too. But the morning after the wedding, the body of a beautiful young girl washes up on Manchebo Beach. The police have little to go on except for a gold bangle bracelet on her wrist. Will it lead them to her murderer? As the mystery of the bracelet is unravelled, Emily finds herself plunged into danger again.

A haunting adventure hand-picked by Ed Greenwood... Something is causing trouble in the City of the Dead, and Sophraea Carver, born and bred next to the historic graveyard, is determined to solve the mystery before it places all of Waterdeep in peril. Set in the classic City of Splendors and presented by Forgotten Realms® campaign setting creator and celebrated author Ed Greenwood, you don't want to miss out on this exciting glimpse into what the latest edition of the Realms has to offer.

Violence and Magic in the Streets of Waterdeep! Icelin thought she had escaped the horrors of her past--until they come hunting her, forcing her to go to ground. But when things go from bad to worse, and her friends start paying for her mistakes, Icelin learns she has to embrace the talents she fears, accept the past she runs from, and confront those threatening her future. Ed Greenwood, beloved author and creator of the Forgotten Realms, presents the second book in a brand-new series dedicated to showcasing both the City of Splendors and our most talented up-and-coming authors. A series of stand-alone adventures, this book and the series to which it belongs are an excellent entry point for new readers interested in the Forgotten Realms.

Alaghn -- The Jewel of Turmish Preserving the balance of nature is a way of life for Haarn Brightoak, no matter what the cost, but even his dedication to the customs of the druid is put to the test when a long-dead evil returns to the world of the living. As this vile creature gathers its undead army, Haarn must decide if he will compromise his way of life to defend the city that has never welcomed him. The third title in the swashbuckling The Cities series, this novel explores the Vilhon Reach, an area of the Forgotten Realms world that previously had little information written about it. The Jewel of Turmish is the first Forgotten Realms novel from popular author Mel Odom since his trilogy of titles in The Threat from the Sea series.

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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.

A hero rises from the ranks of slaves! The genasi control almost all of Calimshan for their djinn overlords—all but a few outposts like the floating Island of the Free, where escaped slaves from Calimport's coliseum run their own brutal games. There, Cephass, a genasi with no memories of his past has spent his entire life fighting. But one day a circus of misfits, led by the crowlike Corvus Nightfeather appear and free Cephass—and for the first time Cephass can harness his inborn powers and control the stones and dirt beneath his feet. The newest Forgotten Realms® author brings his talents to an area that has changed dramatically with the fresh take of Dungeons & Dragons® 4th Edition. The powerful elemental race of the genasi and the xenophobic and ruthless cultures of Calimshan are revealed through the rise of the Forgotten Realms' newest hero. From the Paperback edition.

Chronicling the rich history of the Forgotten Realms campaign setting, this resource presents a detailed timeline accompanied by essays from Elminster of Shadowdale and other Realmslore experts. Although not a game supplement, it serves as a handy reference guide for players and Dungeon Masters seeking information on specific historical events.

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.

Teleport yourself to the Forgotten Realms of Dungeons & Dragons with these licensed art posters! HIGH QUALITY POSTERS: Gorgeous 8x10-inch full-color posters featuring 12 cityscapes from the Forgotten Realms READY TO HANG: Easy removable sheets come ready to hang in your home, office, or anywhere PERFECT GIFT FOR THE D&D FAN: Share and show-off your love for Dungeons & Dragons with these unique posters OFFICIALLY LICENSED: An authentic Dungeons & Dragons product

An all-new version of one of the key titles in the entire Forgotten Realms novel line. This title is the fourth in a series of recovers of the popular Avatar series. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series features a cohesive cover design and all-new art.

Revenge of a God The Time of Troubles is at an end, and the gods have been restored to their rightful places. The soul of Kelemvor Lyonsbane, former lover of the goddess of magic, remains hidden from the mad god Cyric. The will of one such as Cyric, when bent on revenge, is not so easily thwarted.

Randal and Torn continue their epic adventure in the city of Waterdeep! Pursued and put-upon, the duo-and Lady Talandra-try to make a hasty retreat... but circumstances may not work to their advantage! The creator of the Realms pens this incredible tale of heroism and adventure!

Tired of the political machinations of his egotistical fellow wizards, Benelaius retires from the College of War Wizards to take up residency in Cormyr, where he lives peacefully until he and his legman, Jasper, are forced to investigate the murder of a messenger from King Azoun. Lovecraftian horror from award-winning Forgotten Realms® game designer Bruce R. Cordell. Raidon Kane travels to the subterranean

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fortress of the somnambulant aboleths, bent on killing the Eldest in its sleep. But he isn't the only one bound for the hidden city. A warlock, an arch fey, a pirate, and a high priestess of the Abolethic Sovereignty all have designs of their own on the Eldest—if they don't kill each other first.

The Epic Historical Saga of the Most Powerful Nation in the Realms Cormyr has been ruled by the Obarskyr family since its inception one and a half millennia ago. Now its king, Azoun IV, lies on his deathbed, and the vultures are circling, hoping to usurp the throne for their own. Against this crisis of state, the history of the Forest Kingdom unfolds, relating the previously untold story of a nation, its rulers, and its wizards. Cormyr: A Novel is the epic historical saga of the most powerful nation in the Forgotten Realms fantasy world, as told by the world's co-creators.

FORGOTTEN REALMS creator Ed Greenwood opens the adventures of an unlikely new band of heroes who get into a bit more trouble than usual in the fabled port city of Waterdeep, but soon discover some of the seedier corners of the wider Realms—the hard way! Joined by artist Lee Ferguson (G.I. Joe: Snake Eyes), this new series kicks off a deadly tale with a kidnapping that is more—and less—than it seems...

Serene, beautiful, inviolate. Rich in magic and treasure, to those who hear of its legends it is the ultimate paradise. To the beleaguered elves of Toril it is the ultimate refuge. But to many it is the ultimate prize. At the heart of its story is Amlaruil, Queen of All Elves. When Evermeet comes under massive, devastating attack, her sacrifice holds the last hope of saving the elven homeland.

The creator of the Forgotten Realms leads readers through a rollicking fantasy adventure and murder mystery set in the city of Waterdeep Revealed in death to have been Masked Lords, three more citizens had been murdered over the preceding day and night: the Sembian wine-seller and collector Oszbur Malankar; the half-elf sorceress and artisan Dathanscza Meiril; and the moneylender, landlord, and investor Ammasker Gwelt. All of Waterdeep now knew someone was killing the Lords of Waterdeep, one by one. Yet that was about where truth ended and speculation—however plausible—began. The broadsheets were full of wild conjecture. Who's behind this? The ousted Lord Neverember? The Zhentarim, the Cult of the Dragon or some other Outland Power? The Xanathar? Some cabal of guilds or nobles planning a coup? The rumors would rage on, whether the Open Lord Laeral Silverhand did something or not. That was the trouble with rumors; once loosed, they roamed free like snarling, untamed beasts, with no simple way of stopping them. And all rumors aside, Waterdeep has become . . . a City of Murderers. Death Masks is loosely connected to the Elminster series and Sage of Shadowdale series.

Lovecraftian Horror in Faerûn! Blue fire sears the face of Faerûn, leaving the twisted and mutilated dead in its wake. But a rare few escape death—and suffer some mystical mutation. Raidon Kane is one of those who survives, the wake of blue fire burning the sigil of the amulet he wears into his chest and binding him with all the power and responsibility it entails. With everyone he knows and cares about dead, Raidon must find within himself the strength to lead the fight against the rise of an elder evil the likes of which would be the end of mortal kind. Award-winning game designer Bruce R. Cordell depicts the rise of a monstrous nation of

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elder evil as only he can in this brand-new trilogy *Abolethic Sovereignty*. Dedicated to showcasing one of the most fascinating new aspects of the changed face of Faerûn, this trilogy is packed with the exciting battles, wizardry, and monsters that are the hallmark of Forgotten Realms novels as well as introducing a new never-before-seen element of Lovecraftian horror to Faerûn. From the Paperback edition.

New York Times–bestselling series: Join barbarian hero Wulfgar on another action-packed adventure in the Legend of Drizzt saga. Spending just one day in the torture chambers of the Abyss would be enough to break even the heartiest soul. Wulfgar of Icewind Dale was there for six miserable years. Though Wulfgar has since been freed, he is still haunted by the memories of the pain he endured at his captor Errtu's hands. Hoping to distance himself from his past, he flees to the faraway port city of Luskan—but in so doing, isolates himself from his friends and develops an unhealthy penchant for booze. For Wulfgar, things get worse before they get better. Fired from his gig at a tavern, robbed of his warhammer, and accused of murder, he goes on the run with Morik the Rogue—beginning a dangerous, combat-filled journey toward his redemption. *The Spine of the World* is the second book in the Paths of Darkness series and the twelfth installment in the Legend of Drizzt series.

Fantasy-fortælling.

Khelben Arunsun, Chosen of Mystra, Archmage of Waterdeep, is as close to a demigod as you're likely to meet on the streets of Faerûn's mightiest city. But when the skies rain lightning and a long-forgotten city arises from the earth, he can seem like just another wizard.

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.

Elaine Cunningham returns to the City of Splendors and the characters that made her one of the most popular authors of the Forgotten Realms. *Welcome to Waterdeep*: Here, everything imaginable is for sale. Even dreams can be purchased if one is willing to pay the price. So when the sale of dream spheres threatens the life of his newfound half sister, Danilo Thann joins forces with Airlyn Moonblade to uncover the source of this deadly trade. Their search leads them into the dark heart of Waterdeep, and to personal secrets that could destroy them both.

Forgotten Realms creator Ed Greenwood opens the adventures of an unlikely new band of heroes who get into a bit more trouble than usual in the fabled port city of Waterdeep, but soon discover some of the seedier corners of the wider Realms—the hard way! Joined by artists Lee Ferguson and Sal Buscema, this new series kicks off a deadly tale with a kidnapping that is more-and less-than it seems...

When Lhasha Moonsilver, a fledgling thief, hires former warrior and town drunk, Corin, as a bodyguard, the two unlikely

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companions take on the Thieves' Guild, the Cult of the Dragon, and other deadly foes in the city of Elversult.

An unlikely new band of heroes gets into more trouble than usual in the fabled city of Waterdeep, and a new series kicks off a deadly tale with a kidnapping that is more--and less--than it seems.

Enter the mysterious world of the snake-like yuan-ti... Hlondeth - A city populated by the humanoid serpents known as the yuan-ti, and ruled by House Extaminos... This powerful House of Serpents is the ultimate target of The Pox, a human cult whose members worship the goddess of plague and disease, and who begins to work the deadly will of Sibyl's Chosen, a dangerous cabal of yuan-ti who will turn every human in the city into a freakish tainted one, unless Dediana, a yuan-ti half-blood, can stop them all.

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