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# Elminster In Hell

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The Sage of Shadowdale  
Death of the Dragon  
The Wizardwar  
Shadows of Doom  
Homeland, Exile, Sojourn  
Canticle  
Dungeons and Dragons  
The Temptation of Elminster  
The Summoning  
Swords of Dragonfire  
The Companions  
Elminster  
The Cleric Quintet  
R.A. Salvatore Presents The War of the Spider  
Queen  
Elminster's Daughter  
The Sage of Shadowdale  
Forgotten Realms  
The Icewind Dale Trilogy  
The Knights of Myth Drannor  
Elminster in Hell  
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Shandril's Saga  
A Neverwinter Novella  
Bury Elminster Deep  
Spellstorm  
The Erevis Cale Trilogy  
The Annotated Elminster  
The Knights of Myth Drannor

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Realms of Valor  
Avatar Series  
Crown of Fire  
Cry of the Ghost Wolf  
Hand of Fire  
The Knights of Myth Drannor  
The Sword Never Sleeps  
Elminster Must Die  
Cold Steel and Secrets  
The Black Prism  
The Dark Elf Trilogy

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**PITTS  
COLLINS**

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**The Sage of  
Shadowdale**  
Wizards of the  
Coast  
In a world  
where magic  
is tightly  
controlled, the  
most powerful  
man in history  
must choose  
between his  
kingdom and  
his son in the

first book in  
the epic NYT  
bestselling  
Lightbringer  
series. Guile is  
the Prism. He  
is high priest  
and emperor,  
a man whose  
power, wit,  
and charm are  
all that  
preserves a  
tenuous  
peace. Yet  
Prisms never  
last, and Guile  
knows exactly  
how long he

has left to live.  
When Guile  
discovers he  
has a son,  
born in a far  
kingdom after  
the war that  
put him in  
power, he  
must decide  
how much  
he's willing to  
pay to protect  
a secret that  
could tear his  
world apart. If  
you loved the  
action and  
adventure of

the Night  
 Angel trilogy,  
 you will  
 devour this  
 incredible epic  
 fantasy series  
 by Brent  
 Weeks.  
Death of the  
 Dragon  
 Wizards of the  
 Coast  
 "Finding  
 someone to  
 finish a series  
 after five  
 novels from  
 five different  
 authors is no  
 easy task.  
 He's got to be  
 willing to find  
 all the open  
 roads the  
 others have  
 left for him.  
 He's got to do  
 his homework,  
 and quickly.  
 And given the  
 quality of his  
 predecessors'

work, he's got  
 to be good . . .  
 Enter Paul  
 Kemp. Whew!  
 Writers like  
 this don't  
 come along  
 every day."  
 -R.A.  
 Salvatore The  
 New York  
 Times best-  
 selling author  
 of The Two  
 Swords THE  
 SPIDER  
 QUEEN LIVES  
 AGAIN But  
 something is  
 different,  
 something her  
 priestesses  
 can hear in  
 the winds, feel  
 in their spirits,  
 and for a  
 select few see  
 with their own  
 eyes. The  
 Demonweb  
 Pits, removed  
 from the

Abyss to take  
 its place  
 among the  
 lower planes,  
 is more  
 dangerous,  
 more  
 horrifying than  
 anyone has  
 ever  
 imagined.  
 Teeming with  
 feral spiders  
 bent on  
 ripping each  
 other to  
 pieces- killing,  
 eating, and  
 killing  
 again-the  
 blasted  
 landscape of  
 Lolth's  
 personal hell  
 is still forming.  
 Quenthel  
 Baenre, with  
 the tattered  
 remnants of  
 her expedition  
 continuing to  
 plot against

her, crosses that spider-infested killing ground in hopes of answering the call of her reborn goddess. If she can make it to Lolth's side, can she even imagine what plans the Queen of the Demonweb Pits has had for her all along? The final novel in an epic six-part series from the fertile imaginations of R.A. Salvatore, and a select group of the newest, most exciting authors in the genre. Join

them as they bring an end to a devastating war, and give birth to the greatest horror the Realms has ever known. Danifae Yauntyrr, former battle-captive of House Melarn, has come too far to stop now. She has regained her freedom after years of servitude, but has yet to exact her revenge. Though she has gained much, grown in both power and ambition, and enjoys the protection of

the powerful draegloth Jeggred Baenre, Danifae still needs to kill Halisstra Melarn. But how can she when she's followed Quenthel and Pharaun into the heart of Lolth's reformed domain, a hellish world of demonic spiders bent on eating each other, and anything else stupid enough to get in their way—including the chosen vessel of Lolth herself. While Danifae wonders how

she'll ever take vengeance on a woman she left behind on the surface of Faerûn, the very target of her burning hatred is close on her heels. Halisstra has come to the Demonweb Pits with a very different agenda. In her hands she holds the fabled Crescent Blade, a sword she believes will grant her the power to kill Lolth herself—but only if they find her before she fully completes her own

mysterious RESURRECTIO N The War of the Spider Queen comes to an end. From the Paperback edition. **The Wizardwar** Orbit 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. *Shadows of Doom* Wizards of the Coast A collection of stories featuring characters from the "Forgotten Realms" novels includes contributions by Douglas Niles, Troy Denning, Ed Greenwood, R.A. Salvatore, and others

**Homeland, Exile, Sojourn** Wizards of the Coast 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!

**Canticle** Wizards of the Coast Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings. *Dungeons and Dragons* Wizards of the Coast This title is the second in 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 will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinton.

Heroes Stand Trial! When Elminster, the Old Sage of Shadowdale, is apparently slain, Midnight and Adon stand trial for his murder. When Bane, god of murder, and his allies seek the lost Tablets of Fate, a slender dark-haired woman is all that stands between Faerûn and disaster. When a friend betrays them, Midnight and her companions can trust no one. *The*

*Temptation of Elminster* Idea & Design Works Llc  
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.

### **The Summoning**

Wizards of the Coast  
This slip-covered gift box set contains the first three books published by Salvatore: "The Crystal Shard,

Streams of Silver, " and "The Halfling's Gem." These titles introduced the author's signature character, Drizzt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

Swords of Dragonfire  
Wizards of the Coast  
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. The Companions Wizards of the Coast 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. Elminster Wizards of the Coast From the beloved creator of the

Legend of Drizzt comes the thrilling first adventure in the Cleric Quintet—the story of a young cleric who is destined for greatness High in the Snowflake Mountains sits the Edificant Library, a place of scholarly study for priests, bards, and anyone who seeks knowledge for the sake of the greater good. This mystical place is home to Cadderly, a young cleric who lives a peaceful life of

scholarship and invention. When a vicious curse is unleashed on the library, Cadderly must set aside his pursuit of knowledge to lead a motley team of monks, dwarves, and druids—and one alluring young warrior monk named Danica—into the catacombs of the library and a perilous fight against evil. There, the friends must join together as a group of unlikely heroes to save their home from the

destruction already pulsing through its walls.

### **The Cleric Quintet**

Wizards of the Coast

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. R.A. Salvatore Presents The War of the Spider Queen Wizards of the Coast 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. Elminster's

Daughter 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.  
**The Sage of Shadowdale** Wizards of the Coast  
Azoun IV, in the twilight of his years, is still a shining hero to most of his subjects, and to all but the eldest, the only king they've ever known. He's led them capably out of dark doom before. Yet Cormyr has never faced so many mighty and mysterious foes at once. Demonic ghazneths, ancient

curses, weird trees of foul magic, goblins and their kin on the rise in the northern wilderlands, a blight upon the land, rebellious mutterings, dying war wizards...and a dragon the likes of which no living eyes on Faerun have ever seen. The Purple Throne doesn't seem so unassailable now. It could well shatter under the weight of a gigantic dragon--or the secrets and follies of the last of the

Obarskyrs. Forgotten Realms Wizards of the Coast 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 . . .

### **The Icewind Dale Trilogy**

Elminster in Hell  
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 Knights of Myth Drannor*  
Wizards of the Coast  
Elminster in Hell  
Wizards of the Coast  
*Elminster in Hell*  
Wizards of the Coast  
The exciting conclusion to the latest Elaine Cunningham trilogy. The Wizardwar completes the Forgotten

Realms Counselors & Kings trilogy, which deals with characters and events in the kingdom of Halruaa. The order of counselors described throughout the series is unique to Halruaa and to this trilogy, thus making this set of titles the only place Forgotten Realms fans can find information on these characters and this setting.

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