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# Dungeons Dragons Forgotten Realms Omnibus

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The Year of Rogue Dragons

Dungeons & Dragons: Forgotten Realms #2

Draconic Prophecies

The Emyrean Odyssey

The Summoning

Dungeons & Dragons: At the Spine of the World

The Gossamer Plain

The Temptation of Elminster

Forgotten realms - the legend of Drizzt, omnibus

Dawn of Night

Dungeons & Dragons

Dungeons and Dragons: Forgotten Realms Classics Omnibus Volume 2

Forgotten Realms Classics Omnibus

A Forgotten Realms Omnibus

Midnight's Mask

The Ghost King  
Dungeons & Dragons: Forgotten Realms Omnibus  
Volo's Guide to Waterdeep  
Dungeons & Dragons: The Legend of Drizzt, Vol. 1: Homeland  
The Annotated Elminster  
The Erevis Cale Trilogy  
Dungeons & Dragons: Forgotten Realms Vol.1  
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Forgotten realms classics

*Dungeons Dragons  
Forgotten Realms  
Omnibus*

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## **CAMILLE BENJAMIN**

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*The Year of Rogue Dragons* Idea &  
Design Works Llc

The shadows recede from a lost temple  
in a forgotten wilderness. The sun rises  
on a new calling for a man as loyal as he  
is mysterious. The day's beginning finds  
Erevis Cale holding in his steady hands  
more power than he dared hope for -  
and more responsibility than he ever  
imagined. For now, he will have to put

his trust in a god served by thieves and  
born of chaos.

*Dungeons & Dragons: Forgotten Realms  
#2 Wizards of the Coast*

Dungeons & Dragons: Forgotten Realms  
Classics continues as the Annual #1 and  
issues #15-18 are collected in this  
volume. The Annual features a new  
adventure as the crew of the Realms  
Master and the Heroes of Advanced  
Dungeons & Dragons team up to fight a  
collection of their deadliest enemies. The  
ongoing comics continue with the story  
arc, Fallen Idols, which follows the crew

as they battle the wrath of the god Enoreth.

*Draconic Prophecies* IDW Publishing  
From a dark and dusty tomb, Elminster emerges, seeking the guidance of Mystra, and finds only silence. He is drawn into the clutches of the mysterious and sinister Lady of Shadows. The path he takes will lead to a Realms-shaking confrontation where Elminster has to make the most important choice of his long life. Whatever he decides, the Realms will be forever changed . . .

**The Empyrean Odyssey** Wizards of the Coast

Collects three adventures in one omnibus! "Forgotten Realms" brings you the adventures of an unlikely band of heroes in the fabled port city of

Waterdeep. "Cutter" traces the path of two half-drow siblings locked in competition for the ownership of their father's mighty sword. And in "Neverwinter Tales," Drizzt and his mysterious companion Dahlia hunt for something that seems part vampire and part elite dwarven warrior."

The Summoning Idea & Design Works Llc  
Taken from the popular novels by R.A. Salvatore, this volume delivers three graphic novels in the 'Icwind Dale Trilogy' - 'The Crystal Shard', 'Streams of Silver', and 'The Halfling's Gem' - into one book.

Dungeons & Dragons: At the Spine of the World Idea & Design Works Llc  
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 Evereska, the last elven refuge on comes word of invasion. From nowhere appears a group of enigmatic sorcerers determined to destroy the phaerimm and save Evereska . . . 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*.

The Gossamer Plain Wizards of the Coast  
Dungeons and Dragons Forgotten  
RealmsIdea & Design Works Llc  
**The Temptation of Elminster** IDW  
Publishing

"The Emphyrean Odyssey" features the return of popular characters Alissza and Kaanyr Vhok, from Reid's "Insurrection," the first book in the "New York Times"-bestselling series R.A. Salvatore's *The War of the Spider Queen*.

*Forgotten realms - the legend of Drizzt, omnibus* IDW Publishing

A new Dungeons & Dragons adventure awaits! Return to Icewind Dale with a new party of adventurers! Can these five unlikely heroes stop the plot of an ancient, primordial evil? A never-ending winter night is driving an isolated northern town to the brink of madness. To save them, Runa, Saarvin, Patience, Amos, and Belvyre must traverse the blighted tundra to find a cure. On the journey, they'll encounter frozen obstacles, unimaginable monsters, and

dissension in their ranks. Can the fraying bonds of friendship sustain them through the dark? Based on the original, massively popular tabletop role-playing game and featuring a brand-new cast of characters, *Dungeons and Dragons: At the Spine of the World* is written by New York Times bestselling author AJ Mendez and writer/actor Aimee Garcia! Martin Coccolo (Green Lantern, Star Trek: Year Five) provides stunning art that will have readers feeling the crunch of snow under their boots. Whether you're a veteran dice-slinger or a new visitor to the Forgotten Realms, *At the Spine of the World* is a perfect gateway to new adventure.

*Dawn of Night Wizards of the Coast* Follows the wizard Elminster as he struggles to become a powerful mage,

journeys to the elven city of Cormanthor, and emerges to make the most important decision of his life, and provides background details on the novels and their world.

*Dungeons & Dragons Wizards of the Coast*

The shadows deepen in every corner of the Realms. The sun no longer shines on a man who has embraced the darkness within him. The day's opposite finds Erevis Cale so far along the path away from his own humanity, he may never again walk as a man. In the end, to be Chosen by a god like Mask is more curse than blessing...

*Dungeons and Dragons: Forgotten Realms Classics Omnibus Volume 2* Idea & Design Works Llc

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.

### **Forgotten Realms Classics Omnibus**

IDW Publishing

"FORGOTTEN REALMS creator Ed Greenwood opens the adventures of an unlikely new band of heroes who get into a bit more trouble than usual in the fabled port city of Waterdeep, but soon discover some of the seedier corners of the wider Realms--the hard way!"--  
Publisher's website.

### *A Forgotten Realms Omnibus Idea & Design Works Llc*

Half-Drow Doum'veille has inherited her father's sentient and malevolent sword, Khazid'hea, but while she seeks to wield the sword the sword seeks to wield her.

### **Midnight's Mask** Wizards of the Coast

Adapted from the famous book by R.A.

Salvatore. After many lonely, nomadic years, Drizzt Do'urden finally settles in the remote arctic outpost of Icewind Dale. After finding peace, Drizzt begins a journey to fulfill an oath made to one of his friends join him in his quest to find the legendary land of Mithral Hall.

### *The Ghost King* Wizards of the Coast

Drizzt Do'Urden has settled in the windswept towns of Icewind Dale. There, he encounters a young barbarian named Wulfgar, captured in a raid and made the

ward of a grizzled dwarf name Bruenor. With Drizzt's help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the demonic power of Crenshinibon, the fabled Crystal Shard.

Dungeons & Dragons: Forgotten Realms Omnibus IDW Publishing

Explore a wealth of peril and personalities in this campaign book for the world's greatest roleplaying game, Dungeons & Dragons. Acquisitions Incorporated is a different flavor of Dungeons & Dragons. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and

all the ingredients you need to include the adventurers of Acquisitions Incorporated in your own fifth edition D&D campaign. • Start up your own Acquisitions Incorporated franchise in the Forgotten Realms or anywhere in the multiverse. • Live out your fantasy of climbing the corporate ladder of the most notorious retrieval agency in the Forgotten Realms—Acquisitions Incorporated. • The 224-page book will give Dungeon Masters and players plenty of bits to play a D&D fifth edition game just as if you were on stage with the crew at PAX! New backgrounds, character options, franchise information and more. • You'll also find an adventure that will take characters from levels 1 through 6, establishing your party's claim on a world they've just begun to



explore—and to strip-mine for profit. 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.

Volo's Guide to Waterdeep IDW Publishing

A new D&D® campaign begins as the odyssey following the Baldur's Gate heroes continues in this graphic novel adventure! Minsc and his friends are caught in the middle of devil-tainted corruption that has taken hold of Baldur's Gate. Unravelling the secret of its source will take our heroes to unexpected places and threaten the sanctity of their very souls. Even if they survive this perilous journey, there will be hell to pay!

**Dungeons & Dragons: The Legend of Drizzt, Vol. 1: Homeland** Idea & Design Works Llc

- The Advanced Dungeons & Dragons adventures continue as Kyriani, the beautiful half-elf, finds one of her lovers murdered as the City Watch arrives. On the run, she must solve the mystery, but there is more at stake than she realizes. Also, Onyx embarks on a journey to uncover ancient treasure, but finds some unexpected companions along the way. Finally, in the final story arc, "Rites and Wrongs," Conner returns to Waterdeep and Vajra joins him on one last quest. - Collects issues #27-36 of the Advanced Dungeons & Dragons comic book series.

**The Annotated Elminster** IDW Publishing

An unlikely new band of heroes gets into

more trouble than usual in the fabled city of Waterdeep, and a new series

kicks off a deadly tale with a kidnapping that is more--and less--than it seems.

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