

Streams Of Silver Forgotten Realms Icewind Dale 2 Legend Drizzt 5 Ra Salvatore

The unbelievable Legend of Drizzt continues! His journeys have taken the dark elf named Drizzt across many worlds to face threats beyond anything he has ever faced before. Yet, to protect the friends he has come to love as family, he's willing to put his life on the line... and does! Collecting the comic book adaptations of R.A. Salvatore's *The Crystal Shard*, *Streams of Silver*, and *The Halfling's Gem* into one massive volume!

“A vast and intricate tapestry woven by a writer who knows both history and war.” David Drake, author of the *Lord of the Isles* series *The Great War* has ended—but there is no peace for battle-hardened Hal Kailas amidst the ruins of his homeland. In this bleak, ravaged world, even his marriage to Lady Khiri no longer brings solace. And Hal’s worst fears are coming to pass as the dragonmasters—and the magnificent beasts they once flew—are cast off like relics of a misbegotten age. Old enemies have returned to strike a savage blow. With his loyal comrades, Hal must turn back this terrible scourge that threatens man and beast alike in one last, ultimate battle—whose outcome is far from certain. Praise for the *Dragonmaster Trilogy*: “Bunch does an excellent job of grabbing the reader from the word go.” *SF Crowsnest* “A tale of epic war and sorcery with a strong appeal to dragon lovers of all ages.” *Library Journal* 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.

A hero rises from the ranks of slaves! The genasi control almost all of Calimshan for their djinn overlords—all but a few outposts like the floating Island of the Free, where escaped slaves from Calimport’s coliseum run their own brutal games. There, Cephas, a genasi with no memories of his past has spent his entire life fighting. But one day a circus of misfits, lead by the crowlike Corvus Nightfeather appear and free Cephas—and for the first time Cephas can harness his inborn powers and control the stones and dirt beneath his feet. The newest *Forgotten Realms*® author brings his talents to an area that has changed dramatically with the fresh take of *Dungeons & Dragons*® 4th Edition. The powerful elemental race of the genasi and the xenophobic and ruthless cultures of Calimshan are revealed through the rise of the *Forgotten Realms*' newest hero. From the Paperback edition.

Sandstorm

Transitions

Siege of Darkness

The Glass Prison

An oath sworn in friendship takes Drizzt Do'urden on a quest like no other - to find the legendary Mithril Hall, birthplace of Bruenor Battlehammer and his dwarven ancestors! But even as Drizzt searches for the key to Bruenor's past, he is forced to confront his own tragic history all over again... The epic tale of everyone's favorite dark elf reaches new heights when Drizzt and his companions set out to reclaim a lost dwarven stronghold Drizzt Do'Urden still struggles with his own inner voices,

voices that call him back to the pitiless depths of the Underdark. But louder still are the voices of his newfound friends Bruenor, Wulfgar, and Regis—and the call of a dream that, at long last, Bruenor has decided to fulfill. Long ago, Bruenor and his people were driven from their home in Mithral Hall by a shadow dragon of the Underdark. Now, Bruenor is determined to reclaim his homeland and his rightful seat as its king. Aided by the combined might of his friends, Bruenor sets out on a treacherous quest for Mithral Hall, finding obstacles at every turn. But despite the terrors of the Trollmoors and the racism aimed at Drizzt, the group continues to fight—together. *Streams of Silver* is the second book in the *Icewind Dale Trilogy* and the fifth book in the *Legend of Drizzt* series.

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.

Taken from the popular novels by R.A. Salvatore, this volume delivers three graphic novels in the 'Icewind Dale Trilogy' - 'The Crystal Shard', 'Streams of Silver', and 'The Halfling's Gem' - into one book.

A Forgotten Realms Novel

Dissolution

The Ghost King

Homeland, Exile, Sojourn

Once Around the Realms

After a hundred years, Jack Ravenwild—thief, sorcerer, scoundrel, and accidental hero—is released from a magical confinement, only to fall into the hands of the marquise Dresimil Chûmavh, ruler of an exiled drow clan who sees an opportunity in Jack.

Through guile and subterfuge, the wily Jack escapes the drow to discover a new world waiting in his old stomping grounds, Raven's Bluff, a city equally abounding in fortune and danger. Unfortunately for Jack, he is best at stirring up the latter. His former archenemy the Warlord Myrkyssa Jelan is at large, and she isn't the type to forgive and forget. And worst of all, the drow aren't done with Jack and they mean to get him back.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online.

Commentary (novels not included). Pages: 27. Chapters: The Icewind Dale Trilogy, The DemonWars Saga, Transitions, Gauntlgrym, The Dark Elf Trilogy, Legacy of the Drow, The Hunter's Blades Trilogy, Vector Prime, Paths of Darkness, Tarzan: The Epic Adventures, The Highwayman, The Woods Out Back, The Cleric Quintet, Star Wars Episode II: Attack of the Clones, Chronicles of Ynis Aielle, The Demon Awakens, Immortalis, Trial by Fire, The Demon Spirit, The Demon Apostle, Stone of Tymora, The Dragon King, The Sword of Bedwyr, Luthien's Gamble, Spearwielder's Tales, Dragonslayer's Return, The Dragon's Dagger.
Excerpt: The Icewind Dale Trilogy is a trilogy of novels written by R.A. Salvatore, a SciFi and fantasy author. The events depicted in the trilogy follow the events of The Dark Elf Trilogy, although the former was written beforehand. It then continues from the Halfling's Gem onto the next series, Legacy of the Drow. The Icewind Dale Trilogy contains three books: The Crystal Shard, Streams of Silver, and The Halfling's Gem. The trilogy tells the tale of the legendary drow, or dark elf ranger, Drizzt Do'Urden, the mighty barbarian warrior, Wulfgar, the tricky halfling Regis, a dwarf king, Bruenor, and Bruenor's adopted human daughter Catti-brie. The first of Salvatore's Forgotten Realms series, it describes the events that created some of the best-known characters in Forgotten Realms. The final book of this series The Halfling's Gem appeared in the New York Times Best seller list. Forgotten Realms: The Icewind Dale Trilogy series listing at the Internet Speculative Fiction Database In recent years, these and other books featuring the character Drizzt Do'Urden have been rebranded as installments of The Legend of Drizzt: current publications of the Icewind Dale Trilogy are identified on their covers as books IV, V, and VI of that series. Even...

Contains four fantasy adventures with Drizzt Do'Urden and his allies who fight the Spider Queen Lolth and her followers in their defense against darkness.

After finding the mark of Aegis-fang branded on the back of an outlaw, dark elf Drizzt Do'Urden fears that his long-missing friend Wulfgar is in danger and sets out with Cattie-brie and Bruenor to find Wulfgar and ensure his safety. Reprint.

The Dark Elf Trilogy

Conan the Unconquered

Servant of the Shard

The Silent Blade

Legacy of the Drow

Raised in the wild by intelligent, language-using wolves, in her teens Firekeeper was abducted back into the lands of men, where her upbringing as a wolf helped her survive the deadly intrigues of human beings. One of the first things she learned in Hawk Haven was that magic was a thing to be feared and despised. Long ago, all the human kingdoms were ruled by powerful sorcerers. Then a plague came and the sorcerers died. Nobody misses them. Much was lost—but still, nobody misses them. Yet as Firekeeper has travelled and grown wiser in the ways of human beings, she's learned that the true story was more complex. In coming to the country of the Liglím, she, Derian Carter, and Blind Seer discovered that magic is still working in the world, and that it isn't always the evil they'd been warned against. But it also turned out that the old plague specifically targeted magic users. And when Firekeeper and her friends learned to open the gates between worlds, the plague came back with them. Firekeeper, Blind Seer, and Derian Carter survived the plague: not unchanged, but still themselves. Now Firekeeper is determined to learn the nature of the plague--and if she can, to end it forever. What happens next will be the culmination of the remarkable fantasy epic that began with

Through Wolf's Eyes. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Dark elf Drizzt Do'Urden and his companions, Bruenor, Wulfgar, and Regis, dwarven warriors each with their own special tribulation, fight for their ancestral home, Mithral Hall.

On a dare, Volothamp Geddarm pledges to circumnavigate the globe without the aid of his magic and becomes an unwitting pawn in a devious plan that threatens the realm of Faerun. Original. 75,000 first printing.

Lone drow Drizzt Do'Urden emerges from the Underdark into the blinding light of day in this epic final chapter in the Dark Elf Trilogy After years spent in the ruthless confines of the Underdark, Drizzt Do'Urden has emerged from the subterranean society of his youth to start a new life. Accompanied by his loyal panther, Drizzt begins exploring the surface of Faerûn, a world unlike any he has ever known. From skunks to humanoids to shapeshifters, Faerûn is full of unfamiliar races and fresh dangers, which Drizzt must better understand if he is to survive. But while Drizzt acts with the best intentions, many of the surface dwellers regard him with fear and distrust. Can he manage to find faithful allies in this foreign land—or is he doomed to be a lonely outsider, just as he was in the Underdark? Sojourn is the third book in the Dark Elf Trilogy and the Legend of Drizzt series.

The Siege

Dungeons & Dragons

Forgotten Realms

Night Masks

A Picaresque Romp

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.

Favorite characters and situations from R. A. Salvatore's Dark Elf trilogy return in the first volume in a new six-part series that chronicles a devastating civil war that threatens not only Menzoberranzan but also the entire drow civilization. Reprint.

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 starts here! The Legend of Drizzt® 25th Anniversary Edition, Book I collects the first three novels in this best-selling series: Homeland, Exile, and Sojourn in a new trade paperback edition. A great value for anyone who's ready to experience the Legend of Drizzt. Drizzt Do'Urden made his first mistake the moment he was born: he was a boy. In the rigid matriarchy of the dark elf city of Menzoberranzan, that makes his life forfeit. But when his own mother tries but fails to kill him, Drizzt's path is set. He must find a way to escape the treacherous Underdark, even if that means setting out alone into the no less dangerous World Above.

The Legend of Drizzt 25th Anniversary Edition, Book I

Sojourn

The Icewind Dale Trilogy, the Demonwars Saga, Transitions, Gauntlgrym, the Dark Elf Trilogy, Legacy of the Dragonmaster, Book Three

The Halfling's Gem

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.

R.A. Salvatore's The Cleric Quintet tells the tale of the scholar-priest Cadderly, who is plucked from the halls of the Edificant Library to fulfill a heroic quest across the land of Faerûn. The assassins of the Night Masks stalk the shadowy streets of the city of Carradoon, led by the sinister killer known as Ghost. Cadderly struggles against the dreaded Chaos Curse in these dark, evil-haunted alleyways, with a silent death around every corner. From the Paperback edition.

Can the Crystal Shard be destroyed at last? Drizzt is determined to destroy the evil Crystal Shard, and seeks out the help of the scholar-priest Cadderly. But instead, his worst fears are realized, and Crenshinibon falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. The Silent Blade is the book that brought Drizzt back to the Realms, and was a New York Times best seller on its initial release--and has been in print every day since. Like the rest of the Legend of Drizzt(R) reissues, The Silent Blade features beautiful new cover art by award-winning illustrator Todd Lockwood. From the Paperback edition.

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.

Prince of Ravens

Streams of Silver Comic Book

Return of the Archwizards

The Crystal Shard

Streams of Silver

For Evereska, the last elven refuge on Faerûn, it's a battle for survival. For the Chosen of Mystra, it's a potent rival for their dominion over magic. For the human realms of Faerûn, it's a permanent shift in the balance of power. For a lost race of power

archwizards, it's a flying mountain they call home. From the author of *The Summoning*, *Beyond the High Road*, and *Death of the Archwizards* (with Ed Greenwood), the Realms-shaking *Return of the Archwizards* series continues!

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

This slip-covered gift box set contains the first three books published by Salvatore: "The Crystal Shard, Streams of Silver, " and "The Halfling's Gem." These titles introduced the author's signature character, Drizzt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

Streams of Silver

Wizards of the Coast

The Cleric Quintet

Novels by R. A. Salvatore

Echoes of the Fourth Magic

Azure Bonds

The Legend of Drizzt
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.

Vheod Runechild--half human, half fiend--flees from the Abyss to find his human nature on Toril, only to discover that the dangers from the nether region respect no worldly boundaries.

Adapted from the famous book by R.A. Salvatore. After many lonely, nomadic years, Drizzt Do'urden finally settles in the remote arctic outpost of Icewind Dale. After finding peace, Drizzt begins a journey to fulfill an oath made to one of his friends—join him in his quest to find the legendary land of Mithral Hall.

More Americans identify as political independents than as either Democrats or Republicans. Tired of the two-party gridlock, the pandering and the lack of vision, they've turned in increasing numbers to independent and third-party candidates. In 1998, for the first time in decades, a third-party candidate who was not a refugee from one of the two major parties, Jesse Ventura, won election

to state-wide office, as the governor of Minnesota. In 2000, the public was riveted by the Reform Party's implosion over Patrick Buchanan's presidential candidacy and by Ralph Nader's Green Party run, which infuriated many Democrats but energized hundreds of thousands of disaffected voters in stadium-sized super-rallies.

Wolf's Blood

Streams of Silver (Forgotten Realms: The Legend of Drizzt #5).

The Last Battle

Homeland

Starless Night

Drow ranger Drizzt Do'Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre's standout characters. But Homeland first reveals the startling tale of how this one lone drow walked out of the shadowy depths of the Underdark, leaving behind a society of evil and a family who want him dead. It is here that the story of this amazing dark elf truly began.

New York Times–bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. *Servant of the Shard* is the first book in the *Sellswords* trilogy and the fourteenth book in the *Legend of Drizzt* series.

Sea of Swords

The Icewind Dale Trilogy

Dungeons & Dragons: The Legend of Drizzt, Vol. 5: Streams of Silver

The Spine of the World

Forgotten realms - the legend of Drizzt, omnibus