

Elminster The Making Of A Mage Forgotten Realms

The Shadow Over Faerûn The Time of Troubles had arrived. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn had come. But wrathful and warring gods were not Faerûn's only problem. The dreaded and insidious Shadowmasters had seized the opportunity to increase their influence and power while Mystra and her minions were otherwise engaged. The Shadowmasters had woven a magical cloak of spells that would render the wearer invisible to their rival's magic. The shadow over Faerûn spreads.

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

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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.

Commanded by the vestige of Mystra to work together, Manshoon and Elminster engage instead in a ferocious battle that sends the Sage plummeting into the Underdark as a cloud of ashes. Elminster soon inhabits the body of a fallen dark elf, so that he can begin carrying out Mystra's orders to rally Cormyr's Wizards of War, seek blueflame items to mend immense rifts throughout the realms that are releasing deadly monsters, and prevent the ancient Primordials from rising and unleashing their rage. But his sworn archenemy, Manshoon, has plans as well: to conquer Cormyr and be the new Emperor, and hunt down the Sage's clones. The battles are fierce, the stakes have never been higher, and the fate of Cormyr is on the line. Meanwhile, War Wizards are being mysteriously assassinated . . . An account of the early years of the master wizard Elminster follows a young boy who struggled to

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overcome hardship and his own shortcomings to become the most powerful mage in the Realms. “The Companions is the best novel [R.A.] Salvatore has ever written. It’s insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore’s most ambitious work to date.”—Paul Goat Allen, BarnesandNoble.com “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 The Haunting of Dragon’s Cliff This latest installment in New York Times best-selling author R.A. Salvatore's beloved fantasy saga, The Companions moves Salvatore's signature hero Drizzt into a new era of the Forgotten Realms. As Drizzt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life--the friends now known as the Companions of the Hall. Meanwhile, the first stirrings of the Sundering begin.

A paperback edition of Ed Greenwood’s newest Elminster novel. This paperback edition of Ed Greenwood’s newest Elminster novel chronicles the latest events in the life of the Sage of Shadowdale, Greenwood’s signature character. This novel was a top seller in hardcover, and the paperback edition has been eagerly awaited by Greenwood’s fans. AUTHOR BIO: ED GREENWOOD, creator of the

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Forgotten Realms campaign setting, is the best-selling author of hundreds of stories, games products, novels, and articles set in the world of Faerûn. His most recent title for Wizards of the Coast is *City of Splendors: A Waterdeep Novel*, co-written with Elaine Cunningham. He is also the author of the *Band of Four* novels published by Tor Books. From the Paperback edition.

The Epic Historical Saga of the Most Powerful Nation in the Realms Cormyr has been ruled by the Obarskyr family since its inception one and a half millennia ago. Now its king, Azoun IV, lies on his deathbed, and the vultures are circling, hoping to usurp the throne for their own. Against this crisis of state, the history of the Forest Kingdom unfolds, relating the previously untold story of a nation, its rulers, and its wizards. *Cormyr: A Novel* is the epic historical saga of the most powerful nation in the Forgotten Realms fantasy world, as told by the world's co-creators.

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. Aglirta is known as the Kingless Land--once prosperous and peaceful, it has now fallen into lawlessness, studded with feuding baronies engaged in a constant state of war. The only hope for peace

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lies in the legend of the Sleeping King: destined to rise and restore peace when the Dwaerindim stones are recovered. Lady Embra Silvertree is the sorceress daughter of a bellicose baron with an eye towards world domination. She has been imprisoned by her father who hopes to use her as a magical battery to fortify his castle. When a pair of good natured rogues attempt to steal one of her jewel encrusted gowns, they are quickly enlisted as allies to help her escape and, with the aid of a shape-shifting cleric, to seek out the Dwaerindim. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

The third book in Ed Greenwood's first Forgotten Realms trilogy. Author Ed Greenwood concludes the story of Shandril of Highmoon in this third 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.

A young shepherd boy, Elminster vows revenge on the dragon-riding mage-lord who murders his family

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and destroys his village, and pursues careers as a brigand, thief, and priest before he discovers the sorcerous power that can turn the mage-lords' magic against them. Reprint. 100,000 first printing.

In the 4th book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, Richard Lee Byers introduces Anton Marivaldi—a renowned reaver with an insatiable thirst for bounty and a moral compass that always leads him toward the evil he's never tried. Endless, pounding rain afflict the Sea of Fallen Stars and the coastal regions surrounding it. Harvests are failing, travel and trade are disrupted, and civilized forces are giving way to the deluges caused by the storms. In panic and despair, many have turned to the goddess Umberlee, Queen of the Deeps, offering her sacrifices with hope that they will be spared the inevitable reckoning of her perpetual tempest. Evendur Highcastle, undead pirate captain, risen from the depths to assume the mantle of Umberlee's Chosen, takes advantage of the people's desperation to strike for both spiritual and temporal power in her name. Vying with Highcastle for the hearts and minds of the people is Stedd Whitehorn, a little boy and the chosen of a god thought lost to time: Lathander, the Morninglord. In a time of such upheaval, Stedd's message of renewal and hope runs in stark contrast to the savage ethos of Highcastle and his waveservants. When Anton

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captures the boy in order to collect Highcastle's considerable bounty, the reaver is quickly caught in the riptide caused by the sundering of worlds.

A mass market expanded edition of Ed Greenwood's first Forgotten Realms novel. Author Ed Greenwood has returned to his first novel set in the Forgotten Realms world. Working from his original notes, he has revised and expanded the novel, developing characters and scenes that were cut from the original edition published in 1988. Fans will enjoy this mass market edition of the "director's cut" of the first novel in Greenwood's story of Shandril of Highmoon. 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.

The thrilling conclusion to Ed Greenwood's latest epic! Florin Falconhand and his friends have always wanted adventure--but when it finally finds them, it turns out to be a lot more than they bargained for. Over the course of The Knights of Myth Drannor, the Knights learn the true meaning of adventure, honor, and what it means to be a hero. From the Hardcover edition.

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

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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...

Jump into a new adventure by fan-favorite Ed Greenwood! Florin and his friends have finally made a name for themselves--only to find themselves the pawns of both dark and noble forces in a battle for power. Together, the Swords of Eveningstar must untangle the webs of lies that surround them before the threat to the kingdom eclipses their abilities to defend it. Swords of Dragonfire is the second title in an exciting new trilogy by best-selling author Ed Greenwood, the creator of the Forgotten Realms setting. This novel is a fast-paced sword and sorcery adventure worthy of a place on your shelves next to Conan and Fafherd and the Gray Mouser. From the Paperback edition.

In the 6th and final book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, Ed Greenwood, the creator of the Forgotten Realms®, further chronicles the exploits of Elminster as he fights for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle in the shadows cast by war. Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize

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power. And a threat foretold by an ancient seer stirs. At the heart of it all, Mystra, the great Goddess of Magic, has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé Amarune, Elminster works frantically to strengthen the Weave's tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the Sundering draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance.

In ancient days, sorcerers sought to learn the One True Spell that would give them power over all the world and understanding of all magic. . . . The One True Spell was a woman, and her name was Mystra -- and her kisses were wonderful. Priest Havilon Tharnstar Tales Told to a Blind Wizard It is the time before Myth Drannor, when the Heartlands are home to barbarians, and wicked dragons rule the skies. In these ancient days, Elminster is but a shepherd boy, dreaming of adventure and heroics. When a dragon-riding magelord sweeps down upon him, though, the boy is thrust into a world of harsh realities, corrupt rulers, and evil sorcerers. With patience and grit, Elminster sets about to change all that. The result of his labors is a world reborn and a mage made.

When Captain Deudermont comes to the aid of the city of

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Luskan, which has become a safe haven for the Sword Coast's most dangerous pirates, dark elf Drizzt Do'Urden is drawn into the struggle to save the city from itself, in a fantasy adventure that will change the Forgotten Realms world forever. 200,000 first printing.

An all-new version of one of the key titles in the entire Forgotten Realms novel line. This title is the fourth in a series of recovers of the popular Avatar series. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series features a cohesive cover design and all-new art.

Revenge of a God The Time of Troubles is at an end, and the gods have been restored to their rightful places. The soul of Kelemvor Lyonsbane, former lover of the goddess of magic, remains hidden from the mad god Cyric. The will of one such as Cyric, when bent on revenge, is not so easily thwarted.

The rise of the Realms' most powerful wizard! Collecting the first three of Ed Greenwood's classic Elminster tales:

Elminster: The Making of a Mage, Elminster in Myth Drannor, and The Temptation of Elminster, together in a gorgeous trade paperback package, Elminster Ascending is a must-read for every Realms fan--particularly those looking forward to the much-anticipated sequel, Elminster Must Die! Elminster Ascending chronicles the early years of the Realms' most powerful and colorful wizard, the Sage of Shadowdale, Elminster. Follow Elminster from his humble beginnings as a traveling mage to the tragic collapse of an elven empire, and on to a personal turning point that could have sent him down a path to corruption and darkness.

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

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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.

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.

A most eagerly awaited account of the early years of the wizard Elminster, the best known citizen in the Forgotten Realms world. The Making of a Mage is the story of a young boy who overcomes great hardships and his own short comings to become the mightiest mage in the Realms. In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizt draws his swords once more to aid his friends. His lover, Dahlia Sin'felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon's Claw, Alegni's sentient sword, dominates Entreri's movements—if not his mind. And then there's the way Entreri looks at Dahlia. Can Drizt trust his old foe? Praise for the Neverwinter Saga: "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great

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job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story.”—The SFF Hub on Gauntlgrym, *Neverwinter Saga Book I* “A quick read with some very satisfying fight scenes. It’s also deeply layered with emotional atmosphere” —California Literary Review on *Gauntlgrym, Neverwinter Saga Book I* From the Hardcover edition.

Elminster Returns! Elminster Must Die is the debut 4th edition appearance of one of the *Forgotten Realms*® world’s most iconic characters, written by the creator of the original *Forgotten Realms* campaign setting. An instant classic, and a must-read for every *Realms* fan. When the goddess of magic was murdered, Elminster’s world shattered. Once the most powerful wizard in the world, immortal, beloved of the goddess of magic, and the bane of villainy, he is now a tired old man. He is powerful but mortal, and with all the enemies a man who makes a habit of saving the world tends to accumulate. To make matters worse, Elminster has needs—feeding powerful magic items to the Simbul, his lover, is the only thing that keeps her sane—but their increasingly risky collection leads his enemies right to him.

R.A. Salvatore’s *The Cleric Quintet* tells the tale of the scholar-priest Cadderly, who is plucked from the halls of the Edificant Library to fulfill a heroic quest across the land of Faerûn. Cadderly leads the combined forces of Carradoon and Shilmista against Castle Trinity, stronghold of his enemy Aballister. But another mission calls him on a journey leading into a past he hoped he would be able to forget.

DRIZZT RETURNS TO THE UNDERDARK! “After a quarter of a century, R.A. Salvatore just keeps

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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!

Drizzt and his elf companion Dahlia realize that they may have to break the law if they are ever going to help those the law has abandoned, and soon are making new enemies and plunging headlong into battle.

Rumors race around Cormyr regarding the mythical Lost Spell, a powerful enchantment designed

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centuries ago by the presumed dead god of spells—a spell long thought lost to the ages. Found by some magic-less merchant, rumor has it the Lost Spell is to be auctioned off to the highest bidder. It is a powerful lure, and archwizards of every stripe descend upon the merchant, only to be trapped with him inside his manor by a vicious spellstorm—escape impossible, and their magic useless with the interference from the storm. Moreover—they find themselves faced with the infamous Elminster of Shadowdale, who claims he’s just there to decide who gets the Lost Spell, but who clearly has an agenda of his own. But before Elminster can put whatever plan he has in motion, archwizards start dying.

Elminster's archenemy, the vampiric Lord Manshoon, thinks he has destroyed Elminster at last. But Elminster survives in the form of magical ash, and with the help of his scion, a fop who is growing into a true nobleman, and his longtime companion Storm, he still has a chance to counter Manshoon's insidious plots. From the Hardcover edition.

The creator of the Forgotten Realms leads readers through a rollicking fantasy adventure and murder mystery set in the city of Waterdeep Revealed in death to have been Masked Lords, three more citizens had been murdered over the preceding day and night: the Sembian wine-seller and collector Oszbur Malankar; the half-elf sorceress and artisan

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Dathanscza Meiril; and the moneylender, landlord, and investor Ammasker Gwelt. All of Waterdeep now knew someone was killing the Lords of Waterdeep, one by one. Yet that was about where truth ended and speculation—however plausible—began. The broadsheets were full of wild conjecture. Who's behind this? The ousted Lord Neverremember? The Zhentarim, the Cult of the Dragon or some other Outland Power? The Xanathar? Some cabal of guilds or nobles planning a coup? The rumors would rage on, whether the Open Lord Laeral Silverhand did something or not. That was the trouble with rumors; once loosed, they roamed free like snarling, untamed beasts, with no simple way of stopping them. And all rumors aside, Waterdeep has become . . . a City of Murderers. Death Masks is loosely connected to the Elminster series and Sage of Shadowdale series.

The New York Times best-seller, now in paperback! This paperback edition of the New York Times best-selling title expands the civil upheaval among the drow, one of the most popular races in the Forgotten Realms setting. Best-selling author R.A. Salvatore wrote the prologue to Annihilation and continues to consult on the series, lending his expertise as the author who brought drow society to the forefront of the Forgotten Realms setting. From the Paperback edition.

Enter the Forest of Shadows... In Sylvan Shadows

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follows Cadderly the scholar-priest, as he leaves his home to combat the evil unleashed by the Chaos Curse. To counter Castle Trinity's plans for conquest, the cleric and his friends enter the beautiful forest of Shilmista. But among the trees and glades of the forest, Cadderly must battle a monstrous evil. From the Paperback edition.

To her, to her dying breath, you were the untouchable one, the one whose flesh her dagger could not penetrate. THE ASSASSIN A cold and emotionless killer for whom every soul has a price, even his own, embarks on a path to find out just how high that price can be. THE MERCENARY A dark elf of limitless guile dares to challenge a king, and carve for himself a place in the inhospitable World Above. ILNEZHARA and TAZMIKELLA are ancient dragons of great power, accustomed to easily manipulating the humans around them. But not all humans are so easily led. When they pushed Entreri and Jarlaxle into the heart of the Bloodstone Lands, not even they could have imagined the strength of the human assassin's resolve, or the limitless expanse of the drow mercenary's ambition.

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.

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Whatever he decides, the Realms will be forever changed . . .

An all-new digital version of one of the key titles in the entire Forgotten Realms novel line. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinson. When the gods are banished from the heavens, they must travel through Faerûn in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world.

Hell Hath Such Fury On the world of his birth he's all but a god, but when an ancient evil banishes him to the depths of the Nine Hells, he's just another lost soul.

Elminster, Sage of Shadowdale, Chosen of Mystra, faces his most desperate struggle--to survive, to escape, to cling to his very sanity--and all the forces of the inferno are rallied against him. The top-selling book by the creator of the Forgotten Realms universe is now available as an eBook!

Elminster: Making of a MageWizards of the Coast

It is the time of the great elven city of Cormanthor, when the Heartlands are home to barbarians, wicked dragons rule the skies, and the elven people trust no one.

Wizards and warriors alike threaten their civilization in

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vain, arrogant, and ignorant quests for glory. Thus it was that Elminster was guided to Cormanthor, the Towers of Song, where Eltargrim was Coronal. There he dwelt for twelve summers and more, studying with many mighty mages, learning to feel magic and know how it could be bent and directed to his will It is recorded that when the Mythal was laid, and Cormanthor became Myth Drannor, Elminster was among those who devised and spun that mighty magic.

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