

# White Plume Mountain Greyhawk English Edition

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## WILSON MICAELA

I, Strahd: Memoirs of a Vampire Wildside Press LLC

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.

**Dungeons of Dread: S Series Classic Adventure Compilation** Ace Books

This chilling sequel to Knight of the Black Rose reunites readers with the iconic Dragonlance-turned-Ravenloft villain, Lord Soth. Factions vie for control of Sithicus as Lord Soth—darklord and former knight from the Dragonlance world—fights to keep his reign from crumbling. Even as he struggles to defeat his enemies, rumor reaches him that the White Rose haunts the land. Has Kitiara finally returned to Soth, or is this another spectre from the death knight's tragic past? Dark, atmospheric, and featuring one of the most beloved Dungeons & Dragons villains, Spectre of the Black Rose is another stunning work of Gothic horror about the masters and monsters of the Ravenloft dark fantasy setting.

**Azure Bonds** Wizards of the Coast

Goddesses vie for the soul of people... Halisstra Melarn, convert to the cause of the goddess Eilistraee, was sent to the deepest depths of the Outer Planes to kill the demon goddess she once worshiped, but instead was transformed into a hideous creature bent to the vengeful will of her former mistress. For the Queen of the Demonweb Pits not only survived her Silence but evolved into something greater than she was before - something that no longer needs to share the domain she calls her own. Could it be that the War of the Spider Queen has just begun?

**Weapons of Legacy** Wizards of the Coast

The wizard or sorcerer who wins the well-known Duel Arcane will be awarded the Golden Wand, a magical device that holds incredible power. Magic users come from far and wide to compete in the contest. Some are drawn to glory, others to the competition. Still more come for other, darker reasons, driven by an oath to a merciless death god. And some oaths cannot be broken.

*Playing at the World* Wizards of the Coast

From the author of more than a dozen New York Times bestsellers comes the first installment in a thrilling fantasy trilogy written for young readers. Barely a teen and already guarding a secret that could jeopardize his young life, Maimun is marked for death. With the help of a mysterious stranger, the boy escapes his village and flees out to sea, stowing away on the pirate hunting ship, Sea Sprite, where he comes across a most unlikely ally: the dark elf Drizzt Do'Urden. With a half-demon determined to destroy him, and a crew of sailors resentful of the trouble he's caused, Maimun must find the courage to prove his worth—both to his friends and to himself. Nearly two decades ago, R.A. Salvatore introduced the world to Drizzt D'Urden in a series that has since become a fantasy classic and a consistent presence on bestseller lists. Now, for the first time, Salvatore partners with his son Geno to craft a brand-new story just for young readers, featuring a special cameo from one of the most beloved fantasy character of all time.

Draconomicon Wizards of the Coast

Explore the conceptual origins of wargames and role-playing games in this unprecedented history of simulating the real and the impossible. From a vast survey of primary sources ranging from eighteenth-century strategists to modern hobbyists, *Playing at the World* distills the story of how gamers first decided fictional battles with boards and dice, and how they moved from simulating wars to simulating people. The invention of role-playing games serves as a touchstone for exploring the ways that the literary concept of character, the lure of fantastic adventure and the principles of

gaming combined into the signature cultural innovation of the late twentieth century.

Sacrifice of the Widow TSR  
 Kaerion Whitehart was once a mighty paladin, but sins of the past have cast him far from the light. Together with an elf mercenary, he now survives by the might of his sword alone. In exchange for a hefty purse, the two friends agree to accompany a band of patriots into a tomb haunted by fear and legend. They soon find the mission growing beyond their control. As warring factions vie for the ultimate prize of a long-dead wizard, Kaerion finds himself caught between death and redemption.

**Encyclopedia Magica** Wizards of the Coast  
 Continues the Greyhawk adventures by portraying Gord's rise from humble beginnings to fame and fortune in the land of Greyhawk.

The Stowaway Wizards of the Coast  
 A re-release of a haunting vampire tale from best-selling author P.N. Elrod. This striking new re-release of *I, Strahd: Memoirs of a Vampire*, a novel by well-known vampire author P.N. Elrod, features all new cover art and a new trade paperback size. This re-release is intended to introduce new readers to the author and showcase one of her early titles to her avid fans. P.N. "Pat" Elrod got her start in professional writing began at TSR doing gaming modules. A lifelong fan of vampire stories, gangster films, and pulp magazines, she combined all three into *The Vampire Files*, featuring the undead detective Jack Fleming. She also wrote the Jonathan Barrett: Gentleman Vampire series, edited *Time of the Vampires* with Martin H. Greenberg, and has contributed to several other anthologies. She collaborated with actor Nigel Bennett (LaCroix of TV's *Forever Knight*) on a series of vampire novels, beginning with *Keeper of the King*.

The Verdant Passage TSR  
 The story of Gord's early years - his growth from a helpless infant to a formidable enemy of Evil.

Bladesinger TSR  
 Favorite characters and situations from R. A. Salvatore's *Dark Elf* trilogy return in the first volume in a new six-part series that chronicles a devastating civil war that threatens not only Menzoberranzan but also the entire drow civilization. Reprint.

Noah Primeval Wizards of the Coast  
 Cordell pens the first title in a new *Forgotten Realms* series focusing specifically on priests, the popular D&D game's iconic class also known as clerics. Each title will chronicle priests loyal to a different deity in the *Forgotten Realms* pantheon. Original.

Queen of the Demonweb Pits Random House Childrens Books  
 The ultimate dungeon adventure is back in print again because the fans demanded it! Set in the Underdark and designed to be used in any AD&D"RM" campaign, *Night Below* presents an epic adventure that takes player characters from 1st level to 10th level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

Death of a Darklord Wizards of the Coast  
 Dungeons of Dread is a hardcover collection of four classic, stand-alone Advanced Dungeons & Dragons(TM) adventure modules -- S1 Tomb of Horrors, S2 White Plume Mountain, S3 Expedition to the Barrier Peaks, and S4 The Lost Caverns of Tsojcanth -- complete with original black-and-white interior art.

Keep on the Borderlands Wizards of the Coast  
 In a land where magic is feared, a young mage must betray her own nature by joining the fight against dark sorcery. There is a plague in the village of Cortton, a plague of the dead. Corpses walk the streets in search of the living. The villagers send for the mage-finder Jonathan Ambrose, for they believe evil magic is at work. They are right. Jonathan soon discovers who is behind the destruction of the town: Harkon Lukas, a wolfwere who plans to escape the bounds of his realm. All he needs to enact his scheme is the aid of Jonathan's adopted daughter—a young woman with a talent for magic in a land and family unforgiving of such abilities. Jonathan believes he is in Cortton to save the villagers—to lay the dead to rest. But if the vile shapechanger Harkon escapes his curse and can travel the Dark Domains as he pleases, the slaughter has only just begun.

**The Sundered Arms** Wizards of the Coast

A remorseless ranger. A sentient hell hound pelt with a penchant for pyromania. An irksome pixie who sells intrigue and information. Three companions who find themselves trapped in a city filled with warring priestly factions, devious machinations, and an angry fiend. To save the city, they must find three weapons of power, which lie in the most trap-laden, monster-infested place this side of Acererak's tomb: White Plume Mountain.

White Plume Mountain Wizards of the Coast

Mika searches for the golden Sceptre of the Ancient Gods, which will give him the power he needs to fulfill his life's quest, but he does not fully realize the price that such power carries.

Tomb of Horrors Wizards of the Coast

Entreri and Jarlaxle find themselves in the Bloodstone Lands, caught between the ghost of a power-mad lich and the fury of an oath-bound knight. One of the long-lost books of the late Witch-King, Zhengyi, has been found. Its pages promise unimaginable powers—and the threat of death. But even the fact that the book kills anyone foolish enough to crack its cover does not stop people from fighting over it . . . Human assassin Artemis Entreri and his dark elf companion Jarlaxle have come to the demon-haunted wastelands of the frozen north at the request of their dragon patron. It doesn't take long for them to find themselves trapped in the middle of a struggle between powerful forces that would like nothing more than to see them both dead—or worse. But Entreri and Jarlaxle aren't just any wandering sellswords, and the ancient evils and bitter blood-feuds of the wild Bloodstone

Lands may have finally met their match. Promise of the Witch-King is the second book in the Sellswords trilogy and the fifteenth book in the Legend of Drizzt series.

*Master Wolf* Wizards of the Coast

A sinister force, long thought destroyed, stirs in the land. As a she-demon bent on wreaking worldwide havoc struggles to escape her prison and a foul demigod plots to bend her to his will, a band of desperate heroes must infiltrate the very heart of darkness in a daring attempt to stop them both.

*The Demon Hand*

Return to the apocalyptic deserts of the Dark Sun world as unlikely heroes spark a revolution against an evil sorcerer-king. For thousands of years, the devil sorcerer King Kalak has used vile magic to drain Athas of its precious life-force. Now, his reign is coming to an end—though the city of Tyr, like the rest of the world, is nothing more than a magic-blasted ruin and a desolate place of dust, blood, and fear. All that's left is desperation—and revolution. Leading this revolution against Kalak are a maverick statesman, a winsome half-elf slave girl, and a man-dwarf gladiator bred for the arenas. But if the people are to be freed, the mismatched trio of steadfast rebels must look into the face of terror and choose between love and life. First introduced in 1991, Troy Denning's post-apocalyptic world of Athas remains one of the most talked-about and fan-requested settings in the Dungeons & Dragons universe. Now, a new generation of readers can discover the magic-blasted deserts of the unforgettable Dark Sun . . .