

Blackstaff (The Wizards)

Journey to the dark side of the City of Splendors. Jinn is an angel trapped in mortal flesh, sent down from the heavens to fight, die, and be reincarnated endlessly in the war against evil. But over the years, revenge supplanted justice, and now he lives only to wreck vengeance—whatever the cost—on the dark angel of Asmodeus who killed his lover. A series of brutal occult murders, left like breadcrumbs for him to follow, lead Jinn straight to the dark angel—an invitation to a final battle for the soul of Waterdeep. But will he still be able to choose the path of justice when he is so close to his enemy, after lifetimes of failure? Circle of Skulls is a dark fantasy of fallen angels, desperate rituals, and a mysterious series of occult murders. Set in the classic City of Splendors and presented by Forgotten Realms® campaign setting creator and celebrated author Ed Greenwood, you don't want to miss out on this exciting glimpse into what the latest edition of the Realms has to offer. From the Paperback edition.
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.

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.

BlackstaffWizards of the Coast
Elminster: Making of a Mage
The Twilight War

Elminster

Night of the Hunter

Stories of the Seven Sisters

Book Three of the Magic Kingdom of Landover Series
It all began when the half-able wizard Questor Thews announced that finally he could restore the Court Scribe Abernathy to human form. It was his spell that had turned Abernathy into a Wheaten Terrier—though with hands and able to talk. All went well—until the wizard breathed the magic dust of his spell and suddenly sneezed. Then, where Abernathy had stood, there was only a bottle containing a particularly evil imp. It had been in the collection of Michael Ard Rhi, former King of Landover, now exiled to Earth. Abernathy must now be a part of that collection! High Lord Ben Holiday set forth for Earth, taking his green but beautiful love, Willow, with him. Unfortunately, they were long in returning. And without the soil in which to root as a tree at times, Willow could not long survive. That left it up to Questor Thews to save them. Grimly he set out to seek help, knowing himself to be incompetent. And to make things worse, the imp had escaped and sought the help of the evil witch Nighthshade, now back from exile in Faerie. Questor's only idea seemed impossible, but . . .

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

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's 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 lead 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!

Deemed One of the Top 10 Indie Fantasy releases of 2010 by Fantasy Book Critic, and listed in the first ever Publishers Weekly Indie Select issue, the original 235k word epic title was written in longhand in a Texas prison cell by M. R. Mathias. The Sword and the Dragon (Revised) is a Fully polished version that includes two Wardstone Short Stories. One is a piece of flash fiction called "The Blood of Coldfrost." The other is a HUGE fan of the story called "Roar." These tales can only be found in print, in this volume. "The Sword and the Dragon" When the Royal Wizard of Westland poisons the king so that his puppet prince can take the throne and start a continental war, a young squire is forced to run for his life carrying the powerful sword that his dying monarch burdened him with from the death bed. Two brothers find a magic ring and start on paths to becoming the most powerful sort of enemies, while an evil young sorceress unwillingly falls in love with one of them when he agrees to help her steal a dragon's egg for her father. Her father just happens to be the Royal Wizard, and despite his daughter's feelings, he would love nothing more than to sacrifice the boy! All of these characters, along with the Wolf King of Wildernont, the Lion Lord of Westland, and a magical hawk named Talon, are on a collision course toward Willa the Witch Queen's palace in the distant kingdom of Highwinder. There the very bedrock is formed of the powerful magical substance called Wardstone. Who are the heroes? And will they get there before the Royal Wizard and his evil hordes do? Whatever happens, the journey will be spectacular, and the confrontation will be cataclysmic. Kings, Queens, Heroes, & Fools - The Wardstone Trilogy Book II is now available The Wizard & the Warlord - The Wardstone Trilogy Book III releases in July 2012 Don't miss the International Bestselling Saga of the Dragonoers' The First Dragonoer - Free The Royal Dragonoers - Now Available Cold Hearted Son of a Witch - Now Available The Confliction - Now Available Confliction Compendium - (The Dragonoers Omnibus) - Now Available Also by M.R. Mathias Crimzon & Clover I - Orphaned Dragon, Lucky Girl Crimzon & Clover II - The Tricky Wizard Crimzon & Clover II - The Greg Crimzon & Clover IV - The Wrath of Crimzon Outbreaker - A Faery Tale Short King of Fools The Adventurion - A YA sci-fi novel

Darkevison

Elminster in Hell

A Wizard's Journey

Bloodwalk

Blackstaff Tower

Silverfall

Experience the ultimate urban treasure hunt in this adventure for the world’s greatest roleplaying game. “A perfect starter campaign.”—Andrew Whalen, Newsweek
”D&D acolytes are everywhere...Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind ‘Game of Thrones’ have all been Dungeon Masters.”—Neima Jahromi, The New Yorker
”To be part of something big?”—A parchment tied to a flying snake, page 38 of Dragon Heist Welcome to Waterdeep. You’re summoned by Volothamp Geddarm, famous explorer and raconteur, to complete a simple quest. Is anything ever really simple though?
• Waterdeep, known as the City of Splendors, is one of D&D’s most iconic locations. Also the setting for the board game Lords of Waterdeep, it’s the jewel of the Sword Coast—a sprawling melting pot held together by firm laws and swift justice.
• Take players through levels one to five in this Dungeons & Dragons adventure. Five story arcs guide players through each level for a multi-session campaign experience inspired by classic heist films.
• In D&D, you and your friends coauthor you own legend. Guided by a Dungeon Master, you create characters and play their roles in a story, rolling dice and navigating maps as you unfold a tale as limitless as your imagination.
• Dungeons & Dragons is the world’s greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. “[Waterdeep: Dragon Heist] is state of the art tabletop design. . . one of the best introductions to D&D that I’ve ever come across.”—Charlie Hall, Polygon.com
”Waterdeep: Dragon Heist is a shining example of what Dungeons & Dragons can be and should be: fun and unpredictable.”—Gavin Sheehan, BleedingCool.com

Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned centuries ago. Now Ususi tracks down the relics that brought both prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning. From the Paperback edition.

YOU are Blackstaff, a wizard and member of the Order. At least... you were. But this morning you woke up in the dungeons deep beneath SpellSpire, stripped of your status and branded a criminal.But what have you done and why do you not remember anything? There is an Oracle who can tell you. But only if you can successfully escape a city filled with pursuers and survive a perilous journey through the wilds!What will happen next? That's up to YOU to decide. With numerous spells, magical treasure at every turn, and hundreds of choices, each adventure will take new and exciting turns!For further information, visit www.blackstaffgamebooks.webs.comThe print edition of the book has been enhanced to include interior art, random numbers on each page, and an included Adventure Record.

Goddesses vie for the soul of people... Halistra 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?

Forgotten Realms

Blackstaff

The Sword and the Dragon (Revised)

Bearer of The Black Staff

Bury Elminster Deep

Archmage

Here in his first non-Shannara novel, Terry Brooks has written a gripping story of mystery, magic, and adventure—sure to delight fantasy readers everywhere. Landover was a genuine magic kingdom, with fairy folk and wizardry, just as the advertisement has promised. But after he purchased it, Ben Holiday learned that there were a few deep ruin. The Barons refused to recognize a king, and the peasants were without hope. A dragon was laying waste the countryside, while an evil witch plotted to destroy everything. Ben's only followers were the incompetent Court Magician; Abernathy, the talking dog who served as Court Scribe; and the lovely Willow—but she had a habit of p the Paladin, legendary champion of the Kings of Landover, seemed to be only a myth and an empty suit of armor. To put the final touch on the whole affair, Ben soon learned that the Iron Mark, terrible lord of the demons, had challenged all prospective Kings of Landover to duel to the death—a duel which no human could hope to win. The But Ben Holiday was stubborn. . . .

L.E. Modesitt, Jr.'s The Magic of Recluce begins his bestselling fantasy series the Saga of Recluce, which is one of the most popular in contemporary epic fantasy. Young Lerris yearns to find a place in the world better suited to his skills and temperament. In Recluce this means taking one of two options: permanent exile from Recluce or the lands beyond. Many do not survive. Lerris chooses dargelred. Lerris will need magic in the lands beyond, where the power of the Chaos Wizards reigns unchecked, and he must learn to use his powers in an orderly way before his wanderjahr, or fall prey to Chaos. Saga of Recluce #1 The Magic of Recluce / #2 The Towers of Sunset / #3 The Chaos / #6 Fall of Angels / #7 The Chaos Balance / #8 The White Order / #9 Colors of Chaos / #10 Magil' of Cyador / #11 Scion of Cyador / #12 Wellspring of Chaos / #13 Ordermaster / #14 Natural Order Mage / #15 Mage-Guard of Hamor / #16 Arms-Commander / #17 Cyador's Heirs / #18 Heritage of Cyador /#19 The Mongrel Mage / (forthcoming) Story Collection: Recluce Tales Other Series by L.E. Modesitt, Jr. The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Call for Heroes! A young group of friends stumble across a terrifying conspiracy that holds the heir to the Blackstaff, the defender of the city of Waterdeep, in terrible danger. These friends must search deep within themselves to become the heroes their city needs to save its champion from those who would see both brought low. Ed Greenwood's Forgotten Realms is a world of magic and mystery. The Forgotten Realms Campaign Setting is the first book in a brand-new series dedicated to showcasing both the City of Splendors and our most talented up-and-coming authors. A series of stand-alone adventures, this book and the series to which it belongs were written specifically for those readers with no prior knowledge of the Forgotten Realms, making it a

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

Forgotten Realms universe is now available as an eBook!

Republican Strategy and the Provisional IRA

Crash Course in Gaming

The God Catcher

Campaign Setting

Elminster's Daughter

The Sundering

The Lady has spoken to me. It has already begun. Shadows move out of the shrinking desert, south to the rich and arrogant cities of Sembia. "Be brave, little man," says the shadowman, and the boy thinks his voice is surprisingly soft. "Stay with your mother. This will be over soon." The shadows swallow him and he is gone. On the edge of a war that will change the face of Faerûn, the world will find that not all shadows serve Shade. From the Paperback edition.
The great 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 Oshur Malankar; the half-elf sorceress and artisan Dahnassca Meiril; and the moneylender, landlord, and investor Ammasker Gwilt. 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 Zhantrin, 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.

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

*'m a HUGE fan of Alison Green's "Ask a Manager" column. This book is even better' Robert Sutton, author of The No Asshole Rule and The Asshole Survival Guide 'Ask A Manager is the book I wish I'd had in my desk drawer when I was starting out (or even, let's be honest, fifteen years in)' - Sarah Knight, New York Times bestselling author of The Life-Changing Magic of Not Giving a F*ck A witty, practical guide to navigating 200 difficult professional conversations Ten years as a workplace advice columnist has taught Alison Green that people avoid awkward conversations in the office because they don't know what to say. Thankfully, Alison does. In this incredibly helpful book, she takes on the tough discussions you may need to have during your career. You'll learn what to say when: -colleagues push their work on you - then take credit for it -you accidentally trash-talk someone in an email and hit 'reply all' -you're being micromanaged- or not being managed at all -your boss seems unhappy with your work -you got too drunk at the Christmas party With sharp, sage advice and candid letters from real-life readers, Ask a Manager will help you successfully navigate the stormy seas of office life.*

Waterdeep

Whisper of Waves

The Herald

Shadowbred

The Wardstone Trilogy

The Magic of Recluce

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

The first in-depth look at Waterdeep includes history, a who's who, information on laws, and rules for running and playing in a Waterdhavian campaign. Information on the people of Waterdeep covers non-player characters, arcane schools, armed forces, guilds, nobility, prestige classes specific to the city, and more. An extensive appendix gives information on new equipment, magic items, psionic powers, poisons, spells, and more.

Video games aren't just for kids anymore. This book will describe the "why" and "how" to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons.

An anthology of fantasy tales featuring the colorful inhabitants of the magical Forgotten Realms includes stories by R.A. Salvatore, Ed Greenwood, Elaine Cunningham, Jean Rabe, Jeff Grubb, and others

Tom and the Grumpy Wizard

The Sage of Shadowdale

The Temptation of Elminster

Candlekeep Mysteries (D&D Adventure Book - Dungeons & Dragons)

The Wizards

Legends of Shannara: Book One

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.

Walk the line between magic and madness in Erin M. Evan’s passionate story about the dragons of the City of Splendors...Tennora would give anything to be a wizard. And Cytomorenrestix, a strange woman with uncanny blue eyes, whose name means “She Will Thunder in the Sky,” and who claims to be a dragon, promises to make her just that—in return for aid in returning her to her true form. But soon after Tennora seals the deal, a bounty hunter presses a note in her hands claiming the dragon woman is actually a human—a violent, criminally insane human who murders those who fail her. The God Catcher is gripping tale of identity, intrigue, and obsession set in the classic City of Splendors and presented by Forgotten Realms® campaign setting creator and celebrated author Ed Greenwood. You don’t want to miss out on this

exciting glimpse into what the latest edition of the Realms has to offer.

Driven by obsession and by a vision of the the future, one man battles the ruthless Red Wizard, deadly nages, seductive women, and other deadly dangers of the Realms as he pursues his destiny, in the first volume in a new trilogy by the author of Annihilation. Original. Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 48. Chapters: Merlin, The Wizard of Id, Shazam, Harry Dresden, Rincewind, Randall Flagg, Mordenkainen, Wizards, Wizard of Oz, Elminster, Bigby, Thoth-Amon, Zorden, Khelben "Blackstaff" Arunsun, Drawmlig, Wizadora, Cheech Wizard, A Book of Wizards, The Wizard King, Ninguable of the Seven Eyes, Hedge wizard, Sheelba of the Eyeless Face. Excerpt: Harry Blackstone Copperfield Dresden is a fictional detective and wizard. He was created by Jim Butcher and is the protagonist of the contemporary fantasy series The Dresden Files. The series blends magic and hardboiled detective fiction. In addition to the thirteen The Dresden Files novels, he has appeared in five published short stories and several unpublished short stories, as well as a limited series comic and an unlimited series comic. He was also adapted into a character by the same name for the TV series version of the novel series, also called The Dresden Files. Harry is a wizard who works as a private investigator of sorts in Chicago (he's in the phone book, the only listing under "Wizards"), dealing with paranormal crimes and consulting for the Chicago Police Department. He is named after three different stage magicians - Harry Houdini, Harry Blackstone, Sr., and David Copperfield. This name was given to him by his father, Malcolm Dresden, a stage magician himself, who raised Harry while still performing his magic show all across the country. The stories are told from Harry's point of view in a hardboiled style. Harry is considered a magical "thug," lacking fine control of his power, but is one of the strongest living wizards in terms of pure magical strength, as well as factors surrounding the timing of his birth. He originally favored fire and wind spells in battle, but has since evolved towards fire and force, and has recently started using earth (it's My Birthday Too and Turn...

Merlin, the Wizard of Id, Shazam, Harry Dresden, Rincewind, Randall Flagg, Mordenkainen, Wizards, Wizard of Oz, Elminster, Bigby, T

The Trouble with Guns

Ask a Manager

Sacrifice of the Widow

Lady Penitent

Ed Greenwood Presents: Waterdeep

Fire meets ice as the fury of one woman drives her across the Endless Wastes in search of her stoeln son. But time is running out, and she'll have to sacrifice more than blood if she wants to see him again.

******50 MILLION TERRY BROOKS COPIES SOLD AROUND THE WORLD*** THE SHANNARA CHRONICLES IS NOW A MAJOR TV SERIES 'Terry's place is at the head of the fantasy world' Philip Pullman Five hundred years have passed since the devastating demon-led war that almost exterminated humankind. Those who escaped the carnage were led to sanctuary by the boy saviour known as Hawk: the gypsy morph. But now, the unimaginable has come to pass: the cocoon of protective magic surrounding the valley has vanished. When Sider Ament, last surviving Knight of the World, detects unknown predators stalking the valley, and Trackers from the human village of Glensk Wood find two of their own gruesomely killed, there can be no doubt: the once safe haven of generations has been laid bare. Together, the young Trackers, the aging Knight and a daring Elf princess race to spread word of the encroaching danger. But suspicion and hostility among their countrymen threaten to doom their efforts from within, while beyond the breached borders, a ruthless Troll army masses for invasion. Standing firm between the two, the last wielder of the black staff and its awesome magic must find a successor to carry on the fight against the cresting new wave of evil. Praise for Terry Brooks: 'A master of the craft . . . required reading' Brent Weeks 'I can't even begin to count how many of Terry Brooks's books I've read (and re-read) over the years' Patrick Rothfuss, author of The Name of the Wind 'I would not be writing epic fantasy today if not for Shannara' Peter V. Brett, author of The Painted Man 'If you haven't read Terry Brooks, you haven't read fantasy' Christopher Paolini, author of Eragon Legends of Shannara: BEARERS OF THE BLACK STAFF THE MEASURE OF THE MAGIC***

After years of suffering under her mother's yoke of ignorance, Morgynn gets a second chance when, after meeting death face to face, she is reborn, the possessor of terrifying powers of incredible strength, and takes the opportunity to expand her dominion, unless a wandering ghostwalker can stop her. Original.

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.

D&D Waterdeep Dragon Heist HC

Magic Kingdom for Sale--Sold!

Frostfell

Crypt of the Moaning Diamond

Circle of Skulls

Companions Codex, I

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.

An anthology of seventeen mystery-themed adventures for the world’s greatest roleplaying game. Candlekeep attracts scholars like a flame attracts moths. Historians, sages, and others who crave knowledge flock to this library fortress to peruse its vast collection of books, scribbled into which are the answers to the mysteries that bedevil them. Many of these books contain their own mysteries ?—each one a doorway to adventure. Dare you cross that threshold?
• 17 mystery-themed D&D adventures, each tied to a book discovered in the famed library fortress of Candlekeep
• Easy to run as stand-alone mini adventures or to drop into your home campaign
• Adventures span play from levels 1 to 16
• Includes a full poster map of Candlekeep, plus detailed descriptions of the various locations, characters, and creatures that reside within it
• Introduces a variety of Dungeons & Dragons monsters, items, and non-player characters (NPCs)
• Candlekeep Mysteries is a collection of seventeen short, stand-alone D&D adventures designed for characters of levels 1–16. Each adventure begins with the discovery of a book, and each book is the key to a door behind which danger and glory await. These adventures can be run as one-shot games, plugged into an existing Forgotten Realms campaign, or adapted for other campaign settings. This book also includes a poster map of the library fortress and detailed descriptions of Candlekeep and its inhabitants.

O'Doherty was immediately averse to supporting the IRA and felt, at the beginning of the Troubles, a loss of moral bearings, when both the state and the insurgents were in murderous form.

This novel focuses on a sorceress with the hellish magic of a blood magus at her command and a mounting ambition for territory and domination in her heart, and a ghostwalker's attempts to defend a village from her seemingly inevitable success.

City of Splendors

Realms of Magic

Maestro

Fictional Wizards

Elminster Must Die

Death Masks

Explore the terrifying depths of the dungeons of Faerûn! The Siegebreakers are a tight-knit group of eccentric mercenaries who boast they can safely bring down the walls of any fortress, and will do so for the right amount of coin. But when the walls of their latest job crash down on their heads, trapping them in ruins treacherous with magic, monsters, and ever-rising water, it's all they can do to stay alive. Undaunted, the Siegebreakers are determined to escape and finish the job. Show More Show Less

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 Icwind 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.

Khelben Arunsun, Chosen of Mystra, Archmage of Waterdeep, is as close to a demigod as you're likely to meet on the streets of Faerûn's mightiest city. But when the skies rain lightning and a long-forgotten city arises from the earth, he can seem like just another wizard.

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 comeingle in the shadows cast by war. Agents of the Shadowar 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 Shadowar, 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.

Ed Greenwood Presents Waterdeep

Wizard at Large

Wizard Outcast

How to Navigate Clueless Colleagues, Lunch-Stealing Bosses and Other Tricky Situations at Work