



FORGOTTEN REALMS®
GLACIER'S
EDGE

A NOVEL

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Dramatis Personae

Along the streets of Menzoberranzan . . . the drow.

Matron Mother Yvonnell Baenre: Also known as Yvonnell the Eternal. Ruled the house and the city for two thousand years. Killed by King Bruenor Battlehammer when she led the city against Mithral Hall more than a century ago.

Quenthel Baenre: Daughter of Yvonnell the Eternal and current Matron Mother of Menzoberranzan, ruling from the seat of House Baenre. Gifted with the memories of Yvonnell the Eternal by the illithids so viscerally that they are as much a part of her as they were to her mother. Through them, discovered the deception of Lolth and helped create the Great Heresy against the Spider Queen.

Sos'Umptu Baenre: Yvonnell the Eternal's daughter, mistress of Arach-Tinilith, former first priestess of House Baenre and current high priestess of the Fane of the Quarvelsharess. Remains fervently loyal to Lolth, putting her at odds with Matron Mother Quenthel and House Baenre.

Yvonnell Baenre: Daughter of Gromph Baenre and Minolin Fey Branche. Like Quenthel, she was gifted the memories of her grandmother, Yvonnell the Eternal, only for her, it was performed in utero. She is only a few years old, but was born with full consciousness and two thousand years of memory. Perhaps the most powerful drow in Menzoberranzan, she used magic to age herself into a young drow woman. She

admires Drizzt, secretly loves him, and, with Matron Mother Quenthel, facilitated the Great Heresy, leaving the city of Menzoberranzan on the verge of civil war.

Matron Zhindia Melarn: Zealot of Lolth, led the assault of the Sword Coast of Faerun against Luskan, Gauntlgrym, and Bleeding Vines, and seemed on the verge of victory until the Great Heresy of Quenthel and Yvonnell stole her drider army out from under her.

The Blaspheme: An army of some eight hundred driders returned to life on the Material Plane to serve Matron Zhindia Melarn in her surface war. But when Yvonnell and Quenthel fashioned the magical web to remove all curses, even the Curse of Abomination that eternally tormented them in their half-drow/half-spider form, they rushed through to become again true drow, now following House Baenre in opposition to Lolth.

Mal'a'voselle "Voselly" Amvas Tol: Mighty warrior from another age, the long-dead House Amvas Tol, where she ranked as weapon master. The powerful, broad-shouldered woman serves as Blaspheme field commander.

Aleandra: Another of the Blaspheme and a friend of Voselly since their days fighting side by side in House Amvas Tol in ancient Menzoberranzan.

Dininae: Another of the Blaspheme and one of the few who lived in recent years in Menzoberranzan. His true identity is Dinin Do'Urden, elder brother of Drizzt. He was turned into a driver by his sister, Vierna, and met his death at the end of King Bruenor Battlehammer's many-notched axe.

Along the streets of Callidae . . . the aevendrow.

Azzudonna: A young aevendrow woman, proud warrior of the Biancorso cazzcalci team, hero in the most recent match. A fierce fighter, Azzudonna has found a strong bond with Zaknafein.

Holy Galathae: Paladin of Eilistraee, Galathae is a leader in the defenses of Callidae and was instrumental in accepting the four strangers—Jarlaxle, Catti-brie, Artemis Entreri, and Zaknafein—who happened upon the city.

Aida’Umptu, “Ayeeda”: The innkeeper of Ibilsitato in the borough of Scellobel in Callidae. With unusual blue eyes, mostly blue hair, and a perpetual smile and joy for life, she became friends with the four strangers, particularly Jarlaxle, who spent their nights in Callidae in her establishment. She is very close with Azzudonna, Ilina, and Alvinessy.

Allefaero: A young bookworm and wizard, this mage-scholar is the city’s expert on much of the flora and fauna of the region. Preferring to spend his days in the library, Allefaero is quite nervous that his understanding of the dangerous environ will almost certainly put him on the front lines of a great struggle.

Ilina: Priestess Ilina was one of the earliest to accept the four strangers, as her god is quite similar to that of Catti-brie, Mielikki. With an indisputable reputation, Ilina’s vouching for the outsiders was an important voice in their acceptance.

Alvinessy, “Vessi”: Best friend of Azzudonna, the short wiry man plays dasher for Biancorso. Like Azzudonna, he is young and full of life and hope and dreams.

Doum’wielle Armgo: Daughter of a drow man and a moon elf woman, Doum’wielle found her way to Menzoberranzan and a place as a noble in Barrison Del’Armgo, the city’s Second House. She ran afoul of Gromph Baenre and was thrown through a portal to the far north. Jarlaxle convinced his three companions to go north primarily to find her, and learned that she, too, had stumbled upon Callidae, and had been accepted by the aevendrow, but now, alas, was seemingly lost forever.

Mona Valrissa Zhamboule: The current mona, or governor, of Callidae, Valrissa carries the weight of great responsibility on her shoulders.

A savvy politician and decent woman, she balances the responsibilities of office and leading the Temporal Convocation with the responsibilities to her heart, and that which she knows is right.

From the Sword Coast . . .

Gromph Baenre: Yvonne the Eternal's oldest child, former archmage of Menzoberranzan, and now the archmage of Luskan's Hosttower of the Arcane. Considered among the most powerful wizards in the world.

Kimmuriel: Co-leader of Bregan D'aerthe with Jarlaxle, Kimmuriel has ever been an enigma to his roguish counterpart. For Kimmuriel is a powerful psionicist, a master of mind magic who spends quite a bit of time with the strange illithids at their hive mind. He is older now, and more introspective, asking the larger questions of his life.

Dab'nay: The drow priestess has served Jarlaxle in Bregan D'aerthe for many decades. Once a lover of Zaknafein, always a friend to him and to Jarlaxle, she often questioned why Lolth was seemingly granting her divine spells, since she has no love for the evil Spider Queen. Her prominence within Bregan D'aerthe has grown in recent years as she has become integral to their handling of their rule in the city of Luskan.

Jarlaxle: A houseless rogue who began Bregan D'aerthe, a mercenary band quietly serving the needs of many drow houses, but mostly serving their own needs.

Drizzt Do'Urden: Born in Menzoberranzan and fled the evil ways of the city. Drow warrior, hero of the north, and Companion of the Hall, along with his four dear friends.

Catti-brie: Human wife of Drizzt, Chosen of the goddess Mielikki, skilled in both arcane and divine magic. Companion of the Hall.

Regis Topolino (Spider Parrafin): Halfling husband of Donnola Topolino, leader of the halfling community of Bleeding Vines. Companion of the Hall.

King Bruenor Battlehammer: Eighth king of Mithral Hall, tenth king of Mithral Hall, now king of Gauntlgrym, an ancient dwarven city he reclaimed with his dwarven kin. Companion of the Hall. Adoptive father of both Wulfgar and Catti-brie.

Wulfgar: Born to the Tribe of the Elk in Icewind Dale, the giant human was captured by Bruenor in battle and became the adopted son of the dwarf king. Companion of the Hall.

Artemis Entreri: Former nemesis of Drizzt, the human assassin is the drow warrior's near equal or equal in battle. Now he runs with Jarlaxle's Bregan D'aerthe band, and considers Drizzt and the other Companions of the Hall friends.

Guenhwyvar: Magical panther, companion of Drizzt, summoned to his side from the Astral Plane.

Andahar: Drizzt's summoned steed, a magical unicorn. Unlike the living Guenhwyvar, Andahar is a purely magical construct.

Penelope Harpell: The leader of the eccentric wizards known as the Harpells, who oversee the town of Longsaddle from their estate, the Ivy Mansion. Penelope is a powerful wizard, mentoring Catti-brie, and has dated Wulfgar on occasion.

Grandmaster Kane: A human monk who has transcended his mortal coil and become a being beyond the Material Plane, Kane is the Grandmaster of Flowers of the Monastery of the Yellow Rose in far-off Damara. He is friend and mentor to Drizzt as the drow tries to find peace at last along a turbulent road.

Thibbledorf Pwent: A walking weapon in his spiked and sharp-ridged armor, Pwent is a battle-hardened dwarf whose loyalty is as strong as the aroma emanating from him. He led every seemingly suicidal charge with a cry of "Me king!" and gave his life saving King Bruenor in the bowels of Gauntlgrym. His death was not the end of Pwent, though, for he was slain by a vampire and became a vampire himself until be-

ing freed of the curse by the same magical web that freed the driders of the Curse of Abomination.

The Brothers Bouldersoulder, Ivan and Pikel: Ivan Bouldersoulder is a grizzled old veteran of many battles, mundane and magical. He's risen to a position of great trust as a commander in Bruenor's Gauntlgrym guard. More eccentric and extreme than Ivan, the green-haired Pikel fancies himself a druid, or "doo-dad," and helped Donnola Topolino create wonderful vineyards in Bleeding Vines. His limited and stilted vocabulary only adds to the deceptive innocence of this quite powerful dwarf.

Kimmuriel Oblodra: A powerful drow psionist, Kimmuriel serves as co-leader of Bregan D'aerthe beside Jarlaxle. He is the logical foil to the emotional Jarlaxle, and Jarlaxle knows it.

Eternal Beings

Lolth, the Lady of Chaos, the Demon Queen of Spiders, the Queen of the Demonweb Pits: The mighty demon Lolth reigns as the most influential goddess of the drow, particularly in the greatest drow city, Menzoberranzan, known as the City of Spiders for the devotion of its inhabitants. True to her name, the Lady of Chaos constantly shocks her followers, keeping her true plans buried beneath the webbing of other more obvious and understandable schemes. Her end goal, above all, is chaos.

Eskavidne and Yiccardaria: Lesser demons known as yochlol, they serve as two of the handmaidens of Lolth. The pair have proven so resourceful and skilled that Lolth gives them great rein in walking the ways of the drow and making a glorious mess of everything.

Ilnzhara and Tazmikella: The dragon sisters are longtime friends of Jarlaxle and Artemis Entreri, having met the duo in the Bloodstone Lands more than a century before. They are copper dragons, but spend much of their time polymorphed into the form of human women. Greedy and lustful, they covet treasures and pleasures. Is it any wonder they have bonded with Jarlaxle?

DRAMATIS PERSONAE

Ygorl, the Lord of Entropy: Huge and terrible, with a body of dense smoke over his giant slaadi skeleton, the god of the slaadi wields a terrible scythe and magic more terrible by far.

Qadeej: One of the Vaati, or Wind Dukes of Aaqa, a group of godlike beings opposing chaos in the cosmos, the legend of Qadeej claims that he lay down on the north pole of Toril and there died, and that the great glacier that now houses Callidae on one end, and the frost giant and slaad castle on the other, arose from the magic of his body.