

The Companions Sundering 1 Legend Of Drizzt 24 Ra Salvatore

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The Eye of the Chained God Wizards of the Coast

Alone on the battlefield. Surrounded by death. Cornered by enemies. And ready to die. Drizzt Do'Urden has become the Hunter, the bane of the orc hordes still ravaging the North. Cut off, alone, convinced that everything he ever valued has been destroyed, all that's left is to kill, and kill, and kill, until there are no enemies left. But there are a lot of enemies, and even the Hunter is just one lone drow. The Reaver Wizards of the Coast In the final book of the #4 New York Times best-selling Neverwinter Saga, Drizzt Do'Urden navigates a winding path littered with secrets and lies. Tangled up in his companion Dahlia's dark secrets, the ties that once held her close to Drizzt threaten to tear as her bonds to his former foe, Artemis Entreri, continue to grow. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north—toward Icewind Dale. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Praise for the Neverwinter Saga: "Absolutely profound." —Paul Goat Allen, BarnesandNoble.com "Masterfully written, thrillingly unpredictable, and everything a Drizzt Do'Urden fan could hope for. You'll be hanging on the words till the very end . . . and then begging for more." —GamesFiends.com "Emotional, respectful of its characters,

intelligently written and structured, and battles with pirates, treks 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 **Relentless** Wizards of the Coast Drizzt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the Icewind Dale Trilogy Artemis Entreri has taken Regis back to his former master, Pasha Pook—but Drizzt Do'Urden and Wulfgar are fast on the assassin's heels. Armed with the scimitar Twinkle, Drizzt defeats a banshee and acquires an enchanted artifact that masks its wearer's true identity. With Drizzt now disguised as a normal elf, the duo continues their journey, traveling from Waterdeep to Baldur's Gate, and beyond, in search of their friend. Meanwhile, Entreri is always one step ahead, aided by the magical gem Regis once stole from Pasha Pook. Together, Regis' captors thwart Drizzt and Wulfgar's mission at every turn, cornering them into

through the Calimshan deserts, and encounters with otherworldly monsters. But will it be enough to stop them from rescuing Regis? The Halfling's Gem is the third book in the Icewind Dale Trilogy and the sixth book in the Legend of Drizzt series. Night of the Hunter 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. The Hunter's Blades Trilogy 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. Gauntlgrym 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.

Neverwinter Saga 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 fights for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle 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 Lone Drow Wizards of the Coast

Gods Walk the Realms! Rising up from the black depths of the Underdark, the drow once more meet the dwarves of Mithral Hall. Bruenor Battlehammer, with Drizzt at his side, won't go down without a fight--but they'll have to fight without Wulfgar or Catti-brie at their sides. From the Paperback edition.

Vengeance of the Iron Dwarf 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 Menzoberrazan'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 Legend of Drizzt Open Road Media

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The Last Threshold 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 Companions Wizards of the Coast

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 Icewind 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 Gauntlgym 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.

The Sword of Bedwyr HarperCollins

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 Gauntlgym, 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 Gauntlgym, 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 Gauntlgym, Neverwinter Saga Book I From the Hardcover edition.

Charon's Claw Wizards of the Coast

A world-shaping event revives old favorites, introduces new complications—and moves hero Drizzt Do'Urden into a restored era of the Forgotten Realms Alone and with his fate hanging in the balance, Drizzt Do'Urden reflects on the lives of the trusted allies who stood by his side throughout his early life—the friends now known as the Companions of the Hall. Unbeknownst to him, the goddess Mielikki has given Bruenor, Catti-brie, Regis, and Wulfgar the chance to return to the world they left behind. Reborn as children but with their memories still intact, the friends must find a way back to one another—and to their lone Companion, Drizzt. Meanwhile, three seemingly unrelated commoners, growing up across the far reaches of the Forgotten Realms, display incredible feats of power. Against all odds, they hold the fate of Drizzt Do'Urden in their hands—a fate that is far from certain. For in the shadows, a cunning cabal of wizards is watching, intent on hunting the "Chosen" mortals who have been blessed by the gods. These wizards know something mere commoners do not: Long-forgotten gods have begun to stir. Long-lost lands have begun to tremble. The world around them is about to change—and these wizards will do whatever it takes to turn the coming chaos to their advantage. The Companions is the first book in the Sundering series and the twenty-seventh book in the Legend of Drizzt series.

Echoes of the Fourth Magic 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 Sundering 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.

The Legend of Drizzt Wizards of the Coast
Don't miss the gripping conclusion to Salvatore's New York Times best-selling *Transitions* trilogy! When the Spellplague ravages Faerûn, Drizzt and his companions are caught in the chaos. Seeking out the help of the priest Cadderly – the hero of the recently reissued series *The Cleric Quintet* – Drizzt finds himself facing his most powerful and elusive foe, the twisted Crenshinibon, the demonic crystal shard he believed had been destroyed years ago.

Archmage Wizards of the Coast
Drizzt Do'Urden has settled in the windswept towns of Icewind Dale. There, he encounters a young barbarian named Wulfgar, captured in a raid and made the ward of a grizzled dwarf named Bruenor. With Drizzt's help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the demonic power of Crenshinibon, the fabled Crystal Shard.

The Collected Stories, The Legend of Drizzt 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 Halfling's Gem 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. . .