

Blackstaff The Wizards

A spellbinding collection of wizardry! For centuries, people have been mesmerized by the spectacular tales of wizards. In this book, you will uncover the mystery behind these sorcerers with folklore, mythology, and poetry from every tradition in the world. From the legendary Telchines, who were entrusted with the upbringing of Olympian gods to the great, wise Gandalf in J.R.R. Tolkien's The Lord of the Rings trilogy, the dazzling stories surrounding these magicians are sure to captivate anyone who has ever dreamed of mastering the arcane arts of wizardry. Whether you're interested in exploring the rich history behind these enchanting figures or want to learn more about their magical abilities, you will gain a better understanding of their impact on civilizations as you accompany these powerful conjurers on their spellbinding journeys. Complete with detailed illustrations, this book reveals the incredible power and age-old wisdom of some of the most extraordinary wizards to ever exist.

An io9 Can't Miss Science Fiction and Fantasy title in March 2014. Martin Banks is just a normal guy who has made an abnormal discovery: he can manipulate reality, thanks to reality being nothing more than a computer program. With every use of this ability, though, Martin finds his little "tweaks" have not escaped notice.

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Rather than face prosecution, he decides instead to travel back in time to the Middle Ages and pose as a wizard. What could possibly go wrong? An American hacker in King Arthur's court, Martin must now train to become a full-fledged master of his powers, discover the truth behind the ancient wizard Merlin...and not, y'know, die or anything.

The sea war rages up and down the Sword Coast, leaving the busy harbor of Baldur's Gate in flames. Following his mad quest, the evil lakhovas has found a gateway into the protected waters of the Sea of Fallen Stars, and now no coast is safe from his marauding armies of the deep.

YOU are Blackstaff, a wizard and member of the Order. At least... you were. But this morning you woke up in the dungeons deep beneath SpellSpire, stripped of your status and branded a criminal. But what have you done and why do you not remember anything? There is an Oracle who can tell you. But only if you can successfully escape a city filled with pursuers and survive a perilous journey through the wilds! What will happen next? That's up to YOU to decide. With numerous spells, magical treasure at every turn, and hundreds of choices, each adventure will take new and exciting turns! For further information, visit www.blackstaffgamebooks.webs.com The print edition of the book has been enhanced to include interior art, random numbers on each page, and an included

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Adventure Record.

After more than three decades of captivating epic fantasy readers, the storytelling magic of "New York Times"-bestselling author Brooks' Shannara saga continues to enthrall. Now the fascinating chronicle of Shannara's prehistory reaches a thrilling new peak in the sequel to "Bearers of the Black Staff."

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".

Experience the ultimate urban treasure hunt in this adventure for the world's greatest roleplaying game. "A perfect starter campaign."—Andrew Whalen, Newsweek "D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker "Want to be part of something big?"—A parchment tied to a flying snake, page 38 of Dragon Heist Welcome to Waterdeep. You're summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though? • Waterdeep, known as the City of Splendors, is one of D&D's most iconic locations. Also the setting for

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the board game Lords of Waterdeep, it's the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice. • Take players through levels one to five in this Dungeons & Dragons adventure. Five story arcs guide players through each level for a multi-session campaign experience inspired by classic heist films. • In D&D, you and your friends coauthor you own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination. • Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. “[Waterdeep: Dragon Heist] is state of the art tabletop design. . .one of the best introductions to D&D that I've ever come across.”—Charlie Hall, Polygon.com “Waterdeep: Dragon Heist is a shining example of what Dungeons & Dragons can be and should be: fun and unpredictable.”—Gavin Sheehan, BleedingCool.com

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,

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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.

Join heroes fighting the undead hordes! Undead armies have massed and march to the beat of an evil necromancer's drum. The living citizens of the magic-rich realm of Thay must unite and mount a defense before they die and join their enemy's ranks. The second book in *The Haunted Lands* series, the events in *Undead* will have tremendous impact on the *Forgotten Realms* world. From the Paperback edition.

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.

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 adventurers, this book and the series to which it belongs are an excellent entry point for new readers interested in the Forgotten Realms.

One of the Harpers (a secret organization fighting for good) searches the jungle for a missing explorer and happens on a lost civilization--complete with dinosaurs--and the evil Cult of Frost, which tries to steal his magic ring.

An anthology of seventeen mystery-themed adventures for the world's greatest roleplaying game. Candlekeep attracts scholars like a flame attracts moths. Historians, sages, and others who crave knowledge flock to this library fortress to peruse its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these books contain their own mysteries ?—each one a doorway to adventure. Dare you cross that threshold? · 17 mystery-themed D&D adventures, each tied to a book discovered in the famed library fortress of Candlekeep · Easy to run as

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stand-alone mini adventures or to drop into your home campaign · Adventures span play from levels 1 to 16 · Includes a full poster map of Candlekeep, plus detailed descriptions of the various locations, characters, and creatures that reside within it · Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters (NPCs) Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1–16. Each adventure begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

L.E. Modesitt, Jr.'s The Magic of Recluce begins his bestselling fantasy series the Saga of Recluce, which is one of the most popular in contemporary epic fantasy. Young Lerris yearns to find a place in the world better suited to his skills and temperament. In Recluce this means taking one of two options: permanent exile from Recluce or the dangergeld, a complex, rule-laden wanderjahr in the lands beyond. Many do not survive. Lerris chooses dangergeld. Lerris will need magic in the lands beyond, where the power of the Chaos Wizards reigns unchecked, and he must learn to use his powers in an orderly way before his wanderjahr, or fall prey to Chaos. Saga of Recluce #1 The Magic of Recluce / #2 The Towers of Sunset / #3 The Magic Engineer / #4 The

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Order War / #5 The Death of Chaos / #6 Fall of Angels / #7 The Chaos Balance / #8 The White Order / #9 Colors of Chaos / #10 Magi'i of Cyador / #11 Scion of Cyador / #12 Wellspring of Chaos / #13 Ordermaster / #14 Natural Order Mage / #15 Mage-Guard of Hamor / #16 Arms-Commander / #17 Cyador's Heirs / #18 Heritage of Cyador / #19 The Mongrel Mage / #20 Outcasts of Order / #21 The Mage-Fire War (forthcoming) Story Collection: Recluce Tales Other Series by L.E. Modesitt, Jr. The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

BONUS: This edition contains an excerpt from Terry Brooks's *The Measure of the Magic*. **NEW YORK TIMES BESTSELLER** Five hundred years have passed since the devastating demon-led war tore apart the United States and nearly exterminated humankind. Those who escaped the carnage were led to sanctuary in an idyllic valley, its borders warded by powerful magic against the horrors beyond. But the cocoon of protective magic surrounding the valley has now vanished. When Sider Ament, the only surviving descendant of the Knights of the Word, detects unknown predators stalking

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the valley, he fears the worst. And when expert Trackers find two of their own gruesomely killed, there can be no doubt: The once safe haven has been made vulnerable to whatever still lurks in the outside wasteland. Together, Ament, the two young Trackers, and a daring Elf princess spearhead plans to defend their ancestral home. And in the thick of it all, the last wielder of the black staff and its awesome magic must find a successor to carry on the fight against the cresting new wave of evil.

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!

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 adventurers, this book and the series to which it

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belongs were written specifically for those readers with no prior knowledge of the Forgotten Realms, making it an excellent entry point for new readers.

Hweilan, a brutal killer and the Hand of the Hunter, finally gets a chance to avenge her family's death when she comes face-to-face with Jagen Ghen and his undead forces. Original.

When the supernatural nations of the world Meet up to negotiate an end to on gong hostilities. Harry Dresden joins the White Council's security team to make sure the talks stay civil. With the most influential members of those nations gathering in Harry's hometown, Chicago is about to get interesting. But some even bigger problems are arriving, courtesy of Harry's relatives. Family: Can't live with them, can't live without them. His brother is in trouble with a capital T; his grandfather, the wizard Ebenezar McCoy, is warning him that a faction in the White Council is maneuvering to kick Harry out; and oh, remember the Accords? The agreement that keeps all those supernatural nations playing kind-of-sort-of nice is under fire, teetering on the edge of destruction. And Harry's brother might have something to do with that. As dark political manipulations threaten the very existence of Chicago and all Harry hold dear, it's take everything he has – and then some – to have any hope of succeeding. -- back cover.

Book Three of the Magic Kingdom of Landover Series It all began when the half-

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able wizard Questor Thews announced that finally he could restore the Court Scribe Abernathy to human form. It was his spell that had turned Abernathy into a Wheaten Terrier—though with hands and able to talk. All went well—until the wizard breathed the magic dust of his spell and suddenly sneezed. Then, where Abernathy had stood, there was only a bottle containing a particularly evil imp. It had been in the collection of Michael Ard Rhi, former King of Landover, now exiled to Earth. Abernathy must now be a part of that collection! High Lord Ben Holiday set forth for Earth, taking his green but beautiful love, Willow, with him. Unfortunately, they were long in returning. And without the soil in which to root as a tree at times, Willow could not long survive. That left it up to Questor Thews to save them. Grimly he set out to seek help, knowing himself to be incompetent. And to make things worse, the imp had escaped and sought the help of the evil witch Nightshade, now back from exile in Faerie. Questor's only idea seemed impossible, but . . .

A year had passed since Ben Holiday bought the Magic Kingdom from the wizard Meeks, who had set a series of pitfalls against him. Ben survived, by the aid of three loyal friends: Questor Thews, and ill-trained wizard; Abernathy, a talking dog, the Court Scribe; and the lovely Willow, who sometimes had to be a tree. But Ben had been troubled by dreams of disaster to his former partner, Miles Bennett.

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Yet when he returned to Earth, Ben found Miles doing splendidly. Unknown to Ben, the dreams had been a trap by Meeks, who had returned to the Magic Kingdom as a tiny insect hidden in Ben's clothing. That first night back in Landover, Ben awoke to see Meeks gloating over him, claiming to have the medallion that could summon the mysterious knight-protector, the Paladin, and that he had cast a spell to witch appearances with Ben. Ben found himself outcast, no longer recognized by any friend, though all his powerful enemies seemed to know him. Without the medallion, he couldn't seek the help of the Paladin against Meeks. There was only the prism cat—whatever that might be! And where was Willow—and the mysterious black unicorn she'd set out to find? Video games aren't just for kids anymore. This book will describe the "why" and "how" to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons.

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

The Dark Knight Must Choose: Justice or Vengeance Watchman by day, vigilante by night, Shadowbane's world is turned upside down when he runs across a powerful wizard--in the form of a confused, hunted girl who finds herself

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at the heart of a fell plot. When his friends start dying and the girl is kidnapped, Shadowbane must choose between the darkness and the light in his heart: to avenge the deaths of his friends, or to let the villain live to face--and possibly escape--justice. Downshadow is thrilling tale of vigilante justice set in the classic City of Splendors and presented by Forgotten Realms(R) 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.

Dice and miscellany for the world's greatest roleplaying game EXPLORE THE REALMS! Let Laeral Silverhand-Open Lord of Waterdeep, centuries-old archmage, and daughter of the goddess of magic-guide you on your path to adventure. INCLUDES · Eleven Dice (two d20s, one d12, two d10s, one d8, four d6s, one d4) · Twenty illustrated, double-sided cards detailing Laeral's expert insights on key characters, locations, and lore from across the Forgotten RealmsTM. · A durable, felt-lined box that functions as two dice trays. · Foldout double-sided map of the Sword Coast and the city of Waterdeep (11" x 16")

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

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Realms!

Discover a whole new realm of adventure! When a wandering swordmage, trained by the elves of Myth Drannor, returns to his boyhood home on the windswept shores of the Moonsea, he finds that corruption has taken hold, leaving his friends and family open to a devastating evil. *Swordmage* was the first novel to fully embrace the exciting new elements from the next edition of the *Dungeons & Dragons* game. This paperback release comes fresh on the heels of the *Forgotten Realms Campaign Guide*, and showcases a major revision to the *Forgotten Realms* world that has fans buzzing.

The journey to Theros begins here... In a realm where mortals are the unwitting pawns of temperamental gods, the Planeswalker Elspeth charts her own fate. Wielding a divinely forged sword, Elspeth's heroics attract the unwanted attention of vengeful, jealous deities. After surviving an attempt on her life by the sun god Heliod, an even more colossal battle awaits her. If Elspeth can slay Polukranos, a monstrous, many-headed hydra, she will gain the power to stand shoulder-to-shoulder with the heroes—and gods—of Theros.

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

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his son seek to create perverted creatures to further their twisted ends. From the Paperback edition.

BlackstaffWizards of the Coast

Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned centuries ago. Now Ususi tracks down the relics that brought both prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning. From the Paperback edition.

"Shadowbane is a perfect example of what is right and enduring about the Forgotten Realms: a tale of companionship, perseverance, faith, and self-exploration. With a monster and a fight scene here or there, too, in case you need a kick in the pants. You'll read it in one sitting, and then come back to see what you might have missed." ~ Brian Cortijo (Realms Designer, Loremaster of Cormyr) "If you like fast-paced, thrilling stories that explore the dark shadows and alleyways of cities in the Realms, and erupt into spectacular fights, in the company of wise-cracking heroes and anti-heroes, then a Erik Scott de Bie book is for you! SHADOWBANE takes the reader along for another ride with Kalen and Myrin, this time to lawless Luskan, and it's an adventure worth reading and rereading many times! First-rate fantasy!" ~ Ed Greenwood (Best-Selling Author, Father of the Forgotten Realms, Living Legend) "With its relentless pace

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and scenes of chilling horror and savage combat, Erik Scott de Bie's fiction evokes the work of old-school sword-and-sorcery masters like Robert E. Howard and Karl Edward Wagner, and Shadowbane is his best book yet. Don't miss it!" ~ Richard Lee Byers, author of the Forgotten Realms: Brotherhood of the Griffon series

The city of Luskan has always been a den of pirates, thieves, and murderers. But lately, things have gotten much worse. A ship crashes offshore with nothing but corpses. Every day, people go crazy and brutalize those around them. And the only signs that even the most hardened criminals still walk the streets at night are bones. Luskan's sister city, Waterdeep, has sent a detachment to quarantine the unclean city—to let the filth within die, rather than infect the rest of the Realms. But Myrin has slipped inside, declaring that she will save Luskan. Shadowbane follows, determined to save Myrin and therefore her pet city—even if he has to kill every rat in Luskan to do it. Shadowbane features the triumphant return of popular, dark vigilante from Downshadow and carries forth the threads of the worlds-spanning Abyssal Plague series. This expanded e-book also includes a brand-new short story, entitled “A New Purpose”, as well as links to an existing prequel and an original e-novella, featuring characters from Shadowbane. Also included are links to background information on the Abyssal Plague series and sample chapters from other books in the series.

First launched over a decade ago, the Preludes series has continued to prove popular with Dragonlance fans. This digital release of Flint the King showcases a new look that is also reflected in the other recovers of this series. The title features cover art from lead Dragonlance saga artist Matt Stawicki. Before the War of the Lance The peaceful life of Flint Fireforge is disturbed when he is forced to leave Solace and return to his dwarven homeland to investigate

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his brother's murder. As he delves into the mystery, unexpected allies and unseen enemies join the fight of truth against treachery. Flint soon discovers that to bring his brother's killer to justice, he must either die or become king. He's not sure which choice might be worse. After years of suffering under her mother's yoke of ignorance, Morgynn gets a second chance when, after meeting death face to face, she is reborn, the possessor of terrifying powers of incredible strength, and takes the opportunity to expand her dominion, unless a wandering ghostwalker can stop her. Original.

Here in his first non-Shannara novel, Terry Brooks has written a gripping story of mystery, magic, and adventure—sure to delight fantasy readers everywhere. Landover was a genuine magic kingdom, with fairy folk and wizardry, just as the advertisement has promised. But after he purchased it, Ben Holiday learned that there were a few details the ad had failed to mention. The kingdom was in ruin. The Barons refused to recognize a king, and the peasants were without hope. A dragon was laying waste the countryside, while an evil witch plotted to destroy everything. Ben's only followers were the incompetent Court Magician; Abernathy, the talking dog who served as Court Scribe; and the lovely Willow—but she had a habit of putting down roots in the moonlight and turning into a tree. The Paladin, legendary champion of the Kings of Landover, seemed to be only a myth and an empty suit of armor. To put the final touch on the whole affair, Ben soon learned that the Iron Mark, terrible lord of the demons, had challenged all prospective Kings of Landover to duel to the death—a duel which no human could hope to win. The task of proving his right to be King seemed hopeless. But Ben Holiday was stubborn. . . .

Presents seven interlinked novellas that tell the story of seven sisters who battle the diabolical

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evil that threatens all Faern. Reprint.

Fire meets ice as the fury of one woman drives her across the Endless Wastes in search of her stoeln son. But time is running out, and she'll have to sacrifice more than blood if she wants to see him again.

THINGS ARE ABOUT TO GET SERIOUS FOR HARRY DRESDEN, CHICAGO'S ONLY PROFESSIONAL WIZARD, in the next entry in the #1 New York Times bestselling Dresden Files. Harry has faced terrible odds before. He has a long history of fighting enemies above his weight class. The Red Court of vampires. The fallen angels of the Order of the Blackened Denarius. The Outsiders. But this time it's different. A being more powerful and dangerous on an order of magnitude beyond what the world has seen in a millennium is coming. And she's bringing an army. The Last Titan has declared war on the city of Chicago, and has come to subjugate humanity, obliterating any who stand in her way. Harry's mission is simple but impossible: Save the city by killing a Titan. And the attempt will change Harry's life, Chicago, and the mortal world forever.

Among the dark streets of the city move thieves and cutthroats. And they don't like independent operators like Lhasha Moonsliver. But when she hires the town drunk as a bodyguard, she gets more than she bargained for. Together they'll have to battle the thieves' guild, the Cult of the Dragon, and other, darker foes. And a fallen man will have to remember the proud warrior he once was.

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