

Menzoberranzan City Intrigue Dungeons Dragons

R.A. Salvatore's New York Times best-selling saga continues as dark elf Drizzt Do'Urden returns to Gauntlgrym with old friends by his side once again, as they seek to rescue Bruenor's loyal shield dwarf-turned-vampire. But not only do Drizzt and his allies face a perilous journey through the Underdark and the dangers of the undead that lie within, but they must cross through a colony of drow, who would like nothing better than to see Drizzt Do'Urden dead.

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*

The complete guide for building *Forgotten Realms* characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the *Forgotten Realms* setting.

A free-spirited dark elf priestess, Liriel Baenre is lured from her home in the dark world of Menzoberranzan on a quest for magical power in the surface world, accompanied by her companion Fyodor, but when war erupts, Liriel learns that tremendous responsibility and danger accompany the privilege of power. Reprint.

This product provides an in-depth exploration of Menzoberranzan, the greatest drow city in the *Dungeons & Dragons* game and *Forgotten Realms* campaign setting. It contains all of the information a Dungeon Master needs to run adventures or an entire campaign based in the treacherous city, including descriptions of city locations, drow houses, key organizations, and the precarious political landscape. It gives players the information they need to create characters who are members of drow houses or organizations within Menzoberranzan, as well as explains the benefits and rivalries that come with choosing a particular allegiance. Includes a full-color, fold-out poster map of Menzoberranzan, the fabled drow city.

From New York Times bestselling author R. A. Salvatore comes a new trilogy and adventure of Drizzt and fantasy's beloved characters from *Dungeons & Dragons' Forgotten Realms*. After the settling dust of the demon uprising and two years of peace, rumblings from the Menzoberranzan drow have Jarlaxle nervous. Worried his allies may be pulled into a Civil War between the great Houses, he is eager to ensure Zaknafein is armed with weapons befitting his skill, including one in particular: Khazid'hea. A powerful artifact, the sword known as "Cutter" has started wars, corrupted its users, and spilled the blood of many, many people. Nonetheless—or maybe because of that—the rogue Jarlaxle and a small group of friends will go on an expedition looking for the weapon's last wielder, Doum'wielle, in the freezing north, for she may be the key to unlocking the sword's potential...and perhaps the key to preventing the bloodshed looming over the Underdark. And as they explore the top of the world, Drizzt is on a journey of his own—both spiritual and physical. He wants to introduce his daughter Brie to Grandmaster Kane and the practices that have been so central to his beliefs. But, having only recently come back from true transcendence, the drow ranger is no longer sure what his beliefs mean anymore. He is on a path to determining the future, not just for his family, but perhaps the entire northlands of the Realms themselves. Two different roads. On one, Jarlaxle and Zaknafein are on a quest to find pieces that could offer salvation to Menzoberranzan. On the other, Drizzt seeks answers that could offer salvation to not just his soul, but all souls. And no matter the outcome of either journey, the Realms will never be the same again.

Do demons and devils have free will? Does justice exist in Menzoberranzan? What's the morality involved with playercharacters casting necromancy and summoning spells? *Dungeons & Dragons and Philosophy* probes the rich terrain of philosophically compelling concepts and ideas that underlie *Dungeons & Dragons*, the legendary fantasy role-playing game that grew into a world-wide cultural phenomenon. A series of accessible essays reveals what the imaginary worlds of D&D can teach us about ethics, morality, metaphysics and more. Illustrates a wide variety of philosophical concepts and ideas that arise in *Dungeons & Dragons* gameplay and presents them in an accessible and entertaining manner. Reveals how the strategies, tactics, improvisations, and role-play employed by D&D enthusiasts have startling parallels in the real world of philosophy. Explores a wide range of philosophical topics, including the nature of free will, the metaphysics of personal identity, the morality of crafting fictions, sex and gender issues in tabletop gameplay, and friendship and collaborative storytelling. Provides gamers with deep philosophical insights that can lead to a richer appreciation of D&D and any gaming experience.

New York Times bestseller *The mystery of Lolth* remains, leaving the drow to wonder if she has truly turned her back on them forever. In this fourth installment in the *War of the Spider Queen* series, priestess Quentel Baenre and her fellow drow adventurers continue their quest for the truth—and this time, the stakes are higher than ever. Now they must travel to a place from which few ever return: the Demonweb Pits of the Abyss. But not all of Quentel's companions are confident in their faith. Disheartened by Lolth's silence, priestess Halistra Melarn becomes enamored of a different goddess, calling her loyalty to Lolth into question . . .

A new comprehensive guidebook to playing high-level heroes and running high-level campaigns in the *Forgotten Realms*, this supplement introduces new options to players and Dungeon Masters as well as guidelines to starting a temple, running a guild, and more.

Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the *Forgotten Realms*® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.

Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders. Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, it's certain death ever to set foot there again. But Drizzt Do'Urden and his companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

Newly returned to the demon-infested Underdark, Drizzt Do'Urden faces his most dangerous adventure yet. Drizzt is going home, but not to Mithral Hall or to Icewind Dale. He's going to Menzoberranzan, the very place he left as a young and outcast drow. Something terrible—immense—unspeakable, has come to the City of Spiders, leaving death and destruction in its wake. As the damage of the Darkening, of war, and of a demon-ravaged Underdark sends cracks out

across the North, causing irreparable damage, Drizzt and his companions find their lives endangered once more. When the primordial of Gauntlgrym stirs, Catti-brie and Gromph venture to the ruins of the Host Tower of the Arcane in Luskan, seeking the only power that can keep the beast in check. Meanwhile, Jarlaxle holds the strings for them all, orchestrating a masterpiece of manipulation that brings old enemies together, and tears old friends apart. But even the wily and resourceful Jarlaxle may not realize just how narrow a path he walks. The City of Spiders might already have fallen to the demons and their wicked prince. What's to say the demons will stop there? Maestro is the second book in the Homecoming trilogy and the thirty-second book in the Legend of Drizzt series.

Menzoberranzan: City of Intrigue

Roleplaying game supplement by Logan Bonner

Beneath the streets of Waterdeep, a sinister dungeon awaits adventurers brave enough to face its perils. Created ages ago by the wizard Halaster, the sprawling dungeon is a lair for terrible monsters and ruthless villains. In the dark chambers, they hunger for victims and plot the downfall of those who dwell on the streets above. Who will unravel the twisting labyrinth to reveal its secrets, claim its treasures, and stop the foul machinations of the dungeon's denizens? Halls of Undermountain(tm) is a 96-page hardcover book that presents a ready-to use dungeon detailing over eighty locations. The adventure offers a way for Dungeon Masters participating in the recent D&D Encounters(tm) season, The Elder Elemental Eye(tm), to extend the adventure. In addition, this book provides all the ingredients to run a classic dungeon delve, including enticing treasures, deadly traps, a wide assortment of monsters, and two double-sided full-color poster maps.

Bloody war rages across the Forgotten Realms world in the third book of the Companions Codex, the latest series in R.A. Salvatore's New York Times best-selling saga of dark elf Drizzt Do'Urden. In the evolving world of the Forgotten Realms setting, the Sundering has given way to months of cloud-cloaked darkness, and war rages under that oppressive sky. The orcs have broken a hard-fought treaty that's held, however tentatively, for a hundred years, and the time to settle old scores has devolved into an all-out brawl for control of the ancient realms of the North.

The epic conclusion to the long-awaited trilogy featuring one of the most beloved characters in all of fantasy—Drizzt Do'Urden—a rollicking tale of life, death, intrigue, magic, danger, and the timeless bonds of family and friendship from New York Times bestselling author R. A. Salvatore. Displaced in time and unexpectedly reunited with his son Drizzt Do'Urden, Zaknafein has overcome the prejudices ingrained in him as a drow warrior to help his son battle the ambitious Spider Queen and stem the tide of darkness that has been unleashed upon the Forgotten Realms. Though Zaknafein has endured the most difficult battles, survival has come at a terrible cost, and the fight is far from over. Facing demons and driders, Zaknafein carries the entire weight of Menzoberranzan surrounding Gauntlgym on his shoulders once more. But the chances of survival for him and his old friend and mercenary Jarlaxle look bleak. Trapped in a desperate and seemingly hopeless situation, the legendary warriors must reach deep inside themselves to face the impossible. While the burdens Zaknafein bears are more than enough for one of Menzoberranzan's greatest warriors, fate holds further challenges. When circumstances take an unexpected turn, Zaknafein discovers he must not only conquer the darkness but learn to accept the uncontrollable: life itself. The stakes have never been higher for R. A. Salvatore's most beloved creations in this final volume of his latest bestselling trilogy begun with Timeless and Boundless. A story of brave heroes filled with dangerous thrills, Relentless also considers eternal questions about morality, purpose, sacrifice, and the definition of harmony. Exciting, imaginative, and thought-provoking, it takes fans on an action-packed ride that will challenge their assumptions and leave them breathless and satisfied.

This supplement provides the definitive treatise on the drow, arguably the games most evocative evil race. Everything readers want to know about drow and their subterranean homeland can be found in this tome.

100 exciting and ingenious ways to design and draw better fantasy figures - from developing characters to adding costumes, props and backdrops. Hollywood concept designer Francis Tsai shares tips and tricks for creating imaginative figures, giving readers a unique opportunity to gain guidance from a real pro.

The extraordinary beginning of an epic series brimming with the unbridled action, adventure, and imagination that have made the name R. A. Salvatore synonymous with the best in fantasy! Jeff "Del" DelGuidice was proud of his assignment to the research submarine The Unicorn. But his mission had barely begun when the vessel was sucked into a mysterious underseas void where time stood still, before propelling it forward, through the centuries. The crew surfaced in a strange, magical world changed forever by nuclear holocaust. Here a race of angelic beings had taken pity on the remnants of humankind, offering a chosen few a precious second chance. Thus the Isle of Hope was raised from the poisoned seas and set like a jewel in Earth's ravaged crown. But the jewel had a flaw, a dark vein of evil. For a sinister expert of the mystical arts had embraced the forbidden third magic, the most deadly sorcery of all. Only Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

Presents the core rules for the fourth edition of the Dungeons & Dragons roleplaying game that outline making characters, adventuring, and resolving combat.

New York Times and USA Today Bestseller! R. A. Salvatore returns with one of fantasy's most beloved and enduring icons, the dark elf Drizzt Do'Urden, in an all-new trilogy full of swordplay, danger, and imaginative thrills. Centuries ago, in the city of Menzoberranzan, the City of Spiders, the City of Drow, nestled deep in the unmerciful Underdark of Toril, a young weapon master earned a reputation far above his station or that of his poor house. The greater nobles watched him, and one matron, in particular, decided to take him as her own. She connived with rival great houses to secure her prize, but that prize was caught for her by another, who came to quite enjoy the weapon master. This was the beginning of the friendship between Zaknafein and Jarlaxle, and the coupling of Matron Malice and the weapon master who would sire Drizzt Do'Urden. R. A. Salvatore reveals the Underdark anew through the eyes of Zaknafein and Jarlaxle—an introduction to the darkness that offers a fresh view of the opportunities to be found in the shadows and an intriguing prelude to the intriguing escapes that lie ahead in the modern-day Forgotten Realms. Here, a father and his son are reunited and embark on adventures that parallel the trials of centuries long past as the friends of old are joined by Drizzt, Hero of the North, trained by Grandmaster Kane in the ways of the monk. But the scourge of the dangerous Lolth's ambitions remain, and demons have been foisted on the unwitting of the surface. The resulting chaos and war will prove to be the greatest challenge for all three.

The ruined city of Vor Rukoth has been rediscovered and draws heroes and villains in search of treasure.

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas--a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings.

DRIZZT RETURNS TO THE UNDERDARK! "After a quarter of a century, R.A. Salvatore just keeps getting better and

better, and *The Companions* is another masterful leap forward for one of the greatest fantasy epics of all time.” —Philip Athans, best-selling author of *Annihilation* and *Writing Monsters* R.A. Salvatore Archmage The pall that had descended over the North is gone, and a new day has dawned on a victorious Mithral Hall, but no matter how bright things seem on the surface, Drizzt and his companions know that what lurks just under their feet remains steeped in evil and charged with unimaginable power. The dark elves of Menzoberranzan, including the powerful Archmage Gromph, aren't done with Drizzt yet. And consumed by their own power struggles, feeling backed into a corner, the drow may just be desperate enough to call on demonic forces from the deepest reaches of the Abyss, and unleash a disaster even the Underdark could never have prepared for. Archmage has everything Drizzt's fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves! *Scoundrels of Skullport* adds TWO new expansions to the *Lords of Waterdeep* board game -- *Undermountain* and *Skullport* -- inspired by the vast dungeon and criminal haven under Waterdeep. Players can choose to include one or both expansions in a *Lords of Waterdeep* game. The expansions also allow the addition of a sixth player. The *Skullport* expansion adds a new resource to the game: Corruption. The *Undermountain* expansion features bigger quests and more ways to get adventures. *Scoundrels of Skullport* also includes new Lords, new Buildings, and set-up materials for a sixth player.

This lavishly illustrated book gives role-playing game fans a unique, behind-the-screen glimpse into the making of the *Dungeons & Dragons* role-playing game.

The War of the Spider Queen spreads... A hand-picked team of the most capable drow adventurers begin a perilous journey through the treacherous Underdark, all the while surrounded by the chaos of war. Their path will take them through the very heart of darkness, and the Underdark will be shaken to its core. If the powerful dark elves falter, the world below is open for Insurrection.

This edition provides a detailed look at the lightless world under the surface of the *Forgotten Realms* campaign setting. This accessory provides a wealth of highly detailed information about one of the most popular regions in the *Forgotten Realms* world, the world beneath the ground.

New York Times–bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the *Forgotten Realms* universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent *Crystal Shard*'s influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. *Servant of the Shard* is the first book in the *Sellswords* trilogy and the fourteenth book in the *Legend of Drizzt* series. Get everything you need to adventure in the *Forgotten Realms* on the exciting *Sword Coast*, home to the cities of *Baldur's Gate*, *Waterdeep*, and *Neverwinter*. Crafted by the scribes at *Green Ronin* in conjunction with the *Dungeons & Dragons* team at *Wizards of the Coast*, the *Sword Coast Adventurer's Guide* provides D&D fans with a wealth of detail on the places, cultures, and deities of northwestern Faerûn. The *Sword Coast Adventurer's Guide* is also a great way to catch up on recent events in the *Forgotten Realms*, to get background on locations featured in the *Rage of Demons* storyline coming in September, and to learn the lore behind video games like *Neverwinter* and *Sword Coast Legends*. Here are just a few of the features you'll find in the *Sword Coast Adventurer's Guide*: · *Immersive Adventuring*: This campaign sourcebook provides players and *Dungeon Masters* material for creating vibrant fantasy stories along the *Sword Coast*. · *New Character Options*: The book offers new subclass options, such as the *Purple Dragon Knight* and the *Swashbuckler*, for many of the classes presented in the *Player's Handbook*, as well as new subraces and backgrounds specific to the *Forgotten Realms*. · *Adventure in the Forgotten Realms*: Discover the current state of the *Forgotten Realms* and its deities after the *Spellplague* and the second *Sundering*. You'll also get updated maps of this area of the *Realms*. · *Compatible with Rage of Demons* storyline: Make characters for use with the *Out of the Abyss* adventure and fight back the influence of the demon lords in the Underdark below the *Sword Coast*. · *Insider Information*: Learn the background behind locations, such as *Luskan* and *Gracklstugh*, featured in the upcoming digital RPG, *Sword Coast Legends*, from *n-Space*. With new character backgrounds and class options, players will love the storytelling possibilities of playing a noble of *Waterdeep*, an elf bladesinger, or one of the other new options, while *Dungeon Masters* will relish a book full of mysterious locations and story hooks to keep players adventuring on the *Sword Coast* for years to come. Look for *Sword Coast Adventurer's Guide* to be available on November 3.

"*Draconomicon I*" describes several varieties of dragons, including red, blue, green, black, and white dragons, as well as three completely new chromatic dragons. This sourcebook gives details of each dragon's powers, tactics, myths, lairs, servitors, and more.

A D&D Adventure for 11th-level characters. Designed to take characters from 11th to 14th level, this adventure pits the heroes against a variety of horrible monsters and fiendish foes as they seek to thwart the evil machinations of the denizens of the *Trollhaunt Warrens*. This adventure can be run as a stand-alone adventure or as Part One of a three-part series of adventures that spans 10 levels of gameplay.

Collects three stories in which elves try to save their race from extinction, drow adventurers travel through the Underdark under the threat of war, and a quest to locate the *Spider Queen* is underway.

A follow-up to the *Dungeon Master's Guide*, designed to aid *Dungeon Masters* and reduce game preparation time. The *Dungeon Master's Guide II* builds upon existing materials in the *Dungeon Master's Guide*. It is specifically designed to facilitate play, especially when the *Dungeon Master* has a limited amount of preparation time. Chapters include

discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

The City of Towers launches a brand new novel line set in the world of Eberron, Wizards of the Coast's newest D&D® campaign setting. Author Keith Baker's proposal for the exciting world of Eberron was chosen from 11,000 submissions, and he is the co-author of the Eberron Campaign Setting, the RPG product that launched the setting. The Eberron world will continue to grow through new roleplaying game products, novels, miniatures, and electronic games. AUTHOR BIO: Keith Baker is a freelance writer and game designer. In 2003 his proposal for the world of Eberron was selected as the winner in the Wizards of the Coast fantasy setting search. From the Paperback edition.

"For use with these 4th edition Dungeons & Dragons core products: Player's handbook core rulebooks, Dungeon master's guide core rulebooks, Monster manual core rulebooks, D&D miniatures, D&D dungeon tiles."--P. [4] of cover.

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