

## The Companions Sundering 1 Legend Of Drizzt 24 Ra Salvatore

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Sea of Swords HarperCollins

Against all odds, Drizzt and Dahlia join forces in the aftermath of battle, united in their desire for vengeance against the sorceress who destroyed Neverwinter. The last of the Companions has fallen. Now Drizzt Do'Urden is alone—and free—for the first time in almost one hundred years. Guilt mingles with relief, leaving Drizzt uniquely vulnerable to the persuasions of Dahlia, a darkly alluring elf and the only other member of their Gauntlgrym search party to survive the cataclysm at Mount Hotenow. But traveling with Dahlia is challenging in more ways than one. As the pair seeks revenge on the sorceress responsible for leveling Neverwinter—and nearly Luskan as well—Drizzt finds his usual moral certainty swept away by her unconventional views. Forced to see the dark deeds to which circumstance may drive a common man, Drizzt begins to find himself on the wrong side of the law in an effort to protect those the law has failed. As old enemies acquire deadly allies, Drizzt and Dahlia quickly find themselves embroiled in battle—a state he's coming to enjoy a little too much. Neverwinter is the second book in the Neverwinter Saga and the twenty-fourth installment in the Legend of Drizzt series.

*Sojourn* 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, Mithril Hall, in a hardcover edition of the classic dark elf tale. Originally in paperback. 75,000 first printing.

The Reaver 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 battles with pirates, treks 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.

*The Sundering* 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.

Homeland, Exile, *Sojourn* 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 name 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 Legend of Drizzt 25th Anniversary Edition, Book IV* Wizards of the Coast

With nothing left to lose, Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym. The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade

Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do'Urden is at his side, ready to make the most of his friend's final years. But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can't stop it on their own. They'll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. *Gauntlgrym* is the first book in the Neverwinter Saga and the twenty-third installment in the Legend of Drizzt series.

*Gauntlgrym* 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 undersea 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. . .

The Adversary 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 Gauntlgrym 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 Companions* 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 Collected Stories, *The Legend of Drizzt* Wizards of the Coast

The Legend of Drizzt(R) comes to an end. . . For now! The mighty warhammer Aegis-fang has found its way into the hands of the wicked pirate captain Sheila Kree, and Wulfgar is hot on her trail. When Drizzt and his companions leave Mithral Hall in search of Wulfgar, they find themselves on the trail of the warhammer as well, a trail that will lead them to a startling reunion, and the last battle for the heart and soul of Wulfgar. From the Paperback edition.

Vengeance of the Iron Dwarf HarperCollins

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.

The Ghost King Wizards of the Coast

“The Companions is the best novel [R.A.] Salvatore has ever written. It's insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore's most ambitious work to date.” —Paul Goat Allen, BarnesandNoble.com “After a quarter of a century, R.A. Salvatore just keeps getting better and better, and *The Companions* is another masterful leap forward for one of the greatest fantasy epics of all time.” —Philip Athans, best-selling author of *Annihilation* and *The Haunting of Dragon's Cliff* This latest installment in New York Times best-selling author R.A. Salvatore's beloved fantasy saga, *The Companions* moves Salvatore's signature hero Drizzt into a new era of the Forgotten Realms. As Drizzt's fate hangs in the balance, he 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. Meanwhile, the first stirrings of the Sundering begin.

Streams of Silver Open Road Media

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

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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 Halfling's Gem Wizards of the Coast

Bloody war rages across the Forgotten Realms world in the third book of the Companions Codex, the latest series in R. A. Salvatore's New York Times best-selling saga of dark elf Drizzt Do'Urden. In the evolving world of the Forgotten Realms setting, the Sundering has given way to months of cloud-cloaked darkness, and war rages under that oppressive sky. The orcs have broken a hard-fought treaty that's held, however tentatively, for a hundred years, and the time to settle old scores has devolved into an all-out brawl for control of the ancient realms of the North.

#### The Legend of Drizzt Wizards of the Coast

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 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.

#### Night of the Hunter 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.

#### The Legend of Drizzt Wizards of the Coast

The first adventure in the New York Times – bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do'Urden. In the once-stable land of Eriador, young fighter Luthien Bedwyr is too naive to grasp the consequences of the evil new reign of Wizard-King Greensparrow—until Luthien's best friend is slain by one of the despot's cyclopean soldiers. Publicly vowing revenge, Luthien becomes not only the wizard's most-wanted adversary, but also a fugitive embarking on a grand scheme to restore peace to the kingdom. His mettle tested, Luthien crosses paths with highwayhalfling Oliver deBurrows. The irrepressible thief is game to join him. But at the behest of an ancient mage, Luthien must first secure two ancient weapons from a dragon's lair: a legendary sword and a mystical blood-red cape that renders its wearer invisible. Rumors soon begin to swirl of a freedom fighter preparing to strike against Greensparrow and his monstrous minions, affording a tenuous hope for liberation among Eriador's oppressed—especially a beautiful Fairborn elf slave risking everything to support the coming insurgency of the hero they call the Crimson Shadow. This first tale of the Crimson Shadow trilogy is “a fine adventure filled with memorable characters and compelling action” (Terry Brooks). New York Times – bestselling author R. A. Salvatore once again proves he “choreographs battle scenes better than any other contemporary fantasist” (Publishers Weekly).

#### The Abyssal Plague Trilogy Wizards of the Coast

The adventures of Drizzt Do'Urden, as told in the New York Times best-selling Forgotten Realms® novels by R.A. Salvatore, come to life in this thrilling board game. Take on the role of the legendary drow ranger or one of his famous adventuring companions, battle fearsome foes, and win treasure and glory. Designed for 1-5 players, this board game features multiple scenarios, challenging quests, and cooperative game play. The contents of this game can also be combined with other D&D® Adventure System Cooperative Play board games, including Castle Ravenloft™ and Wrath of Ashardalon™, to create an even more exciting experience. Components: 42 plastic heroes and monsters 13 sheets of interlocking cardstock dungeon tiles 200 encounter and treasure cards Rulebook Scenario book 20-sided die

#### Maestro 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 Sundering 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.