

## Elminster The Making Of A Mage Forgotten Realms 1 Ed Greenwood

In the 2nd book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, the shadow legacy of Erevis Cale lives on even as his old foe Mephistopheles seeks to stamp it out at any cost. Cale's son Vasen—unmoored in time by the god Mask—has thus far been shielded from the archdevil's dark schemes, alone among the servants of the Lord of Light who have raised him since birth. Living in a remote abbey nestled among the Thunder Peaks of Sembia, Vasen is haunted by dreams of his father, trapped in the frozen hell of Cania. He knows the day will come when he must assume his role in the divine drama unfolding across Faerûn. But Vasen knows not what that role should be . . . or whether he is ready to take it on. He only knows what his father tells him in dreams—that he must not fail. Enter Drasek Riven, a former compatriot of Erevis Cale, now near divine and haunted by dreams of his own—he too knows the time to act is near. Shar, the great goddess of darkness, looks to cast her shadow on the world forever. Riven has glimpsed the cycle of night she hopes to complete, and he knows she must be stopped. At the crossroads of divine intrigue and mortal destiny, unlikely heroes unite to thwart the powers of shadow

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and hell, and the sundering of worlds is set on its course.

Discover a whole new realm of adventure! When a wandering swordmage, trained by the elves of Myth Drannor, returns to his boyhood home on the windswept shores of the Moonsea, he finds that corruption has taken hold, leaving his friends and family open to a devastating evil. Swordmage was the first novel to fully embrace the exciting new elements from the next edition of the Dungeons & Dragons game. This paperback release comes fresh on the heels of the Forgotten Realms Campaign Guide, and showcases a major revision to the Forgotten Realms world that has fans buzzing.

Serene, beautiful, inviolate. Rich in magic and treasure, to those who hear of its legends it is the ultimate paradise. To the beleaguered elves of Toril it is the ultimate refuge. But to many it is the ultimate prize. At the heart of its story is Amlaruil, Queen of All Elves. When Evermeet comes under massive, devastating attack, her sacrifice holds the last hope of saving the elven homeland.

Strange magic is on the loose in Firefall Keep -- magic that kills. The mightiest War Wizards are baffled, and the shadow of destruction threatens valiant Harpers and nobles of the fair realm of Cormyr alike. With Harpers in jeopardy, it is up to the legendary Bard of Shadowdale, Storm Silverhand, to overcome this lethal and mysterious force. "Whenever I think I can relax at last, someone

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hastens to brutally point out to me that I've fresh work to do. It's time to save the world again." -- Storm Silverhand Stormlight is the fourteenth in an open-ended series of novels focusing on the Harpers, the secret organization for Good in the Forgotten Realms fantasy world.

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.

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

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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 . . . 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.

Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the

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infinite evils of the Nine Hells? • This heroic Dungeons & Dragons adventure book takes players from levels 1 to 13 as they journey through Baldur's Gate and into Avernus, the first layer of the Nine Hells. • Baldur's Gate is among the most iconic locations in fantasy culture. A mist-cloaked metropolis on the Sword Coast, it's a place of history and a home to heroes. • The book introduces the infernal war machines to fifth edition D&D—battle-ready vehicles, which you can customize as you blast off into the Blood War. • Dungeon Masters will entice their heroes with devils' deals, designed to lure adventurers with the ultimate temptations of power and treasure. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience

### Elminster: Making of a Mage Wizards of the Coast

Swords of Eveningstar is the first title in an exciting new series by author Ed Greenwood, the creator of the Forgotten Realms campaign setting. This series explores the youthful adventures of the much-loved heroes, Florin, Islif, and Jhessail, as they battle to win a name for themselves and then to defend it against the machinations of a more insidious and devious evil than they ever thought to face. From the Hardcover edition.

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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 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.

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.

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

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.

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player

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characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms! 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 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 Neverember? 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.

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

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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.

A young shepherd boy, Elminster, vows revenge on the dragon-riding mage-lord who murders his family and destroys his village, and pursues careers as a brigand, thief, and priest before he discovers the power that can turn the mage-lords' magic against them.

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.

From a dark and dusty tomb, Elminster emerges, seeking the guidance of Mystra, and finds

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

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.

Presents a collection of tales from previous anthologies by Ed Greenwood along with three new works set in the magical land of Faerun.

Elminster's Doom It was the eve of the Time of Troubles. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn was still to come. Unbeknownst to mortals, the gods had been summoned together, and among them was Mystra, grown proud and willful in the passing eons. With the others, she was about to be stripped of her godhood. The secret of her power gave her an idea. She made certain preparations, looking always for one who would be her successor . . . But until that person's ascension, her power must be preserved. A lone mortal must carry the greater share of her divine energy until the power could be reclaimed, and it was the fate of this mortal to risk being destroyed or driven wild, involuntarily and without warning. This was the occasion of Elminster's Doom.

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

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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 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.

This is the second volume of the Earthkeep series. Little Blue's children are dying - in some cases, just after birth. Magister Zella Terremotto Adverb and her sister magisters find themselves in an unexpected alliance with Jezebel Stronglaces and her followers.

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

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most recent novel is Elminster's Daughter From the Paperback edition.

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 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 Mythral was laid, and Cormanthor became Myth Drannor, Elminster was among those who devised and spun that mighty magic.

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.

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

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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.

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.

*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!

*Enter the Forest of Shadows...* In *Sylvan Shadows* 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.

The five popular novels featuring Cadderly, the heroic scholar priest, come together in a

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giant omnibus edition that includes Canticle, In Sylvan Shadows, Night Masks, The Fallen Fortress, and The Chaos Curse. Reprint.

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.

A bold barbarian warrior becomes the unwitting pawn of quarreling archmages in the first volume of a new trilogy set against the backdrop of the Arcane Age of Netheril, the most powerful magical empire in the history of the Forgotten Realms. Original. Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

The prequel series to The Ghost King comes to an explosive end! Cadderly journeys home to the Edificant Library, hoping to rebuild his shattered life--but the chaos curse has one last surprise in store for him. Failure means the loss of his beloved Danica, success might usher in a new era for the followers of Denier.

Against all odds, Drizzt and Dahlia join forces in the aftermath of battle, united in their desire for vengeance against the sorceress who destroyed Neverwinter The last of the

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Companions has fallen. Now Drizzt Do'Urden is alone—and free—for the first time in almost one hundred years. Guilt mingles with relief, leaving Drizzt uniquely vulnerable to the persuasions of Dahlia, a darkly alluring elf and the only other member of their Gauntlgrym search party to survive the cataclysm at Mount Hotenow. But traveling with Dahlia is challenging in more ways than one. As the pair seeks revenge on the sorceress responsible for leveling Neverwinter—and nearly Luskan as well—Drizzt finds his usual moral certainty swept away by her unconventional views. Forced to see the dark deeds to which circumstance may drive a common man, Drizzt begins to find himself on the wrong side of the law in an effort to protect those the law has failed. As old enemies acquire deadly allies, Drizzt and Dahlia quickly find themselves embroiled in battle—a state he's coming to enjoy a little too much. Neverwinter is the second book in the Neverwinter Saga and the twenty-fourth installment in the Legend of Drizzt series.

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

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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. 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.

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 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.

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