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# Dungeons Dragons Forgotten Realms Omnibus

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Realms of the Dragons  
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 Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt Omnibus Volume 1  
 The Year of Rogue Dragons  
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 The Forgotten Realms  
 Brimstone Angels  
 The Icewind Dale Trilogy  
 The Grand History of the Realms  
 Dragons of Faerun  
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## JENNINGS GAVIN

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### Realms of the Dragons

IDW Publishing  
 Chronicling the rich history of the Forgotten Realms campaign setting, this resource presents a detailed timeline accompanied by essays from Elminster of Shadowdale and other Realmslore experts. Although not a game supplement, it serves as a handy reference guide for players and Dungeon Masters seeking information on specific historical events.

### Homeland

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

### Dungeons & Dragons

Wizards of the Coast  
 Go beyond your tabletop campaign--or fuel it with new material--in this collection of immersive graphic novel adventures set in the boundless world of the Forgotten Realms. A new generation of heroes, led by a revived Minsc and Boo, rises to protect Baldur's Gate, but they'll soon find themselves fighting evil forces

throughout the Realms and beyond. Whether they're stopping a plot by the Cult of the Dragon to destroy the city; escaping from the endless night of Ravenloft in the Demiplane of Dread; or facing down frost giant raiding parties in the frigid Spine of the World, the action never stops! GO FOR THE EYES, BOO! Collects three graphic novels: Dungeons & Dragons: Legends of Baldur's Gate, Dungeons & Dragons: Shadows of the Vampire, and Dungeons & Dragons: Frost Giant's Fury.

### Advanced Dungeons and Dragons Forgotten Realms, No. 1

Wizards of the Coast  
 In this third adventure in the Forgotten Realms series, Elminster the mage must make a choice that will change the Realms forever. Emerging at last from a lengthy imprisonment in a dark and dusty tomb, Elminster seeks the guidance of Mystra, the Mother of all Magic. With Mystra's wisdom in his ears, Elminster sets forth on an adventure that leads him to the mysterious and sinister Lady of Shadows, and a Realms-shaking confrontation. With temptations all around him, the mage must make the most important choice of his long life, a choice that will leave the Realms forever changed.

*Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt*

*Omnibus Volume 1* IDW Publishing

A determined dragonslayer and his rag-tag band of adventurers stumble upon a secret that the dragons have been doing their best to hide. This new omnibus edition collects the novels "The Rage, The Rite," and "The Ruin."

*The Year of Rogue Dragons* National Geographic Books

The thrilling first adventure in the classic D&D fantasy series, the Dark Elf Trilogy—perfect for fans of the tabletop RPG and Dungeons & Dragons: Honor Among Thieves. Discover the origin story of one of the greatest heroes of the Forgotten Realms: drow ranger Drizzt Do'Urden. As the third son of Mother Malice and weaponmaster Zaknafein, Drizzt Do'Urden must be sacrificed to Lolth, the evil Spider Queen, per the traditions of their matriarchal drow society. But with the unexpected death of his older brother, young Drizzt is spared—though still at the mercy of his abusive sisters. As Drizzt grows older, and proves himself to be a formidable warrior at Melee-Magthere Academy, he realizes his idea of good and evil does not match up with those of his fellow drow, who show only cruelty to the other races of the Underdark . . . Can Drizzt stay true to himself in a such an unforgiving, unprincipled world? Drizzt Do'Urden, first introduced in *The Icewind Dale Trilogy*, quickly became one of the fantasy genre's standout characters. With *Homeland*, Salvatore pulls back the curtain to reveal the fascinating tale of how this hero came to be—how this one lone drow walked out of the shadowy depths of the Underdark to leave behind an evil society and a family that wanted him dead. *Homeland* is the first book in the Dark Elf Trilogy and the Legend of Drizzt series.

**Dungeons & Dragons** National Geographic Books

Features three graphic novels in the "Icewind Dale Trilogy": "The Crystal Shard", "Streams of Silver", and "The Halfling's Gem".

**Dungeons & Dragons** Wizards of the Coast

An anthology of fantasy tales featuring dragons includes stories by Ed Greenwood, Thomas M. Reid, Keith Francis Strohm, Dave Gross, and Lisa Smedman.

*The Temptation of Elminster* 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 Enoth.

**Return of the Archwizards** Wizards of the Coast

Collecting the comics from the most popular fantasy campaign setting in history, this omnibus contains the Forgotten Realms Annual #1 and the final 11 issues of the series, #15-25, originally published by DC Comics.

*The Forgotten Realms* National Geographic Books

This highly detailed Dungeons & Dragons swamp module can be adapted for any campaign setting. It includes adventures suitable to characters of any level. The emphasis is on verisimilitude, with rules covering swamp ecology, hazards, and encounters. Also included are descriptions of new monsters, new spells, new weapons, new m

*Brimstone Angels* Wizards of the Coast

In the gripping conclusion to the New York Times–bestselling Transitions trilogy, Drizzt Do'Urden comes face-to-face with a power that will change Faerûn forever. With the collapse of Mystra's Weave and the onslaught of the Spellplague, all of Faerûn is thrown into chaos. But as magic turns more dangerous and unreliable, an even greater foe presents itself: the Ghost King, an entity that contains the combined might of a dragon, a mind flayer, and the Crenshinibon—the demonic crystal shard thought to be destroyed years ago. When Jarlaxle, a drow

mercenary, is targeted by the Ghost King, he knows his life hinges on finding the Deneir priest Cadderly Bonaduce. But to find Cadderly, he must travel to the cathedral in Spirit Soaring, the very place from which he is banned. And to enter Spirit Soaring, he must first recruit his old enemy Drizzt Do'Urden to his cause. When Catti-brie is struck by an errant strand of the Weave, Jarlaxle is able to convince Drizzt and Bruenor that their plights are one and the same. Together, they travel to Spirit Soaring, where the priests and mages of Deneir—led by Cadderly—rush to arm themselves against the Ghost King. But with many losing faith and time quickly running out, the battle ahead looks more than dire than ever. The Ghost King is the third book in the Transitions trilogy and the twenty-second installment in the Legend of Drizzt series.

**The Icewind Dale Trilogy** Wizards of the Coast

"The Emyrean 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*.

*The Grand History of the Realms* IDW Publishing

Although the Shadowmasters are finally on the run, the evil ones have no plans to relinquish their dreams of conquest, even if it means total annihilation, and it is up to Elminster, Khelben, and Alustriel to end the reign of terror forever. Original. 75,000 first printing.

*Dragons of Faerun* Wizards of the Coast

Drizzt Do'Urden finds new friends and foes in the windswept towns of Icewind Dale, also the setting of the Dungeons & Dragons adventure book *Rime of the Frostmaiden*. With his days in the Underdark far behind him, drow ranger Drizzt Do'Urden sets down roots in the windswept Ten-Towns of Icewind Dale. A cold and unforgiving place, Ten-Towns sits on the brink of a catastrophic war, threatened by the barbarian tribes of the north. It's in the midst of battle that a young barbarian named Wulfgar is captured and made the ward of Bruenor, a grizzled dwarf leader and a companion to Drizzt. 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 corrupt wizard who wields the demonic power of Crenshinibon—the fabled Crystal Shard. The Crystal Shard is first book in the Icewind Dale Trilogy and the fourth book in the Legend of Drizzt series.

**Advanced Dungeons and Dragons Forgotten Realms, No. 7**

IDW Publishing

The Forgotten Realms( answer to the "Draconomicon," this Dungeons & Dragons(supplement takes an in-depth look at the dragons of the Forgotten Realms.

*Dungeons and Dragons: Forgotten Realms Classics Volume 4* Devil's Due Pub

"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* Wizards of the Coast

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! Joined by artist Lee Ferguson and Sal Buscema, this new series kicks off a deadly tale with a kidnapping that is more — and less — than it seems.

*The Ghost King* IDW Publishing

*Icewind Dale. Windswept* passes and forbidding glaciers stand at the top of the world. Below them, in the cold valleys, an evil force

broods: the magic of Crenshinibon, the crystal shard. Now dwarf, barbarian, and drow elf join to battle this evil. Tempered in the furnace of struggle, they form an unbreakable friendship. A legend is born. Dark elf Drizzt Do'Urden and his companions, Bruenor, Wulfgar, and Regis, dwarven warriors each with their own special tribulation, fight for their ancestral home, Mithril Hall.

*The Gossamer Plain* Wizards of the Coast

Join everyone's favorite succubus and her half-fiend boyfriend—introduced in the War of the Spider Queen series—in the first installment of their own exciting trilogy Aliisza and Kaanyr Vhok return from their attempted invasion of

Menzoberranzan feeling the sting of defeat. No sooner have they licked their wounds than they have set their sights on a different quest: conquer Sundabar, one of the wealthiest military cities in Faerûn and the home of Vhok's foe. But before Aliisza can complete her mission in that besieged city, she finds herself in the one place a demon would never want to go, no matter how sure she is of her wits and cunning: the very heart of Celestia. Trapped beyond the gates of heaven, Aliisza reflects upon her past—a past riddled with selfishness and crime—and begins to see the error of her ways. As she learns more about herself, coming more fully into her own, she finds allies where she least expects.

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