

## Darkwalker On Moonshae Forgotten Realms The Trilogy 1 Douglas Niles

The second installment in the Nobles series introduces the adventures of many striking new characters, who do battle to the death--and beyond--in the Forgotten Realms setting.

War Among the Dragons . . . "When dragons make war, Krynn can only tremble in the shadow of angry wings." -- Astinus Lorekeeper Aurican and Darlantan, mighty serpents of gold and silver, have been nurtured in a world of wisdom, meditation, and sublime faith. On the other side of Ansalon, Crematia, a dragon of red, inherits the Dark Queen's legacy of betrayal, violence, conquest, and plunder. The advent of a worldwide war sweeps these powerful beings and many more into desperate strife. Battles rage over Krynn with a fury that threatens to annihilate nations and whole races -- even dragonkind. As campaigns ebb and flow, generations of lesser mortals come and go, and the great serpents are left to determine the fate of the world. Their triumphs may create a destiny of all-encompassing light or cast the world beneath the shadow of ultimate darkness. The Dragons The Lost Histories Series probes the historical roots and epic struggles of little-known inhabitants of Krynn.

The latest title in a series based on characters from the best-selling War of Souls trilogy. This title is the next in a series that explores the lives of key characters from Margaret Weis & Tracy Hickman's New York Times best-selling War of Souls trilogy. Wizards Conclave describes events that directly overlap events during the War of Souls, and it features two lead characters familiar to any fan of the Dragonlance world. Author Douglas Niles is well-known to and popular with both recent and long-term Dragonlance novel fans.

Honoring the twentieth anniversary of fantasy fiction's most popular character, a definitive overview of R. A. Salvatore's Dark Elf saga follows Drizzt Do'Urden as he battles his way from the monster-infested evil of the Underdark to forge a new life on the surface world, struggling with his own inner demons and the prejudices of others to become a hero. 28,000 first printing.

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.

Darkwalker on Moonshae Wizards of the Coast

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!

In the conclusion of the Return of the Archwizards trilogy, the forces of darkness overrun the ruined cities and kingdoms, and only one forgotten and tortured hero can bring hope to the devastated land. By the author of The Summoning and The Siege. Original.

Epic struggles as a young woman comes of age in the Forgotten Realms® world... Nendawen the Hunter has accepted Hweilan's sacrifice and claimed her as one of his. Now she must learn to truly become a hunter so that she may take on the powers of Nendawen and avenge her family. But while Nendawen's faithful forge the young woman into a brutal killer, the undead forces of Jagen Ghen have found a way into Nendawen's sanctuary in the Feywild. Following in the footsteps of such masterworks of setting as The Wheel of Time and Shannara, the Chosen of Nendawen series is a deftly detailed fantasy that sucks readers in and leaves them eager for more.

When the people on the islands of Moonshae forsake their goddess, the Earthmother, it is up to the daughter of the High King Tristan Kendrick to restore their faith.

The Age of Light Forests cover Ansalon. Under the legendary Silvanos, the elves of Krynn begin to tame the wilds and raise their crystal cities. But as the Elderwild Kaganos journeys toward a mystical encounter high in the mountains, he knows that, for his tribe, the woodlands must remain their eternal home. As centuries pass and Dragonwars rage, the tribe of Kaganos battles encroaching humans and the minions of the Dark Queen, aided by a potent legacy guided by revered pathfinders . . . Until the wild elves stand upon the brink of the deadliest challenge of all -- a challenge that marks a choice between annihilation and survival. The Lost Histories Series probes the historical roots and epic struggles of the heretofore little-known peoples of Krynn.

When armies of evil rise up from the seas around Faerun, no one is safe. Set against the backdrop of the epic struggle of the Threat from the Sea are 13 all-new stories by "Forgotten Realms" authors such as Ed Greenwood, Elaine Cunningham, Mel Odom, Troy Denning, Lynn Abbey, and Clayton Emery. Ties into "The Sea of Fallen Stars" game 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.

The final title from the first Forgotten Realms trilogy ever published, now available as an eBook! Published in 1989, Darkwell was the final novel in the first trilogy ever set in the Forgotten Realms world.

The first Forgotten Realms title ever published, now available as an eBook! Darkwalker on Moonshae was the very first novel ever published in the Forgotten Realms setting. Appearing in 1987, this title launched what has now become a robust and ever-expanding land of adventure for millions of readers.

Having recovered the first Tablet of Fate, Midnight and her allies must travel across the world to Waterdeep, the City of Splendors, and the Realm of the Dead to retrieve the other tablets and complete their quest

Douglas Niles pens a thrilling climax to The Maztica Trilogy, the exotic location set within the Forgotten Realms. The greatest city in Maztica lies in ruins as a plague of hideous monsters descends across the land. From the ashes of destruction, a tenuous alliance forms. Legionnaires and native warriors fight side by side, desperate to stem the onslaught of chaos. Their only hope of victory requires aid from beyond Faerun—the prophecy given to Erixitl of Palul: Quotal, immortal Plumed Serpent, will return to Maztica for a final battle against the forces of evil. But already the Feathered Dragon may be too late.

A ruler's body double finds that life isn't easy for an Earth girl on Gor in the cult classic series that's "a legend in speculative fantasy" (Boing Boing). In their contentions with Priest-Kings, Kurii, savage denizens of the Steel Worlds concealed within the asteroid belt, have frequently had recourse to human allies and subversion. In accord with such projects, Kurii have occasionally sought to place and support congenial administrations in key cities. One such city is Corcyrus. Corcyrus is ruled by a beautiful woman—the cruel, arrogant, much-hated Sheila, an agent of Kurii. It is thought to be advisable to find a double for Sheila, who, in case of military or political disaster, may serve as her proxy or substitute. For this role, an unwitting young Earth

girl, Tiffany Collins is chosen and brought to Gor. Tiffany, fleeing for her life, finds herself alone, frightened, and friendless, a vulnerable Earth female, no more than a lovely, defenseless barbarian on the beautiful, perilous world of Gor. Rediscover this brilliantly imagined world where men are masters and women live to serve their every desire. Kajira of Gor is the 19th book in the Gorean Saga, but you may enjoy reading the series in any order.

\* In the realms of Dragonlance, the tale of one knight is legendary. The dark goddess Takhisis has unleashed evil on the world of Krynn, and only the Knights of Solamnia stand in her way. From amongst their ranks comes Huma, a man destined to be the greatest hero of this world. This is his story... at last! Learn of Huma's mysterious origins and his Oath to the Measure, then witness Huma and the Minotaur, Kaz, fight to eradicate treachery among the fabled Knights of Solamnia and the threat posed by Queen of Darkness. Even with the power of the legendary Silver Dragon at their side, Huma and Kaz face overwhelming odds. \* Collecting all six issues of the comic book adaptation of the much loved novel, Dragonlance: The Legend of Huma.

Tristan Kendrick, heir to the High Kings, must organize an alliance of dwarves, halflings, knights, bards, and druids against the evil creatures trying to invade Moonshae

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.

Erix, a slave girl, is the only one to witness the arrival of a band of explorers and mercenaries, who under the banner of their god, Helm, are determined to conquer the continent of Maztica. 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.

Traveling far beyond the shores of her island kingdom, a high princess battles the vicious undersea race that is holding her father prisoner, a battle that climaxes in the dark depths of the Sea of Moonshae.

Drizzt Do'Urden, a dark elf, and his allies--Wulfgar, a barbarian warrior, and Bruenor, a dwarf--try to unite the people of Ten-Towns to face the dangerous magic of the crystal shard.

Tristan Kendrick, heir to the High Kings, must organize an alliance of dwarves, halflings, knights, bards, and druids against the evil creatures trying to invade Moonshae. Reprint. An all-new adventure of epic scope and flair that combines the elements of storytelling and action that make every campaign so fun! When war threatens the Moonshae Isles, legendary heroes return to defeat the forces of an unthinkable foe. The Forgotten Realms are changed forever as young wizard Helene and her friends grow from raw recruits on the streets of Mintarn into powerful warriors.

Determined to drive a trade route through Anauroch, the Zhentarim have sent an army to enslave the fierce nomads of the great desert. As tribe after tribe fall to the intruders, only a single woman, Rhua, sees the true danger—but what sheik will heed the advice of an outcast witch? Ruha finds help from an unexpected source. The Harpers, guardians of liberty throughout the Realms, have sent an agent to counter the Zhentarim. If she can help this stranger win the trust of the sheikhs, perhaps he can overcome the tribes' ancestral rivalries and drive the invaders from the desert.

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.

A Lost Gods Book Emilo Haversack is unusually worried for a kender -- though he can't for the life of him remember what his problem is. Still, he's been wandering across Ansalon for quite some time, trying to remember what's wrong. All he can recall is the name of a very evil, very dead wizard . . . Fistantilus. Joined by a young kendermaid, a human lad, and a devout, if somewhat naive priest, Emilo is drawn into a mysterious quest. As he draws closer to the secret of his past, he and his friends find themselves caught in an increasingly sinister web of intrigue. And as the conclusion of the adventure approaches, the companions learn that their purpose is one that could catapult them from Krynn -- and forever change the destiny of the world they leave behind.

This title is the second 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. 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. Heroes Stand Trial! When Elminster, the Old Sage of Shadowdale, is apparently slain, Midnight and Adon stand trial for his murder. When Bane, god of murder, and his allies seek the lost Tablets of Fate, a slender dark-haired woman is all that stands between Faerûn and disaster. When a friend betrays them, Midnight and her companions can trust no one.

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.

Traveling northward with his companions, a half-elf bladesinger represents the only hope of saving the people of Rashemen when a traitor among the members of the governing council of powerful wise women unleashes terrible creators on the people, killing all who would try to stop her. Original.

In the final volume of this trilogy, the Kendrick family continues to rule the Moonshae Isles, but the era of peace is threatened by unseen forces. By the author of Darkwalker on Moonshae. A mysterious spell has fallen over the bards of Waterdeep, rewriting the past and adding dangerous tales to their repertoires. Khelben Arunsun, archmage of Waterdeep, fears this spell is part of a larger plot. He calls upon Danilo Thann to confront the green dragon who holds the key to the mystery.

In the final book of the #4 New York Times best-selling Neverwinter Saga, Drizzt Do'Urden navigates a winding path littered with secrets and lies. Tangled up in his companion Dahlia's dark secrets, the ties that once held her close to Drizzt threaten to tear as her bonds to his former foe, Artemis Entreri, continue to grow. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north—toward Icewind Dale. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Praise for the Neverwinter Saga: "Absolutely profound." —Paul Goat Allen, BarnesandNoble.com "Masterfully written, thrillingly unpredictable, and everything a Drizzt Do'Urden fan could hope for. You'll be hanging on the words till the very end . . . and then begging for more." — GamesFiends.com "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story."—The SFF Hub on Gauntlgrym, Neverwinter Saga Book I "A quick read with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere" —California Literary Review on Gauntlgrym, Neverwinter Saga Book I

The first novel in the now-classic D&D trilogy set in the Forgotten Realms Alias is a sell-sword, a warrior-for-hire, and an adventuress—and she's in big trouble. She woke with a series of twisting, magical blue sigils inscribed on her arms, and no memory of how she got them. Determined to learn the nature of the mysterious tattoo, Alias joins forces with an unlikely group of companions: the halfling bard, Ruskettle, the southern mage, Akabar, and the oddly silent lizard-man, Dragonbait. With their help, she discovers that the symbols hold the key to her very existence. But those responsible for the sigils aren't keen on Alias's continued good health. And if the 5 evil masters find her first, she may discover all too soon their hideous secret.

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.

A bold barbarian warrior becomes the unwitting pawn of quarreling archmages in the first volume of a new trilogy set against the backdrop of the Arcane Age of Netheril, the most powerful magical empire in the history of the Forgotten Realms. Original.

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