

The Companions Sundering 1 Legend Of Drizzt 24 Ra Salvatore

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.

Drizzt Do'Urden has settled in the windswept towns of Icwind 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 Crenshininbon, the fabled Crystal Shard.

In the second 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, the orcs of Many Arrows decide to take advantage of the chaos wrought by the Sundering to reignite a blood feud first brought to life in the phenomenal best seller The Thousand Orcs.

Drizzt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the Icwind 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 Icwind Dale Trilogy and the sixth book in the Legend of Drizzt series.

The Ghost King

Banewreaker

Sea of Swords

Boundless

The Spine of the World

The Thousand Orcs

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. 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 Icwind 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 his 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 emontional atmosphere ” —California Literary Review on Gauntlgrym, Neverwinter Saga Book I

The shadows recede from a lost temple in a forgotten wilderness. The sun rises on a new calling for a man as loyal as he is mysterious. The day's beginning finds Erevis Cale holding in his steady hands more power than he dared hope for - and more responsibility than he ever imagined. For now, he will have to put his trust in a god served by thieves and born of chaos.

Don't miss the gripping conclusion to Salvatore's New York Times best-selling Transitions trilogy! When the Spellplague ravages Faer ù n, 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.

Maestro

Companions Codex, I

A Drizzt Novel

The Red Feast

Book One of the Saga of the First King

The Godborn

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.

DRIZZT RETURNS TO THE UNDERDARK! “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 Writing Monsters R.A. Salvatore Archmage The pall that had descended over the North is gone, and a new day has dawned on a victorious Mithral Hall, but no matter how bright things seem on the surface, Drizzt and his companions know that what lurks just under their feet remains steeped in evil and charged with unimaginable power. The dark elves of Menzoberranzan, including the powerful Archmage Gromph, aren't done with Drizzt yet. And consumed by their own power struggles, feeling backed into a corner, the drow may just be desperate enough to call on demonic forces from the deepest reaches of the Abyss, and unleash a disaster even the Underdark could never have prepared for. Archmage has everything Drizzt's fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves!

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.

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 Last Threshold

Volume I of The Sundering

Charon's Claw

Timeless

The Collected Stories, The Legend of Drizzt

The Legend of Drizzt

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.

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.

Continues the adventures of the Dark Elf hero, Drizzt Do-Urden, and his companions.

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.

Archmage

Passage to Dawn

Echoes of the Fourth Magic

Sojourn

The Adversary

The Legend of Drizzt 25th Anniversary Edition, Book I

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.

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.

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.

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 Icwind 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.

Siege of Darkness

Dawn of Night

Neverwinter

The Dark Elf Trilogy

Rise of the King

Streams of Silver

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.

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.

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 orcsish 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.

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 Menzoberanzan, 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 Highwayman

The Reaver

The Silent Blade

The Spine of the World

The Thousand Orcs

The Crystal Shard

On the Flamescar Plateau, a time of peace and prosperity is threatened by a distant sorcerous power. Can Athol Khul bring the tribes together to keep the peace, or will war claim them all – and destroy their future? The coming of the God-King Sigmar has brought relative peace and prosperity to the Great Parch. Yet across the sun-drenched plains of the Flamescar Plateau the passions of the tribes are intemperate and generations of loyalty to the Hammergod cannot wholly erase their warlike past and bloodthirsty traditions. Among them live the Khul, outsiders allied to the mighty Aridians through shared blades. Athol Khul is the spear-carrier, the bridge between these peoples, and to him falls a near-impossible task when a distant sorcerous power threatens the alliance. With the lives of his family and people hanging in the balance, Athol must secure whatever companions and powers he can to aid in the coming war. In doing so, he starts upon a path that will lead to glory and ruin in equal measure.

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.

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.

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.

Neverwinter Saga

Companion Codex, II

Hero

Homeland, Exile, Sojourn

The Legend of Drizzt 25th Anniversary Edition, Book IV

Gauntlgrym

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.

Hated by humans who believe him to be responsible for a war between the gods, the proud Satoris orders former mortal soldier Tanaros Blacksword to prevent an unfavorable prophecy from being fulfilled by capturing the Lady of the Ellylon and thwarting her alliance with the High King of Men. By the author of Kushiel’s Avatar. Reprint.

The first volume in a new trilogy from the Forgotten Realms universe continues the adventures of the author’s popular Dark Elf hero, Drizzt Do’Urden, and his companions, as they take on a rampaging band of bloodthirsty orcs and their mysterious master. Reprint.

“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.” —Phillip 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.

Vengeance of the Iron Dwarf

The Lone Drow

The Sentinel

Starless Night

Night of the Hunter

The Companions

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.

In the 2nd book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, the shadow legacy of Erevis Cale lives on even as his old foe Mephistopheles seeks to stamp it out at any cost. Cale’s son Vasen—unmoored in time by the god Mask—has thus far been shielded from the archdevil’s dark schemes, alone among the servants of the Lord of Light who have raised him since birth. Living in a remote abbey nestled among the Thunder Peaks of Sembia, Vasen is haunted by dreams of his father, trapped in the frozen hell of Cania. He knows the day will come when he must assume his role in the divine drama unfolding across Faer û n. But Vasen knows not what that role should be . . . or whether he is ready to take it on. He only knows what his father tells him in dreams—that he must not fail. Enter Drasek Riven, a former compatriot of Erevis Cale, now near divine and haunted by dreams of his own—he too knows the time to act is near. Shar, the great goddess of darkness, looks to cast her shadow on the world forever. Riven has glimpsed the cycle of night she hopes to complete, and he knows she must be stopped. At the crossroads of divine intrigue and mortal destiny, unlikely heroes unite to thwart the powers of shadow and hell, and the Sundering of worlds is set on its course.

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 spirt—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 Quenthel 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 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. . .

The Halfling’s Gem

The Sundering

Transitions

The CompanionsThe SunderingWizards 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 Loith’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.

In The Highwayman, New York Times–bestselling author R. A. Salvatore takes his readers back to his signature world of Corona, introducing a fascinating new hero in the Saga of the First King series. It is God’s year 54, many years before the Demon Wars, in the land of Corona. The roads are unsafe to travel; goblins and bloodthirsty Powries search out human prey. Two religions struggle fiercely for control. Bran Dynard, a monk of the fledgling religion of Abelle, returns from his mission in a far-off land with a book of mystical knowledge and a beautiful and mysterious new wife. But he soon realizes that the world he left behind has changed, and his dream of spreading the wisdom he learned to his fellow monks is crushed. Forced to hide his wife and his precious book, Bran must decide whom he can trust and where he should now place his faith. Twenty years later, the situation has grown darker and more desperate. Only the Highwayman travels freely, his sword casting aside both Powries and soldiers. The people need a savior, but is the Highwayman on a mission of mercy...or vengeance? At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.