
Waterdeep Avatar 3 Forgotten Realms The Avatar Tri

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HERRERA AVERY

Shadows of Doom Del Rey
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!

Crucible: Star Wars

Legends Wizards of the Coast

R.A. Salvatore's *The Cleric Quintet* tells the tale of the scholar-priest Cadderly, who is plucked from the halls of the Edificant Library to fulfill a heroic quest across the land of Faerûn. The assassins of the Night Masks stalk the shadowy streets of the city of Carradoon, led by the sinister killer known as Ghost. Cadderly struggles against the dreaded Chaos Curse in these

dark, evil-haunted alleyways, with a silent death around every corner. From the Paperback edition.

The Mercenaries IDW Publishing

Elminster's *Doom* It was the eve of the Time of Troubles. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn was still to come. Unbeknownst to mortals, the gods had been summoned together, and among them was Mystra, grown proud and willful in the passing eons.

With the others, she was about to be stripped of her godhood. The secret of her power gave her an idea. She made certain preparations, looking always for one who would be her successor . . . But until that person's ascension, her power must be preserved. A lone mortal must carry the greater share of her divine energy until the power could be reclaimed, and it was the fate of this mortal to risk being destroyed or driven wild, involuntarily and without warning. This was the

occasion of Elminster's Doom.

Prince of Lies Wizards of the Coast

The latest title from popular Forgotten Realms® author Richard Lee Byers. The dead are restless in the magic-rich realm of Thay, and an evil necromancer begins to gather them to his cause-- a cause that will change the face of Faerûn forever. From the Paperback edition.

Waterdeep Wizards of the Coast

When a powerful and ambitious Red Wizard

uses his evil spells to gain control of the country, the Harpers send a magic-wielding council member to Thay to work with their human and centaur agents

Ed Greenwood Presents Waterdeep, Book II Wizards of the Coast

An all-new digital version of one of the key titles in the entire Forgotten Realms novel line. 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 will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinson. When the gods are banished from the heavens, they must travel through Faerûn in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death

at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world. *All Shadows Fled* Wizards of the Coast Although the Shadowmasters are finally on the run, the evil ones have no plans to relinquish their dreams of conquest, even if it means total annihilation, and it is up to Elminster, Khelben, and Alustriel to end the reign of terror forever. Original. 75,000 first printing.

City of Splendors Wizards of the Coast Loved by both Rikus and Agis, Sadira is torn between the dark power of sorcery and the use of good magic to protect her planet's fragile ecology, as she and her companions struggle to reach the Pristine Tower in the hope that she can find a way to defeat Borys, the Dragon of Athas. Reprint. 15,000 first printing.
The Amber Enchantress Wizards of the Coast The Shadow Spreads The

Time of Troubles had almost passed. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn was reaching an end. However, not so Those Who Walk in Shadow. The dreaded and insidious Shadowmasters realize that they have one last chance to seize control while chaos wrecks havoc on all of the Realms, and in doing so seal the fate of not just their archenemy Elminster, but all of Mystra's minions as well. Darkness threatens to

envelop all Faerûn. The shadows loom. Thornhold Wizards of the Coast
In the explosive conclusion to the Dark Nest trilogy, Luke Skywalker summons the heroes of the New Jedi Order from near and far, as the Star Wars galaxy teeters on the edge of eternal war. Yet even the combined powers of the formidable Jedi may not be enough to vanquish the deadly perils confronting them. The Chiss-Killik border war is threatening to engulf the

entire galaxy and raising the awful specter of Killiks sweeping across space to absorb all living creatures into a single hive mind. The only hope for peace lies with the Jedi—and only if they can not only end the bloodshed between two fierce enemies but also combat the insidious evil spread by the elusive Dark Nest and its unseen queen. Leia's newly acquired Jedi skills will be put to the ultimate test in the coming life-and-death battle. As for Luke, he will have to prove, in a lightning display of Force

strength and swordplay, that he is—beyond a shadow of a doubt—the greatest Jedi Master in the galaxy.

Night Masks Wizards of the Coast

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.

Science Fiction and Fantasy Literature, 1975-1991 Wizards of the Coast

This title is the final book in 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. Cyric

the Mad Who betrayed his friends Midnight and Kelemvor and sought to destroy them. Who ascended to godhood and now spreads his lies and intrigues into every corner of Faerun. Who is the Lord of Murder, the Prince of Lies--and insane.

Waterdeep Wizards of the Coast

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.

Black Wizards Wizards of the Coast

A mass market expanded edition of Ed Greenwood's first Forgotten Realms novel. Author Ed Greenwood has returned to his first novel set in the Forgotten Realms world. Working from his original notes, he has revised and expanded the novel, developing characters and scenes that were cut from the original edition published in 1988. Fans will enjoy this mass market edition of the "director's cut" of the first

novel in Greenwood's story of Shandril of Highmoon. AUTHOR BIO: A resident of Ontario, Ed Greenwood created the Forgotten Realms setting nearly 30 years ago and has written hundreds of novels, articles, and game products in the setting. His most recent novel is *Elminster's Daughter* From the Paperback edition. *Shadowdale* Random House Worlds From the depths of the demiplane of shadow comes a new magic so mysterious it confounds

even the Chosen of Mystra. From beneath the dune seas of Anauroch escapes one of Toril's most powerful and ancient evils -- the phaerimm. From Everska, the last elven refuge on comes word of invasion. From nowhere appears a group of enigmatic sorcerers determined to destroy the phaerimm and save Everska . . . for purposes known only to themselves. From the author of *Crucible: The Trial of Cyric the Mad*, *Beyond the High Road*,

and Death of the Dragon (with Ed Greenwood) comes the most Realms-shaking event since The Threat from the Sea.

Unclean Wizards of the Coast

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.

Hand of Fire Wizards of the Coast

When a war against the Night Parade proves too

much for her, Myrmeen Lhal, the ruler of Arabel, enlists the aid of the Harpers to win her battle against this group of creatures who gain sustenance from human fear.

Horselords Wizards of the Coast

This 2nd novel in the Maztica Trilogy by Douglas Niles brings to life an exotic setting within the Forgotten Realms world. Erix, the former slave girl, and Halloran, the legionnaire, flee from the waves of catastrophe sweeping

Maztica. The God of War feasts upon chaos while the desperate lovers strive to escape from enemies on all sides. Finally each is forced into a choice of historical proportions and deeply personal emotion. The gods themselves awaken, and the destruction of the fabulously wealthy continent of Maztica looms on the horizon. Yet Erix bears with her a desperate secret, and with that secret comes the lone hope that Maztica can survive.
Crucible: Trial of Cyric the

Mad Detroit : Gale Research
Forty years after the Battle of Yavin a dangerous new era in the Star Wars epic begins—the revelations are shocking, the stakes desperate, and the enemy everywhere. As civil war threatens the unity of the Galactic Alliance, Han and Leia Solo have enraged their families and the Jedi by joining the Corellian insurgents. But the Solos draw the line when they discover the rebels' plot to make the Hapan Consortium an ally—which

rests upon Hapan nobles murdering their pro-Alliance queen and her daughter. Yet the Solos' selfless determination to save the queen cannot dispel the inescapable consequences of their actions, that will pit mother against son and brother against sister in the battles ahead. For as Jacen Solo's dark powers grow stronger under the Dark Jedi Lumiya, and his influence over Ben Skywalker becomes more insidious, Luke's concern for his nephew forces him into a life-and-death

struggle against his fiercest foe, and Han and Leia Solo find themselves at the mercy of their deadliest enemy . . . their son.

Tempest: Star Wars Legends (Legacy of the Force) Spinsters Ink Shandril continues her epic battle against the

dark forces of evil in the conclusion of the trilogy that began with Spellfire and Crown of Fire. Original. 75,000 first printing.