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S2EEFO - DARIO HARDY

A consumer's guide to the popular fantasy games such as Dungeons and Dragons. 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. The five popular novels featuring Cadderly, the heroic scholar priest, come together in a giant omnibus edition that includes *Canticle*, *In Sylvan Shadows*, *Night Masks*, *The Fallen Fortress*, and *The Chaos Curse*. Reprint.

Once he has aspired to become a paladin. That was before the sun itself refused to shine upon him. Now his holy powers are failing him, his title has been give to another knight, and grim despair mires his

every step. If he is to be redeemed, Alexi Shadowborn must discover the source of the curse that blackens his spirit. The answer lies nearly two decades in the past, when a woman he barely remembers fell at the hands of a diabolical assassin. Somehow the darkness that struck her down has left him unclean in the eyes of the god he desires to serve. But how has her burden become his? Shadowborn follows Alexi as he travels from the alabaster castles of the Great Kingdom to the blackest regions of Ravenloft in a macabre tale of darkness, despair, and redemption. The first new "Eternal Champion" novel in ten years and a major fantasy publishing event, "The Dreamthief's Daughter" continues the highly successful Elrick Saga. The

Count Ulric von Bek meets a figure known to him only in dreams--Elrick of Melnibon, the wandering Prince of Ruins. Somehow the same person, yet separate, their very beings fuse spectacularly. Now the never-ending struggle between Law and Chaos must be fought in both their universes.

The reader, as young Jaimie, must help a wizard regain his kingdom by recovering a magical staff from a band of goblins and skeletons.

Provides synopses for over 1,500 titles of current popular fiction and recommends other books by such criteria as authors, characters portrayed, time period, geographical setting, or genre

New, expanded rules are included in this handbook which highlights arms, equipment, and other elements for players and Dungeon Masters to use in any D&D campaign.

This companion volume to the Player's Handbook is designed especially for the Dungeon Master. It features information on creating and running fantasy adventures and campaigns using the AD&D game system. Presented in full-color.

A world list of books in the English language.

This fundamental monster reference for every Dungeon Master provides complete game information for over 600 monsters, presented in an easy-to-use format along with over 300 pieces of fantasy art.

Originally published in hardcover in 2013.

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.

Worlds collide when a comet crashes into the mountain village of Aston Point. When the comet is revealed to be a starship, the townsfolk are dragged into a deadly battle between the alien Rael and a sinister artificial intelligence.

Aglirta is known as the Kingless Land--once prosperous and peaceful, it has now fallen into lawlessness, studded with feuding baronies engaged in a constant state of war. The only hope for peace lies in the legend of the Sleeping King: destined to

rise and restore peace when the Dwaerindim stones are recovered. Lady Embra Silvertree is the sorceress daughter of a bellicose baron with an eye towards world domination. She has been imprisoned by her father who hopes to use her as a magical battery to fortify his castle. When a pair of good natured rogues attempt to steal one of her jewel encrusted gowns, they are quickly enlisted as allies to help her escape and, with the aid of a shape-shifting cleric, to seek out the Dwaerindim.

The call of the past grows even stronger as Drizzt and his companions are lured from their ship back to the Icewind Dale, where a friend from the Abyss has set a deadly trap for the dark elf. Once again, Drizzt and his allies must combine forces to combat an evil that seeks to destroy their world.

Athas, world of the dark sun: Ruled for thousands of years by power-mad sorcerer-kings, its cities have become vile centers of slavery and corruption. Only heroes of the greatest strength and bravest heart can stand against the might of these overlords. The Prism Pentad is a tale of such

heroes. Rajaat, the First Sorcerer, betrayed by his champions at the moment of his paramount victory, has been imprisoned beyond space and time, but he alone can return Athas to its verdant splendor. From the Trade Paperback edition.

This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks)

The prequel series to *The Ghost King* comes to an explosive end! Cadderly journeys home to the Edificant Library, hoping to rebuild his shattered life--but the chaos curse has one last surprise in store for him. Failure means the loss of his beloved Danica, success might usher in a new era for the followers of Denier.

Presents an introduction to *Dungeons and Dragons* with information on the rules, characters, weapons and gear, and game etiquette.

Having robbed a temple, Pinch must hide his theft from the temple's priestess, his traveling companion, Lissa, who holds the secret that could make him the next king of Ankhapur.

Fantasirollespil.

Drizzt Do'Urden finds the peace and prosperity of Mithril Hall--marked by Bruenor's reclaiming of his throne and the marriage of Wulgar and Carri-brie--shattered when his old enemies arrive to exact their revenge.