

Adampd 1st Edition Monster Manual

IronhelmThe Dragons at WarDungeons & Dragons Monster ManualRealms of the UnderdarkNeuroanatomyRealms of MysteryEndless ArmiesThe MagisterThe Winnie the Pooh CollectionSons of GruumshMysteries of the MoonseaRealms of InfamyDaughter of the DrowThe DragonsOnce Around the RealmsSanta Fe RulesInside Construction ManagementThe City of SplendorsCormyrHaunted Halls of EveningstarRealms of the ArcaneThe HeraldRealms of MagicThe Complete Fighter's HandbookAnaurochTangled WebsLeaving CheyenneThe Twilight TombSilverfall

Ironhelm

Fantasirollespil.

The Dragons at War

On a dare, Volothamp Geddarm pledges to circumnavigate the globe without the aid of his magic and becomes an unwitting pawn in a devious plan that threatens the realm of Faerun. Original. 75,000 first printing.

Dungeons & Dragons Monster Manual

This title uses the combined breadth of experience of the two authors to provide an overall view of what the construction industry does, how it is managed at the differing levels from workface to boardroom and what it is like to be a working part of that management operation.

Realms of the Underdark

An anthology of fantasy tales featuring the colorful inhabitants of the magical Forgotten Realms includes stories by R.A. Salvatore, Ed Greenwood, Elaine Cunningham, Jean Rabe, Jeff Grubb, and others

Neuroanatomy

At head of title: Dungeons & dragons campaign accessory, forgotten realms

Realms of Mystery

In the 6th and final book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, Ed Greenwood, the creator of the Forgotten Realms®, further chronicles the exploits of Elminster as he fights for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle in the shadows cast by war. Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize power. And a threat foretold by an ancient seer stirs. At the heart of it all, Mystra, the great Goddess of Magic, has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé Amarune, Elminster works frantically to strengthen the Weave's tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the Sundering draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance.

Endless Armies

Fantasirollespil.

The Magister

War Among the Dragons . . . "When dragons make war, Krynn can only tremble in the shadw 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 shade of ultimate darkness. The Dragons The Lost Histories Series probes the historical roots and epic struggles of little-known inhabitants of Krynn.

The Winnie the Pooh Collection

Short stories by Ed Greenwood, R. A. Salvatore, Elaine Cunningham, and other notable authors provide a fantastical portrait of the realms of the underdark, the home of the drow and the other unspeakable monsters of the dark. Original. 100,000 first printing.

Sons of Gruumsh

Exiled from her home, the beautiful dark elf Liriel Baenre wanders to the surface world with her companion Fyodor. But even far from the dark haunts of Menzoberranzan, she is not safe from the vengeance of her arch-enemy. Even as she and her friend sail the dangerous seas of the Sword Coast, a drow priestess plots a terrible fate for them. And in the depths of the earth, the spider queen Lolth weaves her own webs of terror and treachery. "Elaine is one of my favorite authors. Nobody sets a mood like she does, and her characters never fail to delight." -Troy Denning, New York Times best-selling author of Star Wars: Fate of the Jedi: Apocalypse

Mysteries of the Moonsea

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

Realms of Infamy

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 Cunningham, Jeff Grubb, Ed Greenwood, and other favorite Forgotten Realms authors.

Daughter of the Drow

Neuroanatomy: Draw It to Know It, Third Edition teaches neuroanatomy in a purely kinesthetic way. In using this book, the reader draws each neuroanatomical pathway and structure, and in the process, creates memorable and reproducible schematics for the various learning points in Neuroanatomy in a hands-on, enjoyable and highly effective manner. In addition to this unique method, Neuroanatomy: Draw It to Know It also provides a remarkable repository of reference materials, including numerous anatomic and radiographic brain images and illustrations from many other classic texts to enhance the learning experience. In the third edition of this now-classic text, the author completely reorganized the book

based on user-feedback, taking a more intuitive and easy-to-use approach. For the first time, the illustrations are in full color. No other text in neuroanatomy engages the reader in as direct a manner as this book and none covers the advanced level of detail found while retaining the simplistic approach to the learning which has become the cornerstone of the text. Neuroanatomy: Draw It to Know It is singular in its ability to engage and instruct without overwhelming any level of neuroanatomy student.

The Dragons

Learning that his wife and partner have died suspiciously while he was away, successful Hollywood producer Wolf Willett returns home and hires ace criminal defense lawyer Ed Eagle to clear his name of the murder charge

Once Around the Realms

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. From the Paperback edition.

Santa Fe Rules

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

Inside Construction Management

Revised versions of the phenomenally successful Dungeons & Dragons core rulebooks.

The City of Splendors

“If Chaucer were a Texan writing today . . . this is how he would have written and this is how he would have felt.”— New York Times In Leaving Cheyenne (1963), which anticipates Lonesome Dove more than any other early novel, the stark

realities of the American West play out in a mesmerizing love triangle. Stubborn rancher Gideon Fry, resilient Molly Taylor, and awkward ranch hand Johnny McCloud struggle with love and jealousy as the years pass.

Cormyr

This is the second volume of the Earthkeep series. Little Blue's children are dying - in some cases, just after birth. Magister Zella Terremotto Adverb and her sister magisters find themselves in an unexpected alliance with Jezebel Stronglaces and her followers.

Haunted Halls of Eveningstar

A campaign adventure designed for four 4th-level Dungeons & Dragons characters.

Realms of the Arcane

A. A. Milne's Pooh stoies and poems have delighted children for generations since they first appeared over 70 years ago. Here we have Winnie-the Pooh, The House at Pooh Corner, When We Were Very Young, and Now We Are Six. Ages 3+.

The Herald

Presents seven interlinked novellas that tell the story of seven sisters who battle the diabolical evil that threatens all Faern. Reprint.

Realms of Magic

Candlekeep boasts one of the finest libraries in the Realms, where the privileged few may conduct their research. But what about its secret collections? Volumes and scrolls long forgotten or hidden from the inquiring eyes of browsers. Volumes dealing with matters that can only be described as arcane. New tales of Toril past and present by favorite Realms authors, including: Ed Greenwood, Elaine Cunningham, Jeff Grubb, Mark Anthony, and others

The Complete Fighter's Handbook

Presents an anthology of works by R.A. Salvatore, Ed Greenwood, Troy Denning, Elaine Cunningham, and others

Anauroch

The second adventure set in the land of Maztica. A plague of giant army ants threaten to annihilate the peaceful jungle kingdom of Payit. Can the heroes stop the army long enough to break the magical force that impels the deadly insects?

Tangled Webs

Forgotten Realms setting creator Ed Greenwood reveals the ghosts and their haunts within the Realms. This module is for beginning DMs and players. It explores a new location: the "haunted" area north of Cormyr.

Leaving Cheyenne

A companion volume to The Dragons of Krynn presents a new collection of short fantasy fiction by such notable authors as Margaret Weis, Douglas Niles, and Tracy Hickman. Original.

The Twilight Tomb

This handbook takes the first in-depth look at this classic Forgotten Realms region in many years.

Silverfall

As beautiful as she is deadly, Liriel Baenre flits through the shadows of Menzoberranzan, city of the dark elves. Amid the treachery and murder that are the drow's daily fare, she feels something calling to her . . . something beyond this dusky world far removed from the sun. Yet as she ventures toward the surface and the lands of light, enemies pursue her unceasingly. And one of those enemies may offer the only hope of salvation. "I have been a fan of Elaine Cunningham's since I read Elfshadow because of her lyrical writing style" -R.A. Salvatore, New York Times best-selling author of Gauntlgrym

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