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Pathfinder Tales: Forge of Ashes Jun 11 2021 A decade ago, the dwarf warrior Akina left her home in the Five Kings Mountains to fight in the Goblinblood Wars. Now, at long last, she's returning home, accompanied by Ondorum, a silent companion of living stone. But once you've traveled the world, can pastoral pastimes and small-town suitors ever be truly satisfying? Adding to Akina's growing discomfort is the fact that her father has disappeared into the endless caverns beneath the city. In an effort to save him, Akina and Ondorum must venture below the surface themselves - and into a danger greater than they could ever have imagined! From bold, new voice Josh Vogt comes a fantastic adventure of subterranean battle and the bonds of friendship, set in the award-winning world of the Pathfinder Roleplaying Game. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

*Des Teufels Gebetbuch* Jun 18 2019 Der neue Urban-Mystery-Thriller von Bestseller-Autor Markus Heitz ist ein perfekter Mix aus Unheimlichem, Bösen und subtilem Horror: Der ehemalige Spieler Tadeus Boch gelangt in Baden-Baden in den Besitz einer mysteriösen Spielkarte aus einem vergangenen Jahrhundert. Als bald gerät er in einen Strudel unvorhergesehener und mysteriöser Ereignisse, in dessen Zentrum die uralte Karte zu stehen scheint. Die Rede ist von einem Fluch. Was hat es mit ihr auf sich? Wer erschuf sie? Gibt es noch weitere? Wo könnte man sie finden? Dafür interessieren sich viele, und bald wird Tadeus gejagt, während er versucht, dem Geheimnis auf die Spur zu kommen. Plötzlich steigt der Einsatz: Es ist nicht weniger als sein eigenes Leben. **Siritahk** May 30 2020 In a time of five great races, humankind is having trouble peacefully coexisting with the lizard people that live among them. As a result, the

Siritahk have learned to be wary and fearful of humans—even as an evil dwarf seeks the downfall of all races. After stealing the crown of power from a dwarven god and imprisoning him, Galiock is happily creating havoc and war across the land. Aluk, a Siritahk lizard, is immersed in a brave battle with humans when he suddenly stumbles upon his most bitter enemy lying motionless in the grass. Hours later, after the injured human awakens, Aluk learns he is Tolnac, a member of the glacier people. After he decides to help Tol rather than kill him, the two embark on a journey to find water and heal the human's wounds. But it is not long before Aluk discovers that Tol is destined to fulfill a chosen prophesy by uniting the races and overthrowing Galiock—and he is the one who must help him do it. In this fantasy adventure, two creatures from vastly different races must band together in order to defeat a mighty dwarf determined to destroy the only world they have ever known.

Creature Hacktannual Dec 17 2021 Here there be Beasties! In your hands you now hold a collection of creatures for your Hacktastic D/20 Fantasy Games. Now your players will truly know fear and suffering. This book will give you hordes of horrors to challenge heroes of ANY build point level. Now go forth and HACK!!!!

**Three Naked Trolls** Apr 21 2022 There is no available information at this time.

Crucible Steele Apr 09 2021 The temperature outside is dropping like a stone, but for Detective Jake Daggers, things are finally heating up. He's on solid ground with his partner, Steele, he's overcome his personal demons, and his most recent homicide seems delightfully run-of-the-mill. Until someone from Daggers' past rears his unwelcome head. Now secrets are being unearthed, like roots of a fallen tree—one that could be rotten to its core. And it's Daggers doing the digging, without anyone to watch his back. A chill wind blows, and snowflakes are falling. They burn—like droplets of CRUCIBLE STEELE.

**Spider and Stone** Nov 04 2020 Lolth—patron deity of the drow, Spider Queen, regent of the Demon Web Pits—has once again stirred the dark elves into roiling aggression against the rest of Faerûn, reveling in the chaos born from her dark schemata. This is the Rise of the Underdark. In Iltkazar, the last subterranean kingdom of the once resplendent dwarven realm of Shanatar, King Mith Barak faces a siege of drow soldiers, spies, and assassins looking to seize the powerful city and the ancient magical artifacts hidden there. Somewhere in the city, the Arcane Script Sphere—a mystical orb touched by Mystra, the long-dead goddess magic—calls out to heroes and adventurers, beckoning with whispers of power and knowledge. Mith Barak hears it and knows he cannot hold the artifact much longer, but fears what the drow may do with it. Enter Icelin, Ruen, and Sull, Waterdavian wanderers whose desire to understand their own spellscars sets them in search of Mystran mysteries—they hope to understand magic and thus understand its plague. As they move from town to town, city to city in search of knowledge, Icelin hears the siren call of the Arcane Script Sphere, and it draws the trio deep into rocks of the Underdark where they find themselves at the center of the struggle between the dwarves and drow. Only King Mith Barak can initiate them into the mysteries they hope to illuminate. But first they must help him with a mystery of his own—a dark elf assassin, himself a seeker of the sphere, lies in Iltkazar's dungeons shrouded in the mystery and magic of Lolth. Icelin might be the one to see past that shroud and determine the true goal of the Spider Queen's

schemes. As the dark elves intensify their attacks, the trio realizes their quest for knowledge has taken them into a new and dangerous realm . . . a realm dictated by the whims of spider and stone.

**Dark Rising** Mar 20 2022 Nothing stays buried forever. For centuries, the dwarves of Thoridion have lived in relative peace. They work without fear, drink without care, and toil happily in their underground kingdom. If only they knew what lay beneath their feet. Most of them have no knowledge of the ancient evil that is plotting against them, of the vile threat that has planned for generations to bring revenge down upon their heads. Imprisoned by an ancient king, this new threat needs only freedom to bring death and destruction to those whose ancestors had it shut away from the world of Terrial. It has waited. It has hungered. It has learned. And now, it is free. When the dwarven kingdom is besieged from all sides by both friend and foe alike, two companions—one dwarf, one human—must calm the flames of chaos before they consume millions of lives. If they are to have any hope of saving their friends and repairing an already damaged relationship, they must shed light on what is causing the rising tide of darkness.

**Salagar the Grim** Feb 19 2022 An ancient evil is stirring within the land of Lorathan. Halfling Salagar the Grim, known for his adventurous spirit, has just unwittingly discovered a room hidden for centuries deep within a mansion. As he begins to study the colorful maps that line the walls and carefully avoids the traps planted to keep him from finding out the truth, Salagar has no idea that he has already begun to unearth a path that will bring the powers of an ancient secret to light. Salagar finds a mysterious journal written by a druid and learns that all that stands between war and peace is a magical artifact created by a wicked goddess. Aided only by his courage, his grandsire's instructions, and a few stout companions, Salagar embarks on a perilous quest to find the relic and restore hope to the beleaguered people of Lorathan. As the intrepid adventurers combat malicious forces determined to possess the artifact first, a dangerous race begins where everyone is prepared to do whatever it takes to win. Salagar and his band of companions must forge ahead to find a sacred object that they hope will forever change their world.

**CASTLE OLDSKULL - The Classic Dungeon Design Guide III** Sep 26 2022 10th Anniversary Illustrated Treasury Edition 150 unique illustrations in full color Enchanted fountains shadowed by gargoyle sentries, Tricky nymphs cavorting in crystal pools, Unholy altars, sacred shrines, Undiscovered treasure vaults, Thousands upon thousands of wondrous rooms Filled with treasure, tricks, magic and eldritch horror, All awaiting your heroes' intrepid discovery ... What greater mysteries await far below, For only the most dauntless magi And fearless warlords to ever find? Continuing the proud tradition of The Classic Dungeon Design Guide (Books I and II), Book III provides you with a nearly endless array of dungeon room types which you can use to build any size, plan and theme of dungeon you desire. This is the largest and most extensive dictionary of dungeon rooms in existence, featuring over 1,300 unique entries and 6 matrixed D1000 generation tables for the appropriate thematic structuring of underworld strongholds, ruins, temples, tombs, cave labyrinths, and more. The exhaustively complete matrix tables allow you to build thematic dungeons with ease, just using room size consideration, floor planning, and random die rolls. When coupled with the dungeon content generation systems

featured in Book II, you will now have everything you need to create an infinite number of instant dungeon rooms with instant contents and unique features. In this massive tome you will also find many detailed real-world examples of layouts and room arrangements for caves, dungeons, manor houses, castles, and catacombs; and underworld lore that explains how to turn random results into coherently structured underworlds (such as deep dwarven undercities, arenas, hideouts, haunted fanes, and more). So what are you waiting for? This book is the perfect companion to The Classic Dungeon Design Guides I and II, and has been specially designed to serve both as a learning grimoire and as a tabletop go-to book for design and for sandbox play. After all, if you're going to dare to delve into the netherworld, you should probably take not just a lantern and an elvish sword of great antiquity; you should also carry the ultimate guidebook with you along the way ... Another classic and epic Fantasy Role-Playing Game Supplement from Wonderland Imprints, *Only the Finest Works of Fantasy*. (85,500 words, 272 pages. With 150 illustrations in full color.)

**Dragondoom** Mar 08 2021 A thousand years before the Winter War, Elgo, prince of the Vanadurin, killed the Dragon Sleeth and returned home with the fabulous wealth from the dead beast's lair. But there was more in the bounty than gems and gold, for the treasure was cursed, and in time it brought death to noble and peasant, war between Man and Dwarf, strife and destruction beyond reckoning. Now, generations later, as the conflict continues, the great Dragon Black Kalgath, in league with the Wizard Andrak, appears to avenge Sleeth's death and claim the Dragon-cursed hoard. Against this unholy alliance, two sworn enemies set forth to find a legendary long-lost weapon: a warhammer of incalculable power that may be the only hope of victory. But neither the Warrior Maiden Elyn nor the Dwarf Thork is prepared for the dangers awaiting them on this quest....

**Thron in Flammen** Jan 06 2021 Seit sie herausgefunden hat, wer ihren Vater ermordet hat, ist Adare – die Tochter des annurischen Kaisers Sanlitun – auf der Flucht, der Unbehauene Thron ist ihren Feinden in die Hände gefallen. Gleichzeitig verfolgen Adares Brüder, Valyn und Kaden, ihre eigenen Pläne: Valyn geht ein Bündnis mit den verfeindeten Barbarenhorden aus dem Norden ein, und Kaden wandelt auf uralten magischen Pfaden, um das Geheimnis zu ergründen, das Annur seit Jahrhunderten vor dem Bösen beschützt. Ein Geheimnis, von dem das Schicksal der gesamten Menschheit abhängt ...

**Epik Adventures: Here Be Heroes** Jun 30 2020

**Das Schicksal der Zwerge** Aug 21 2019 Das Warten auf den neuen »Zwerge«-Bestseller ist vorüber: Viele Zyklen sind vergangen, seit der tapfere Zwerg Tungdil Goldhand in der Schwarzen Schlucht verschwand. Das Geborgene Land treibt unaufhaltsam dem Untergang entgegen. Drachen, Magier und die grausamen Albae haben das Reich unter sich aufgeteilt. Die Zwergengstämme wurden in die finsternen Stollen zurückgedrängt oder fast völlig vernichtet. Dann kehrt ein Zwergenkrieger in einer schwarzen Rüstung zurück, der sich Tungdil nennt. Für seinen treuesten Freund Ingrimmsch und seine Gefährten bedeutet das neue Hoffnung. Doch bald mehren sich Zweifel – ist es wirklich Tungdil, oder führt der Zwerg etwas ganz anderes im Schilde? Es geht um die Zukunft des Geborgenen Landes – und um das Schicksal aller Zwerge.

**Dungeons & Dragons** Oct 03 2020 Ranger Minsk und sein Hamster Boo aus Baldur's

Gate sind wieder da! Sie und ihre wackeren Gefährten müssen in einem finsternen Reich den Schrecken der Untoten und der ewigen Nacht entgegentreten. Ein neues Abenteuer aus den Weiten des erfolgreichen Rollenspiel-Klassikers, mit Humor, Horror und massiv Fantasy-Action.

*Die Zwerge* Dec 05 2020 Sie sind die schlagkräftigsten Helden aus J. R. R. Tolkiens »Herr der Ringe«: Zwerge sind klein, bärtig, und das Axtschwingen scheint ihnen in die Wiege gelegt. Doch wie lebt, denkt und kämpft ein Zwerg wirklich? Dies ist die rasante Geschichte des tapferen Tungdil, der im Kampf gegen Orks, Oger und dunkle Elfen beweist, dass auch die Kleinen Großes leisten können ... Nach Stan Nicholls »Die Orks« ist dies der sensationelle Bestseller über ihre ärgsten Feinde – diese Raufbolde sollte man nie zum Spaß reizen!

**The Call of Prophecy** Oct 15 2021 Something is amiss in the kingdom of Lorenth. During one of the expansion missions, the humans determine they are no longer alone in the world as they once thought. In fact, the men are viciously attacked by the elves of Illu`Dar. Sentient, magically adept dragons, dwarves, elemental races, treants, dryads, sprites, ice elves, and woodland elves compose the fae races that for generations have lived in a silent pact with the humans, never revealing their presence until the humans breached their borders. Meanwhile, a restless and vile taint seeks a vessel to dominate—a living corruption spawned from the conflict between the three imprisoned deities: Sarik, Ethoni, and Deimar. This taint finds such a vessel in Seneschal Dean—second in command of the human armies of Lorenth, led by the noble priest-king, Arimas. Age-old prophecies entwine around events leading to the beginning of the time of silence—the time when the Tear of Deimar made its call, searching for the promised Lightbringer who must eventually stand to face the Seed of Corruption and right the balance of Caliyon for good. An unlikely combination of warriors unites to defeat the mysterious threat.

*Mystic Kingdoms: the Crumbling Towers* Aug 13 2021 Here is entailed the Parchments of the History before NewRise The Magi of Paragon Tower had a saying. The three greatest assets of a wizard are a tower, a staff, and a pointy hat. The tower, that gives a Mage his strength to use magic through its mystical nodes. The staff, that gives order to a casting and focus to the casters power. Then finally, the pointy hat, which is always a style of fashion among wizards. They would need more than these for the challenge that was soon to beset them. When the wizard Andus is sent into the north to investigate a race of Dwarves he is drawn into a web of trouble involving serpents, Orcs, and Titans. Along with his new friend Feorn, what begins as a quest to save the Dwarven people becomes an unraveling mystery of a powerful Darkness that threatens all of Durse. Little does he know that his own people are soon to be beset by its sinister powers

**Die Legende von Drizzt** Feb 25 2020 Der Halbling Regis befindet sich in der Gewalt des Meisterassassinen Artemis Entreri, der ihn in die Stadt Calimshan verschleppt, um ihn dem dortigen König der Unterwelt auszuliefern. Doch Entreri hat auch ein persönliches Interesse an dem Halbling. Denn mit ihm als Druckmittel wird es ihm endlich gelingen, den Dunklelf Drizzt Do'Urden zu einem Duell zu zwingen und so endlich die Frage zu klären, die ihm auf der Seele brennt: Welcher der beiden Kämpfer ist der beste der Welt? R.A. Salvatore wurde 1959 in Massachusetts geboren, wo er auch heute noch lebt. Bereits sein erster Roman 'Der gesprungene Kristall' machte ihn bekannt und legte den

Grundstein zu seiner weltweit beliebten Reihe von Romanen um den Dunkelelf Drizzt Do'Urden. Die Fans lieben Salvatores Bücher vor allem wegen seiner plastischen Schilderungen von Kampfhandlungen und seiner farbigen Erzählweise.

**The Last Druin** Sep 14 2021 "Be vigil my children, for when the day comes that the gods of old arise again, and the Wanderer walks abroad, the Uncrowned King shall stand beside the Last Druin and unite the lands against the Void... But do not be deceived, the Great Beast Azkalon, Lord of the Void, shall awaken from the Beyond, woe to the unwary for even the dead shall cower in his wake." ~From the Prophecy of the Uncrowned King~ "War has come to us at last. We had been warned. But the hubris of men has blinded us to the past, and all the alliances of old have faded. The Druins, who had stood to oppose the gods who have ruled our people for countless generations, are no more. They had been betrayed. We allowed them to free us, and once we became strong again, we destroyed them. Where should we turn now? For five hundred years we have stood upon the might of our Imperium. Will we be able to contend against the might of gods? I fear the dark shadows that grows beneath the mountains, for our doom is fated by the deceit of our own pride. We stand alone. The old gods have returned, once again Thangar will know the might of the Dwarves who worship them." ~Spoken by the Forgotten The days of prophecy are upon us. Let the Uncrowned King ride the course of Fate.

**Blacksmith Queen** Nov 23 2019 Bestsellerautorin G. A. Aiken entfesselt erneut pure Magie und knisternde Gefühle – für Fans von Gestaltwandlern und der »Dragons«-Romane Wer Fantasy-Bücher mit prickelnder Romantik liebt, kommt an G. A. Aiken nicht vorbei. Ihre »Blacksmith Queen«-Reihe ist der ideale Einstieg in eine magische Welt aus Gefahren und Gefühlen. Eine alte Prophezeiung, eine Königin, die niemand kommen sah, ein Krieg und jede Menge Stoff für einen beschleunigten Puls: Mit »Blacksmith Queen« spinnt G. A. Aiken ihre Erfolgsgeschichte fort und zieht ihre LeserInnen in ein neues großes Abenteuer aus dem »Dragons«-Universum, in der nicht nur Gestaltwandler, sondern auch starke Frauenfiguren ihren großen Auftritt haben. Schmiedin Keeley Smythe muss ihre Kraft und ihr Geschick in völlig neue Bahnen lenken. Der König ist gestorben, doch nicht seine Söhne, sondern eine Königin soll den Thron besteigen. Ausgerechnet Keeleys Schwester Beatrix erfüllt diese uralte Prophezeiung. Im Krieg um die Thronfolge muss Keeley nicht nur ihre Familie beschützen, sondern auch ihr Herz. Denn an der Seite des Zentauren-Gestaltwandlers Caid erwachen in ihr Gefühle, die sie treffen wie ein Hammer den Amboss. Fantasy mit unbändigem Feuer – Buchserien zum Schmökern »Blacksmith Queen« ist der ideale Einstieg in G. A. Aikens fantastische Liebesromane um Shapeshifter und die Magie der Anziehungskraft. Lust auf mehr? Die »Honey Badgers«-Reihe wird Sie ebenso begeistern wie die Bestseller der »Dragons«-Serie. »Langweilig wird es mit »Blacksmith Queen« auf keiner Seite. Heiße Spannung für den Sommer, lohnt sich definitiv für alle Fans dieses Genres.« – Sonic Seducer

**The Sundered Arms** Feb 07 2021 This title chronicles the latest adventure of various iconic characters from the Dungeons & Dragons core rulebooks. This series of novels is designed to bring readers closer to the feeling of actually playing a D&D adventure. This eighth title in the novel line features, among others, the iconic character of the rogue, who

appeared in two previous titles, *The Savage Caves* and *Treachery's Wake*. Andaron's Delve, a great dwarven stronghold ravaged by war, has for ages lain abandoned. Now, smoke once again pours from the immense furnaces, and goblins and beasts guard the ancient entrance. Evil is rekindled in the heart of the mountain and strives to forge anew Andaron's sundered arms. This time, it's about survival.

**Daggers & Steele: The Complete Series** May 10 2021 Homicide detective Jake Daggers wishes his life contained as much mystery and excitement as his cases—and with the smart and sultry half-elf Shay Steele becoming his new partner, it's about to. Join Detectives Daggers and Steele as they embark on an epic ten book quest to bring the criminals of the dark and fantastical city of New Welwic to justice. Along the way, they'll cross paths with fire mages, frost mages, werebeasts, zombies, vampires, ghosts, and more, but as much as the action simmers, it's Daggers and Steele's relationship that ultimately reaches a boil. This box set includes the complete Daggers & Steele series, including: *Red Hot Steele* *Cold Hard Steele* *Time To Steele* *Fine Blue Steele* *Crucible Steele* *Steele-Faced Steele* of the *Night Steele* *Life Liquid Steele* *Man of Steele* and the *Dagger to the Heart* prequel novella, previously not available in stores. Check out the series that over a quarter of a million people have already tried. Buy *Daggers and Steele: The Complete series* and save up to 75% off the list price!

*The Covenant of the Forge* Jan 18 2022 Explores the folklore and history of the dwarven clans of Krynn through the bickering clans' reconciliation and the construction of the legendary Thorbardin. By the author of *Gates of Thorbardin*.

*Briefe* Oct 23 2019 "Unter allen Sekundärwerken, auch Carpenters eigene Tolkien-Biographie mit eingeschlossen, scheint mir dieses Buch das wichtigste und faszinierendste zu sein." Franz Schropf/Fantasia 70

*The Heroes of Valor* Nov 16 2021 A stoic man haunted by his legend and the secrets of his past. An aging storyteller wanting little more than to live out one more adventure. A dwarf shunned by his own kind, looking for a place to belong. A gifted boy shackled by a dark gamble. An elven champion struggling to bring his nation back from the brink of war. An outlaw leader, unable to escape the enmities of his former life. A woman needing to find deliverance for a growing shadow inside of her. Together, in a world torn apart by a civil war, and the rising power of a despot with his unstoppable armies, they must all unite together; to save themselves, to save their nations, and to save a dying world from an eldritch power far more virulent still... To do this they must forsake ageless oaths and bonds of friendship. They must find and fight the darkness of their own pasts. They must confront the reasons why their world is coming to rot and ruin. But, more importantly still, they must all become heroes.

**Battleaxe Rpg** Jul 24 2022 Set in the war-ravaged world of Mordredica, ancient battlefield of the Gods and prison of the Forty Sorcerers, the *BattleAxe RPG* takes players to a deep fantasy world steeped in mystery and lore. Fully revised and reformatted in a 6"x9", printer-friendly pdf. Includes the complete supplement, *The Creeping Dead*, and both versions of the hero record sheets.

**IM BLUT GEBOREN; DIE VERLORENEN GEHEIMNISSE DER FREIMAUREREI** Jul 20 2019

*Getting Started with Dwarf Fortress* Jun 23 2022 The author presents a guide to the

computer game Dwarf Fortress, playable on Windows, Linux, and Mac OS X-based computers, with the author focusing on the game's simulation mode and how to establish and maintain a Dwarf Fortress city, manage its resources and train a dwarf military--

*Oathbound* Sep 02 2020 The vast red desert of Arena sprawls south and westward from the nurturing plains of Penance. Spurred onward by the ancient promise of gold buried beneath the sands, massive armies of brutal warriors rumble across the scarred and wasted terrain. For the fortunate few, the ultimate dream of Arena still comes true - immeasurable riches, supreme command, and decades of extravagant and luxurious living atop the Queen's pedestal of pleasure. For most however, whatever dreams they may harbor are soundly crushed under years of backbreaking labor, constant battle, exhausting marches, gruesome butchery, and an infinity of accursed crimson sand. For the prospective Warlord, a sea of troubled choices and impossible trials awaits. Can you lead your army to victory against the savage legions of Minos Spar, the terrible war golems of Asheanna, or the unnatural technology of Ossian? Will your hidden mine escape the attention of the flying navies of the Grand Asherake? Strategy, fortune, alliances, and leadership are your only weapons in this endless and unforgiving struggle for wealth, power, and glory. *Oathbound: Arena* provides a new entry point into the world of the Forge. This is the Domain of Barbello, the Mask of Fury, the invincible mistress of rage, pain, warfare, and death. Who amongst you can withstand her test?

**Die Rache der Zwerge** Jan 26 2020 Markus Heitz hat den Zwergen ein unverwechselbares Gesicht gegeben. Nach mehr als einer Viertelmillion verkaufter Romane um Tungdil und seine Gefährten zieht der tapfere kleine Held erneut aus, um gegen die Feinde des Geborgenen Landes anzutreten. Diesmal machen ihm die gefährlichsten Wesen des Heitz'schen Universums zu schaffen: üble Halbkreaturen, teils Albae, teils Orks, die sich mit todbringenden Maschinen umgeben und mordend durch das Zwergenreich streifen. Als dann noch der versteinerte Magus Lot-Ionan gestohlen wird, weiß Tungdil, dass sich ein furchtbares Unheil nähert. Erneut muss er zur Doppelaxt greifen, um sein Land zu retten ... Mit diesem rasanten Zwergenthiller hält Heitz seine Leser ein weiteres Mal in Atem.

**Die Brücke der Vögel** Sep 21 2019 Mit der Amerikanern eigenen Unbefangenheit lockt Barry Hughart den Leser in eine seltsame mythologische Welt mit Göttern und Ungeheuern, guten und bösen Menschen, die so in China nie bestanden hat, dafür aber jeden Leser, der in sie eintaucht, nicht mehr losläßt. Die bizarre Geschichte beginnt mit einem Verbrechen an Kindern des Dorfes Ku-fu. Ein heimtückisches Gift läßt sie erstarren und hilflos dem Tod entgegendämmern. Nur die Heilkraft der ›Großen Wurzel der Macht‹ kann sie retten ... ›Die Brücke der Vögel‹ ist der erste Roman von Barry Hughart und der Beginn des Meister-Li-Zyklus. Er brachte ihm 1985 den World Fantasy Award ein. (Dieser Text bezieht sich auf eine frühere Ausgabe.)

*Xanathars Sammelsurium* Apr 28 2020

**Howling Delve** Oct 27 2022 Explore some of the most dangerous places in the Forgotten Realms -- The Dungeons! An orphan mage returns to the only home she's ever known to find if transformed into a dungeon, her former master missing or trapped within. To make matters worse, the thieves that hold the dungeon won't let her leave --not for supplies, not for help. It will take all of her courage, skill, and magic to survive long enough to figure



out what happened to her home.

**Valhalla's Forge** May 22 2022 Var-Tog, Kryton, Sondergaard, and Aldora, knights newly graduated from the Dragon's Gauntlet, have found themselves on quest within days after their graduation. Having left the elite training grounds of the Knight Marshals on their way to their first duty station at Fort Holdfast, they encounter a horrendous reptilian creature that seems to be unaffected by sword, ax, or spell. Ignoring all attempts to stop it, the creature seems bent on completing a quest of its own. Now the knights must find the legendary dwarven artifact, the Valhalla's Forge, with only an ancient poem for their clue, and actually make the weapons necessary to defeat the creature before further disaster befalls the countryside.

**Der Krieg der Zwerge** Mar 28 2020 Im Geborgenen Land herrscht Festtagsstimmung. Während Zwerg Tungdil mit seinen Freunden den Sieg über den verräterischen Magus Nôd'onn feiert, wälzt sich ein Heer hinterhältiger Orks heran, um das Zwergenreich zu zermalmen. Das Schwarze Wasser, ein düsteres Geheimnis, hat sie unsterblich gemacht, und schon bald müssen Tungdil und seine Gefährten ihre ganze Tapferkeit aufbieten, um sich den Bösewichtern entgegenzuwerfen. Inzwischen braut sich ein entsetzliches Unheil zusammen: Elf Verkörperungen des Gottes des Bösen stehen mit ihrem Heer an der Westgrenze des Landes. Doch ein Zwerg gibt seinen Besitz erst auf, wenn die letzte Axt geschwungen ist ... – Wer »Die Zwerge« gelesen hat, wird die Fortsetzung verschlingen – ein neues Meisterwerk aus der Bestseller-Schmiede von Markus Heitz.

Dragon age Dec 25 2019 Die Rebellenkönigin ist tot! Verraten und ermordet von ihren eigenen abtrünnigen Lords. Ihr Sohn Maric versammelt nun eine Armee von Aufständischen um sich, in dem verzweifelten Versuch, seine Nation dem Griff eines Tyrannen zu entreissen. Doch die Zeichen stehen gegen ihn. Sein Volk lebt in Angst und seine Kommandeure sehen in ihm nur den unerfahrenen Jüngling. Seine einzigen Verbündeten sind ein junger ungestümer Gesetzloser und Rowan, eine wunderschöne Kriegerin, die ihm seit seiner Geburt versprochen ist. Umgeben von Spionen und Verrätern muss Maric einen Weg finden, seine höchsten Ziele zu erreichen: Freiheit für Ferelden und die Rückkehr seiner Blutlinie auf den Thron. Die amerikanische Game-Schmiede BioWare machte sich vor allem durch die populäre Baldur's Gate-Reihe einen Namen. Nun wartet sie mit einer neuen epischen Saga auf. "Der Gestohlene Thron" schildert den heroischen Rachefeldzug eines betrogenen Königs gegen die Mörder seiner Mutter und ist der direkte Einstieg in das meist erwartete Rollenspielepos des Jahres.

The Gathering Aug 25 2022 The Prophecy turns towards its end... In Acrevast, where enchantment is never distant and things are oft not what they appear, the forces of Light and Shadow move closer to their fated final conflict. When the theft of the second Wheel of Avis-fe makes unlikely partners of knights and thieves, Argentia Dasani finds herself drawn back into the tangled pursuit of the talismans. As the dangerous chase ranges from haunted villages to forgotten dungeons, the huntress and companions old and new race against time and their demonic adversary to somehow thwart the Gathering...while behind them, a deadly assassin stalks the shadows of Castle Aventar, threatening the future of the crowndom even if the company's quest succeeds...

The Lion Returns Jul 12 2021 The Lion Returns

*Crown of Fire* Aug 01 2020 The second book in Ed Greenwood's first Forgotten Realms

trilogy. Author Ed Greenwood continued the story of Shandril of Highmoon in this second volume of the Shandril's Saga trilogy. This mass market edition of the trade paperback features new cover art by Jon Sullivan. 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.

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