

The Companions Sundering 1 Legend Of Drizzt 24 Ra Salvatore

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The Legend of Drizzt Wizards of the Coast

Dark elf Drizzt D'Urden and his companions, Bruenor, Wulfgar, and Regis, dwarven warriors each with their own special tribulation, fight to preserve their ancestral home, Mithral Hall, in a hardcover edition of the classic dark elf tale. Originally in paperback. 75,000 first printing.

The Hunter's Blades Trilogy Wizards of the Coast

In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells. From the Hardcover edition.

Rise of the King HarperCollins

In the fifth book of the multi-author Sundering series, New York Times best-selling author Troy Denning sends an embittered paladin, Kleef Kenric, on a quest to stop evil forces from taking advantage of the chaos rolling across the land of Faerûn and claiming dominion over the entirety of the Realms. Stubbornly clinging to his family's worship of a long-forgotten god, Kleef Kenric soon discovers that his god has blessed him with divine gifts, making him one of a new group of Chosen cropping up around the Realms. This divine gift makes him an excellent ally—and a target for those who wish corral his powers. After battling his way out of Marsember, a city besieged on all sides in the wake of the Sundering, he becomes swept up in the mission of a group of odd allies—a warrior noblewoman, an accomplished thief, and a mysterious short pudgy man exuding a faint odor of decay. With the forces of Shade tracking their every step, they travel to the Underdark to thwart the rise of the goddess of Death, but before long Kleef learns that his allies hide dangerous secrets—secrets that could destroy not only Kleef but the very fabric of the Forgotten Realms.

Homeland, Exile, Sojourn Wizards of the Coast

In the aftermath of the plague demons' attack on Fallcrest, Roghar's inspiring optimism has played a significant role in the rebuilding of the town. Albanon, meanwhile, has not recovered so well. Tormented by his experiences and his near-transformations first by Vestapalk then by Kri, he has retreated to Moorin's tower, where he immerses himself in books. He is the last member of the Order of Vigilance, touched by both the Voidharrow and Tharizdun—he feels as if he stands on the brink of madness. The Nentir Vale has been ravaged by the abyssal plague and the plague demons. The area is lawless and suspicions run rampant. Only safe as long as they hide, the heroes scout as close as they dare. But with Vestapalk growing ever-stronger and plague demons on the rise, they know they have to act soon. The world cannot afford to wait any longer. As they journey toward the greatest concentration of demons they learn they are on the right path and they gain an ally. Kri, believed dead, resurfaces with wisdom garnered from the Chained God. It seems even Tharizdun himself is against Vestapalk. From the Paperback edition.

The Crystal Shard Wizards of the Coast

DROW STALK THE SHADOWS. TROLLS INFEST THE LOWLANDS. ORCS HAVE CLAIMED THE MOUNTAINS. AND TIME IS RUNNING OUT. Mithral Hall is under siege, Nesmé is overrun, and even powerful Silvermoon braces for war. Through it all, Drizzt has fought alone, but as the conflict draws to a bloody conclusion, the Hunter will have to find allies both new and old—or die along with the rest of the civilized North. The conclusion of the New York Times best-selling trilogy decides the fate of Drizzt Do'Urden.

The Sword of Bedwyr The CompanionsThe Sundering

The essential classics of New York Times bestselling R.A. Salvatore's Legend of Drizzt continue. Though they've managed to save Wulfgar's body from captivity in the Abyss, Drizzt and his companions

come to realize that a part of the barbarian's soul may have been left behind—but all they can do is let Wulfgar take his own path. And that path will take him to the bottom of a bottle, into the arms of a woman, through the windswept reaches of the Spine of the World, and to a new life as a father.

The Reaver Wizards of the Coast

In the 4th book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, Richard Lee Byers introduces Anton Marivaldi—a renowned reaver with an insatiable thirst for bounty and a moral compass that always leads him toward the evil he's never tried. Endless, pounding rain afflict the Sea of Fallen Stars and the coastal regions surrounding it. Harvests are failing, travel and trade are disrupted, and civilized forces are giving way to the deluges caused by the storms. In panic and despair, many have turned to the goddess Umberlee, Queen of the Deeps, offering her sacrifices with hope that they will be spared the inevitable reckoning of her perpetual tempest. Evendur Highcastle, undead pirate captain, risen from the depths to assume the mantle of Umberlee's Chosen, takes advantage of the people's desperation to strike for both spiritual and temporal power in her name. Vying with Highcastle for the hearts and minds of the people is Stedd Whitehorn, a little boy and the chosen of a god thought lost to time: Lathander, the Morninglord. In a time of such upheaval, Stedd's message of renewal and hope runs in stark contrast to the savage ethos of Highcastle and his waveservants. When Anton captures the boy in order to collect Highcastle's considerable bounty, the reaver is quickly caught in the riptide caused by the Sundering of worlds.

Timeless Wizards of the Coast

Revenge and Resurrection in a Frozen Wasteland! Drizzt and Catti-brie have been away from Mithral Hall for six long years, but the pain of a lost companion still weighs heavily on their strong shoulders. Chasing pirates aboard Captain Deudermont's Sea Sprite is enough to draw their attention away from their grief. Then a mysterious castaway on an uncharted island sends them back to the very source of their pain, and into the clutches of a demon with vengeance on his mind. From the Paperback edition.

The Eye of the Chained God Wizards of the Coast

ONE DARK ELF. TWO ENCHANTED BLADES. ONE UNKNOWN ENEMY. AND A HORDE OF INVADERS. When a blood-thirsty band of orcs led by an as-yet-unseen enemy, comes rampaging out of the Spine of the World, it lays waste to everything in its path. Dark elf ranger Drizzt Do'Urden and his most trusted friends find themselves in the path of destruction. As blades slash and feet trample, even the heroes may not survive a desperate stand.

Streams of Silver Wizards of the Coast

Now in paperback, the third installment in the classic tales of the Legend of Drizzt. When a lone drow emerges from the Underdark into the blinding light of day, the Forgotten Realms world will be changed forever. From the Paperback edition.

The Sundering Wizards of the Coast

The extraordinary beginning of an epic series brimming with the unbridled action, adventure, and imagination that have made the name R. A. Salvatore synonymous with the best in fantasy! Jeff "Del" DelGuidice was proud of his assignment to the research submarine The Unicorn. But his mission had barely begun when the vessel was sucked into a mysterious underseas void where time stood still, before propelling it forward, through the centuries. The crew surfaced in a strange, magical world changed forever by nuclear holocaust. Here a race of angelic beings had taken pity on the remnants of humankind, offering a chosen few a precious second chance. Thus the Isle of Hope was raised from the poisoned seas and set like a jewel in Earth's ravaged crown. But the jewel had a flaw, a dark vein of evil. For a sinister expert of the mystical arts had embraced the forbidden third magic, the most deadly sorcery of all. Only Del could defeat it—a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

Companion Codex, II Wizards of the Coast

New York Times bestselling series: Join barbarian hero Wulfgar on another action-packed adventure in the Legend of Drizzt saga Spending just one day in the torture chambers of the Abyss would be enough to break even the heartiest soul. Wulfgar of Icewind Dale was there for six miserable years. Though Wulfgar has since been freed, he is still haunted by the memories of the pain he endured at his captor Errtu's hands. Hoping to distance himself from his past, he flees to the faraway port city of Luskan—but in so doing, isolates himself from his friends and develops an unhealthy penchant for booze. For Wulfgar, things get worse before they get better. Fired from his gig at a tavern, robbed of his warhammer, and accused of murder, he goes on the run with Morik the Rogue—beginning a dangerous, combat-filled journey toward his redemption. The Spine of the World is the second book in

the Paths of Darkness series and the twelfth installment in the Legend of Drizzt series.

The Legend of Drizzt Wizards of the Coast

In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to aid his friends. His lover, Dahlia Sin'felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizzt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon's Claw, Alegni's sentient sword, dominates Entreri's movements—if not his mind. And then there's the way Entreri looks at Dahlia. Can Drizzt trust his old foe? Praise for the Neverwinter Saga: "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story."—The SFF Hub on Gauntlgrym, Neverwinter Saga Book I "A quick read with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere" —California Literary Review on Gauntlgrym, Neverwinter Saga Book I From the Hardcover edition.

The Ghost King Wizards of the Coast

The CompanionsThe SunderingWizards of the Coast

Sojourn Wizards of the Coast

The epic conclusion to the long-awaited trilogy featuring one of the most beloved characters in all of fantasy—Drizzt Do'Urden—a rollicking tale of life, death, intrigue, magic, danger, and the timeless bonds of family and friendship from New York Times bestselling author R. A. Salvatore. Displaced in time and unexpectedly reunited with his son Drizzt Do'Urden, Zaknafein has overcome the prejudices ingrained in him as a drow warrior to help his son battle the ambitious Spider Queen and stem the tide of darkness that has been unleashed upon the Forgotten Realms. Though Zaknafein has endured the most difficult battles, survival has come at a terrible cost, and the fight is far from over. Facing demons and driders, Zaknafein carries the entire weight of Menzoberranzan surrounding Gauntlgym on his shoulders once more. But the chances of survival for him and his old friend and mercenary Jarlaxle look bleak. Trapped in a desperate and seemingly hopeless situation, the legendary warriors must reach deep inside themselves to face the impossible. While the burdens Zaknafein bears are more than enough for one of Menzoberranzan's greatest warriors, fate holds further challenges. When circumstances take an unexpected turn, Zaknafein discovers he must not only conquer the darkness but learn to accept the uncontrollable: life itself. The stakes have never been higher for R. A. Salvatore's most beloved creations in this final volume of his latest bestselling trilogy begun with Timeless and Boundless. A story of brave heroes filled with dangerous thrills, Relentless also considers eternal questions about morality, purpose, sacrifice, and the definition of harmony. Exciting, imaginative, and thought-provoking, it takes fans on an action-packed ride that will challenge their assumptions and leave them breathless and satisfied.

The Sentinel Wizards of the Coast

Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders. Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, its certain death ever to set foot there again. But Drizzt Do'Urden and his companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

Gauntlgrym Wizards of the Coast

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.

The Halfling's Gem Wizards of the Coast

New York Times–bestselling series: The saga of one of fantasy's most beloved heroes reaches a sweeping, epic climax in this conclusion to the Homecoming trilogy Something akin to "peace" has come to the Underdark. The demon hordes have receded, and now the matron mothers argue over the fate of Drizzt Do'Urden. Even so, it becomes clear to one matriarch after another that while the renegade drow may come and go Menzoberranzan, the City of Spiders will crawl forever on. And so Drizzt is free to return to his home on the surface once again. Scores are settled as lives are cut short, yet other lives move on. For the lone drow there is only a single final quest: a search for peace, for family, for home—for the future. Hero is the third book in the Homecoming trilogy and the thirty-third book in the Legend of Drizzt series.

The Legend of Drizzt Wizards of the Coast

Classic short stories that expand the epic Legend of Drizzt®! For years, the Legend of Drizzt has included short stories published in Forgotten Realms® anthologies and Dragon™ magazine. Collected here for the first time are all the classic stories—and one all new tale—by The New

York Times best-selling author R.A. Salvatore! From the startling origin of Drizzt's panther companion, to the tale of Jarlaxle and Entreri's first encounter with the dragon sisters, the tales in The Collected Stories enrich this epic series, and many are available here for the first time in years.

The Hunter's Blades Trilogy Wizards of the Coast

New York Times and USA Today Bestseller! R. A. Salvatore returns with one of fantasy's most beloved and enduring icons, the dark elf Drizzt Do'Urden, in an all-new trilogy full of swordplay, danger, and imaginative thrills. Centuries ago, in the city of Menzoberranzan, the City of Spiders, the City of Drow, nestled deep in the unmerciful Underdark of Toril, a young weapon master earned a reputation far above his station or that of his poor house. The greater nobles watched him, and one matron, in particular, decided to take him as her own. She connived with rival great houses to secure her prize, but that prize was caught for her by another, who came to quite enjoy the weapon master. This was the beginning of the friendship between Zaknafein and Jarlaxle, and the coupling of Matron Malice and the weapon master who would sire Drizzt Do'Urden. R. A. Salvatore reveals the Underdark anew through the eyes of Zaknafein and Jarlaxle—an introduction to the darkness that offers a fresh view of the opportunities to be found in the shadows and an intriguing prelude to the intriguing escapes that lie ahead in the modern-day Forgotten Realms. Here, a father and his son are reunited and embark on adventures that parallel the trials of centuries long past as the friends of old are joined by Drizzt, Hero of the North, trained by Grandmaster Kane in the ways of the monk. But the scourge of the dangerous Lolth's ambitions remain, and demons have been foisted on the unwitting of the surface. The resulting chaos and war will prove to be the greatest challenge for all three.