
Evermeet Island Of The Elves Elaine Cunningham

Elminster: Making of a Mage

Tangled Webs

Star of Cursrah

Forsaken House

Starlight & Shadows

Daughter of the Drow

The Druidhome Trilogy, Book Two

A Novel of Niflheim

Forgotten Realms

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Forgotten Realms
Evermeet: Island of the Elves
Forgotten Realms
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ANGEL HOPE

Elminster: Making of a Mage Wizards of the Coast

Mages' Games Netheril, empire of magic, where wizards wield power far beyond the ken of mortal men. Netheril, where citadels float, magic runs wild, and mages dabble in games better left for the gods. Netheril, a place of dangerous games where the barbarian Sunbright Steelshanks soon finds himself an unwilling pawn in a lethal match of wits,

wiles, and powers.

Tangled Webs Wizards of the Coast
Fantasy-fortælling.

Star of Cursrah Wizards of the Coast
Traveling far beyond the shores of her island kingdom, a high princess battles the vicious undersea race that is holding her father prisoner, a battle that climaxes in the dark depths of the Sea of Moonshae.

Forsaken House Wizards of the Coast
Presents a collection of tales from previous anthologies by the well-known fantasy writer along with three new works set in the magical land of Faerun.

Starlight & Shadows Wizards of the Coast

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.

Daughter of the Drow Wizards of the Coast

Silent death stalks the Harpers of Faerûn. One by one, members of the semi-secret society for good in the Realms are falling to a murderer's blade. Now a Harper agent and a beautiful half-elf assassin must solve the mystery. If

they fail, they will be the next victims. But things in the Realms are rarely that simple.

The Druidhome Trilogy, Book Two

Wizards of the Coast

Before the Dawn Cataclysm, Moander the Darkbringer corrupted Tyche, Goddess of Luck. In a desperate attempt to preserve Tyche's goodness, the gods clove her in twain, creating two daughter goddesses: Tymora, Lady Luck; and Beshaba, Lady Doom. In the eons since then, the two sisters have existed in total enmity. Now a great power has hatched a mad scheme to re-create the goddess Tyche by reuniting Tymora and Beshaba, regardless of the potentially calamitous consequences. In a decision fraught with godly intrigue, Joel, the Rebel Bard, priest of Finder, is chosen to

uncover whoever is behind the abduction of the sister goddesses. Aided by his old allies, Holly Harrowslough and Jas, and his new friend, the kender Emilo Haversack, Joel must find a way to prevent the merger of Tymora and Beshaba before disaster overtakes the luckless Realms. The Forgotten Realms meet Dragonlance meet Planescape in a heart-stoppin gadventure that spans three worlds.

A Novel of Niflheim Wizards of the Coast Endgame . . . The Netherese Empire will collapse in five generations. A forgotten foe, armed with a hell-spawned source of destructive magic, returns to seek her revenge, and a lost love is found in a most unexpected place. Against a backdrop of war and chaos, the barbarian Sunbright struggles to carve

out a niche for himself -- and his people - in a rapidly changing world.

Forgotten Realms Evermeet: Island of the Elves

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

Wizards of the Coast

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

fighters for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces congregate 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.

The Stories of Elaine Cunningham Wizards of the Coast

In "this enchanting story about friendship," two fourth grade girls discover a magical world hidden in one's backyard (Publishers Weekly). No fourth grader trusts Sara-Kate Connolly. Her boots are dirty, her clothes are weird, and she's so maladjusted that the school had to hold her back a grade. But Hillary is her next-door neighbor, and can't say

no when the unusual loner invites her over to play. In Sara-Kate's overgrown backyard, Hillary will find proof of a world of magic—the kind that can only blossom between true friends. Among the rusted car parts and wild plants, a miniature village has sprung up. It has tiny houses made from string, sticks, and maple leaves; a well with a bottlecap for a bucket; and even a little playground with a Popsicle-stick Ferris wheel. But there's absolutely no sign of who built this miniature world. To Sara-Kate, the answer is clear—only elves could be responsible for something so enchanted. As she and Hillary watch for their elusive new friends, they learn that friendship, like magic, springs up where you least expect it. This ebook features a personal history by Janet Taylor Lisle including

rare images and never-before-seen documents from the author's own collection.

Forgotten Realms Vintage

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.

Swordmage Open Road Media

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 Knights of Myth Drannor Wizards of the Coast

A murder victim is turned into a zombie, just long enough to cover up the circumstances of his own death A silent ghost with a friendly grin greets those about to meet their doom The only clue to who's killing a party of adventurers is the letter "H," written in the blood of one of the victims All new stories of murder, suspense, and intrigue by Elaine Cunningham, Jeff Grubb, Ed Greenwood, and other favorite Forgotten Realms authors.
The Glass Prison Macmillan

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. *Blades of the Moonsea* Wizards of the Coast

Crossing the wide realms of the Faerûn in search of adventure, the dark elf princess Liriel Baenre and her

companion Fyodor find themselves in the barbarian's homeland of Rashemen. In a land ruled by witches, Liriel must disguise herself lest she spark the people's hatred of dark elves. Yet from the deep tunnels of the Underdark, eyes glittering with malice are watching her every move, preparing for vengeance. "...When [Elaine Cunningham] writes about the Forgotten Realms, she can see inside my head, somehow, and capture things the way I imagine them. She makes the fantastic real." -Ed Greenwood, creator of the Forgotten Realms and author of *Elminster Must Die*

Elfshadow Wizards of the Coast

A group of adventurers stumbles across a buried city guarded by a powerful undead force. Secrets, thrills, and daring heroics punctuate this action-packed

story that shares the setting of the adventure game product "Empires of the Shining Sea".

Song & Swords Wizards of the Coast

Child of prophecy? Harbinger of Doom

Zaltys is a girl like any other to grow up ranging the jungles of the Southern Lluirwood. She's a crack shot with a bow and no stranger to the dangers that lurk beneath the deep forest canopy. On expedition with her family to harvest the forbidden terazul flower, a powerful drug that has gathered many a dreamer into its narcotic embrace, Zaltys is about to unearth a truth long buried by the feculent loam of deception. As the veil is lifted on the world Zaltys thought she knew, a pathway to the Underdark promises the answers her family never gave. Venturing forth in search of truth,

Zaltys finds betrayal to be a much easier quarry. But it will take more than a lode of lies to quell the venom in her veins. From the Paperback edition.

The Knights of Myth Drannor Wizards of the Coast

The Lost Library of Cormanthyr Is it just a myth? Or does it still stand . . . somewhere in the most ancient corners of Faerûn? An intrepid human explorer sets out to find the truth and what starts as an archaeological expedition soon becomes a race against time as an undying avenger is determined to

protect the secrets of the ancient, xenophobic elven empire of Cormanthyr. Lost Empires is a bold new series that uncovers the secrets of the lost, ancient Forgotten Realms world.

Swords of Eveningstar Simon and Schuster

Kidnapped as a child by the Nilfghar dark elves, Orivon Firefist has grown up as a slave, forced to use his great strength to serve his captors, but now he yearns to return to the surface world and is willing to do anything, even destroy the entire dark elf empire, to escape. Reprint.

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