

The Demon Awakens Corona Demonwars Saga 1 Ra Salvatore

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The Demon Spirit Tor Books

"... requires the use of the Dungeons & Dragons Player's handbook, third edition published by Wizards of the Coast."--Cover back.
Child of a Mad God Disney Electronic Content

In the gripping conclusion to the New York Times – bestselling Transitions trilogy, Drizzt Do'Urden comes face-to-face with a power that will change Faerûn forever With the collapse of Mystra's Weave and the onslaught of the Spellplague, all of Faerûn is thrown into chaos. But as magic turns more dangerous and unreliable, an even greater foe presents itself: the Ghost King, an entity that contains the combined might of a dragon, a mind flayer, and the Crenshinibon—the demonic crystal shard thought to be destroyed years ago. When Jarlaxle, a drow mercenary, is targeted by the Ghost King, he knows his life hinges on finding the Deneir priest Cadderly Bonaduce. But to find Cadderly, he must travel to the cathedral in Spirit Soaring, the very place from which he is banned. And to enter Spirit Soaring, he must first recruit his old enemy Drizzt Do'Urden to his cause. When Catti-brie is struck by an errant strand of the Weave, Jarlaxle is able to convince Drizzt and Bruenor that their plights are one and the same. Together, they travel to Spirit Soaring, where the priests and mages of Deneir—led by Cadderly—rush to arm themselves against the Ghost King. But with many losing faith and time quickly running out, the battle ahead looks more than dire than ever. The Ghost King is the third book in the Transitions trilogy and the twenty-second installment in the Legend of Drizzt series.

Reckoning of Fallen Gods Open Road Media

In book three of the DemonWars Saga, the war-weary citizens of the kingdom of Honce-the-Bear only wish to rebuild their broken lives after the demon dactyl and its foul minions are defeated yet the specter of civil war haunts the ravages land—and a specter more fearsome still. The elf-trained ranger Elbryan Wynden presses north to reclaim the savage Timberlands from retreating goblin hordes. His companion Pony, mistress of gemstone magic, turns south to the civilized—but no less perilous—streets of Palmaris. Suddenly they find themselves caught up in a ruthless power struggle to decide the fate of all Corona—a struggle that will push their courage and love to the breaking point...and beyond. For the demon, though defeated, was not destroyed. And now its vengeful spirit has found an unholy sanctuary. In book three of the DemonWars Saga, #1 New York Times bestselling author R. A. Salvatore concludes the first trilogy of the saga in what Publishers Weekly calls “Salvatore’s strongest fantasy to date...[His] potent mixture of detailed historical context, well-rounded characters, brisk pacing, and exciting battle scenes make for a consuming read.”

The Woods Out Back Simon and Schuster

Experience Dungeons & Dragons as you've never experienced it before in this epic fantasy adventure set in the Forgotten Realms. 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.

Rise of the King Wizards of the Coast

Drizzt Do'Urden finds new friends and foes in the windswept towns of Icewind Dale, also the setting of the Dungeons & Dragons adventure book Rime of the Frostmaiden. With his days in the Underdark far behind him, drow ranger Drizzt Do'Urden sets down roots in the windswept Ten-Towns of Icewind Dale. A cold and unforgiving place, Ten-Towns sits on the brink of a catastrophic war, threatened by the barbarian tribes of the north. It's in the midst of battle that a young barbarian named Wulfgar is captured and made the ward of Bruenor, a grizzled dwarf leader and a companion to Drizzt. 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 corrupt wizard who wields the demonic power of Crenshinibon—the fabled Crystal Shard. The Crystal Shard is first book in the Icewind Dale Trilogy and the fourth book in the Legend of Drizzt series.

The Ancient Del Rey

A factory worker is kidnapped to help an elf reforge a broken spear, in this trilogy opener by the bestselling author of the Legend of Drizzt series. Gary Leger is desperate for adventure. Daydreaming is all that keeps him from going nuts while working a dead-end job in a plastics factory. The next best thing is burying himself in a good fantasy novel, and he spends much of his free time reading in the woods behind his house. That's when adventure finds him. Or rather, that's when he's hit with a tranquilizer arrow... When Gary comes to, he's still in the woods—but in a world inhabited by creatures from his favorite novels, like a pixie and a leprechaun. There's also an elf on a dangerous life-quest who requires Gary's assistance. As soon as Gary finishes helping him, he can go home. He simply needs to complete the task... while surviving encounters with trolls, an ice-hag, a dragon, and a sorceress bent on stopping them at all costs. This first novel in the Spearwielder's Tale trilogy is a great choice for fans of Alan Dean Foster's Spellsinger books and Terry Brooks's Shannara series. Praise for *The Woods Out Back* “Written as a light-hearted adventure, the book works because the reader sees the world of Faerie through Gary's eyes and Faerie is just as new to him as it is to the reader... The book's fast-paced, good-humored nature draws the reader in and makes the world of Faerie a fine place to visit—good thing there are two more installments!” —SF Site

Radley's Home for Horny Monsters Cross Generation Comics

This second book in New York Times bestselling author R. A. Salvatore's all-new Forgotten Realms trilogy—full of swordplay, danger, and imaginative thrills—features one of fantasy's most beloved and enduring characters, Drizzt Do'Urden. Split between time and two worlds, Zaknafein had always been conflicted. That inner turmoil was magnified by his inferior position as a male dark elf in the matriarchal drow society. Only his status as one of the greatest warriors—as well as his friendship with the mercenary

Jarlaxle—kept him sane. When he finally perished, he was content knowing he left behind a legacy as substantial as his son Drizzt. Except... someone isn't ready for Zaknafein to be dead. And now he's back, hundreds of years later, in a world he doesn't recognize. His son's companions are not the prideful—and bigoted—males the drow warrior was accustomed to in his previous life. Drizzt's circle includes dwarves, elves, and, perhaps worst of all, a human wife. Struggling to navigate this transformed new world, Zaknafein realizes that some things have not changed: the threat of demons and the machinations of a drow matron no longer content with her family's position in the ranks of Houses. Though he has been displaced in time, Zaknafein is still a warrior. And no matter what prejudices he must overcome, he knows he will do his duty and fight by Drizzt's side to stem the tide of darkness that threatens the Realms.

The Witch's Daughter Del Rey

The thrilling first adventure in the classic D&D fantasy series, the Dark Elf Trilogy—perfect for fans of the tabletop RPG and Dungeons & Dragons: Honor Among Thieves. Discover the origin story of one of the greatest heroes of the Forgotten Realms: drow ranger Drizzt Do'Urden. As the third son of Mother Malice and weaponmaster Zaknafein, Drizzt Do'Urden must be sacrificed to Lolth, the evil Spider Queen, per the traditions of their matriarchal drow society. But with the unexpected death of his older brother, young Drizzt is spared—though still at the mercy of his abusive sisters. As Drizzt grows older, and proves himself to be a formidable warrior at Melee-Magthere Academy, he realizes his idea of good and evil does not match up with those of his fellow drow, who show only cruelty to the other races of the Underdark... Can Drizzt stay true to himself in a such an unforgiving, unprincipled world? Drizzt Do'Urden, first introduced in *The Icewind Dale Trilogy*, quickly became one of the fantasy genre's standout characters. With *Homeland*, Salvatore pulls back the curtain to reveal the fascinating tale of how this hero came to be—how this one lone drow walked out of the shadowy depths of the Underdark to leave behind an evil society and a family that wanted him dead. *Homeland* is the first book in the Dark Elf Trilogy and the Legend of Drizzt series.

Transcendence Simon and Schuster

Cadderly and his friends journey home to find a changed Edificant Library in this conclusion to the Cleric Quintet After many epic battles, Cadderly and his team of heroes are finally ready to return home to the Edificant Library. Cadderly knows to expect a cold reception, given that his powers have grown exponentially since his departure—and have even disrupted the hierarchy of his religious order. However, something far worse awaits the travelers when they reach their destination. In their absence, the Chaos Curse has reared its angry head once more, attacking their beloved library home and turning it into a horrifying battleground teeming with vicious, powerful creatures. Can Cadderly overcome evil on his home turf and find his new place in the Deneiran order—or is his home lost forever?

DemonWars Saga Volume 1 Del Rey

Salvatore's cast of exciting new characters, sure to become as iconic as his Forgotten Realms crew, continue the story in war-torn Corona.

Homeland Wizards of the Coast

The new Coven series from the bestselling creator of Drizzt Do'Urden, continues with New York Times bestselling author R.A. Salvatore's *Reckoning of Fallen Gods*. The winds of change are blowing upon Fireach Speur. Aoelyn risked her life to save the trader Talmadge and it cost her everything that is dear to her, but Talmadge survived and can't forget the amazing woman that killed a god. Little do they realize, war is coming to the mountain. Far to the west, a fallen empire stirs. One that sees a solar eclipse as a call to war. Their empire once dominated the known world and they want it back. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Vector Prime: Star Wars Legends First Second Books

With the bold adventure and brilliant magic that have made him one of fantasy's bestselling authors, R. A. Salvatore continues the epic series that began with *Echoes of the Fourth Magic*. Join him for a spellbinding tale of darkness, fantasia, and unbridled imagination. Though many perished in the dark times past, a precious few survivors escaped, fleeing certain doom to find a dazzling, dangerous land of wonder. Here wizards and witches inhabited forests spun from enchantment and towers of celestial beauty. But in this place of promised safety, the Black Warlock was rising from the ashes of defeat—with an insatiable lust to dominate the world. Square in the path of peril was Rhiannon, the gently reared daughter of the Emerald Witch. As hamlets from the Crystal Mountains to Avalon fell before the fury of the Black Warlock, the young witch sensed a sudden call; strange, terrifying powers tingled within her body. Now Rhiannon had to summon these new, untested abilities to stop the ancient warlock, an enemy who had long since mastered the forces of the universe and bent them to his diabolical will... Ascendance Random House Worlds

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... *Mortalis* Pan Macmillan

Mortalis Pan Macmillan

A long time ago in a galaxy far, far away... A galaxy is undermined. An army emerges. A love is forbidden. A dark turn approaches. The saga continues.

The Dame Wizards of the Coast

In the chaotic aftermath of the Sundering, the orcs of Many-Arrows reignite their bloody feud with Bruenor Battlehammer Having escaped Gauntlgrym, the Companions of the Hall are united in body and spirit—but not in ideals. As the Darkening casts its shadows upon the northern cities of the Shining White, portending war, the past rears its angry head. Old debts insist on payment and old wrongs demand to be set right. The bloody dwarf-orc feud reignites with disastrous consequences. When drow Quentel Baenre urges the orcs into war, a new and bloodthirsty king takes the throne of Many-Arrows. The savage orc hordes gather under his command, bringing an end to the decades of peace in the North. Dwarf steel meets ancient enemies, painting the Spine of the World in red. In the middle of this chaos, the Companions march onwards—to rescue Pwent from his vampiric curse and to reclaim Bruenor's throne; to combat the treachery of the black-souled drow and to defeat the orcs. As the world repeats a deadly cycle of violence and hate, Drizzt Do'Urden is forced into a fight for his life, his loved ones, and his very soul. *Rise of the King* is the second book in the Companions Codex and the twenty-ninth book in the Legend of Drizzt series.

The Demon Apostle Wizards of the Coast

The thrilling conclusion to the Coven Trilogy from New York Times bestselling author, R. A. Salvatore. War has come to Fireach Speur. The once forgotten Xoconai Empire has declared war upon the humans west of the mountains, and their first target are the people of Loch Beag. Led by the peerless general, Tzatzini, all that

stands in the way of the God Emperor's grasp of power is Aoelyn, Talmadge, and their few remaining allies. But not all hope is lost. Far away from Fireach Speuer, an ancient tomb is uncovered by Brother Thaddeus of the Abellican Church. Within it is the power to stop the onslaught of coming empire and, possibly, reshape the very world itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

First Login Del Rey

Cross swords with a blue-skinned pirate—and unravel the mystery of the masked spellcaster—in this second Stone of Tymora adventure. Though robbed by a masked spellcaster and left for dead by a demon, twelve-year-old Maimun refuses to give up the magic that rightfully belongs to him. After reuniting with dark elf Drizzt Do'Urden and Captain Deudermont's crew, Maimun sets off on a sea-faring chase that will test both the strength of his spirit and of his friendships. As perilous storms rock Sea Sprite and vicious pirates bombard its decks, a mysterious force gathers in the Moonshaes, determined to bring Deudermont's ship—and Maimun's quest—crashing to an end on its shores. In this second book of the Stone of Tymora trilogy, R.A. Salvatore and his son Geno continue their gripping tale of coming-of-age in a world filled with magic, featuring a cameo of R.A. Salvatore's signature character Drizzt Do'Urden.

The Ghost King Simon and Schuster

A comic based on Salvatore's The DemonWars Saga and focuses on the elven trained barbarian ranger Andacanavar.

The Crystal Shard Del Rey

A thrilling and dark new epic fantasy adventure begins, perfect for fans of Glen Cook and Joe Abercrombie. When Aoelyn loses her parents, she is left to fend for herself among a tribe of vicious barbarians. Bound by rigid traditions, she dreams of escaping to the world beyond her mountain home. The only hope for achieving the kind of freedom she searches for is to learn how to wield the mysterious power used by the tribe's coven known as the Song of Usgar. Thankfully, Aoelyn may be the strongest witch to have ever lived, but magic comes at price. Not only has her abilities caught the eye of the brutish warlord that leads the tribe, but the demon of the mountain hunts all who wield the Coven's power, and Aoelyn's talent has made her a beacon in the night. Child of a Mad God is the first book in bestselling author R. A. Salvatore's The Coven series.

DemonWars Open Road Media

In book two of the DemonWars Saga, Elbryan and Pony fervently hope that the tide of darkness is at last receding from the land of Corona—but if evil is on the retreat why are hordes of goblins and bloody-capped powries slashing their way ever deeper into civilized lands? A sinister threat now looms over Corona for the power of the demon dactyl was not entirely vanquished by the sacrifice of the monk Avelyn Desbris. Instead, its darkness has infiltrated the most sacred of places—as a once-admired spiritual leader rededicates his life to the most vicious, most insidious revenge against the forces of good. There may be no stopping the spread of malignant evil. In book two of the DemonWars Saga #1 New York Times bestselling author R. A. Salvatore returns in what Booklist calls “a gripping story...some of his best work.”