

## *The Silent Blade The Legend Of Drizzt Book Xi*

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. A deadly epidemic was sweeping across Pern! Everyone, holder and dragonrider alike, pitched in to help—except Nerilka's father, who refused to share Fort Hold's bounty with the other Holds. So, ashamed of her family and determined to do her part, Nerilka packed up medicines and supplies and sneaked off to aid her people. Her quest to help wherever she was most needed led her finally to Ruatha Hold, where Lord Alessan was frantically preparing the precious serum needed for mass inoculations against the dread plague. Nerilka had long ago abandoned her hope of marriage and a home of her own. Now she found happiness in being useful and appreciated—first the Healers and then Alessan made very clear that they were grateful for her help. She had no idea that her new path would change the course of her life forever!

Dungeons & Dragons: Forgotten Realms - Legends of Drizzt Omnibus Volume 1 delivers the first three graphic novel adaptations of R.A. Salvatore's beloved Dark Elf Trilogy - Homeland, Exile, and Sojourn - into one tome! This story takes readers from the moments before the birth of Drizzt to the point where he leaves his Drow heritage and homeworld, Menzoberranzan, the City of Spiders, and ventures up into the unknown.

Wyl Thirsk, former general of the Morgravian army and bearer of the curse known as Myrren's gift, is running out of time. Marriage between his beloved Queen Valentyna and his sworn enemy, the despotic King Celimus, is imminent; yet, despite the impending nuptials, war looms between the two nations, while the threat from the Mountain Kingdom grows stronger. Trapped in a body not his own, with his friends and supporters scattered throughout the realm, Wyl is desperate to prevent the wedding as he is to end Myrren's "gift" -- a magic that will cease only when he assumes the throne of Morgravia. Clinging to an ominous suggestion from his young friend Fynch, an increasingly powerful mage, Wyl must walk his most dangerous path yet -- straight into the brutal clutches of Celimus in a desperate attempt to save his nation, his love, and himself.

The Quickening Book Three

The Sea Demons

Siege of Darkness

The Legend of Drizzt

Separated

The return of the shifter Geth! In the wake of the Last War, a new king has risen and seeks to unite the newly formed goblin kingdom of Darguun under his rule. He seeks an ancient scepter, a symbol under which to unite his people and hires Geth, a shifter who owns one of the trio of artifacts to which the scepter once belonged, to find it. But will the artifact do what the Darguul king needs it to?

A lone human survivor in a world that is overrun by vampires, Robert Neville leads a desperate life in which he must barricade himself in his home every night and hunt down the starving undead by day. Reissue. 100,000 first printing. (A Warner Bros. film, releasing December 2007, directed by Francis Lawrence,

starring Will Smith). (Horror)

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 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.

Passage to Dawn

Transitions

The Collected Stories, The Legend of Drizzt

Night of the Hunter

Archmage

*"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.*

*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.*

*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.*

*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.*

*Neverwinter Saga*

*Nerilka's Story*

*The Companions*

*The Doom of Kings*

*Echoes of the Fourth Magic*

*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.*

*A new chapter in the Legend of Drizzt saga begins: Can the Crystal Shard be destroyed at last? Determined to destroy the evil Crystal Shard, Drizzt seeks out the help of a scholar-priest named Cadderly. But instead, his worst fears are realized when the artifact falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. Drizzt's friends also experience their own hardships: Wulfgar, now freed from Errtu's clutches, struggles with anger and bloodlust. Only in the far reaches of Luskan can he find solace from the torments that haunt him. Meanwhile, Regis' ruby pendant--once the property of his old master, Pasha Pook--seems to be a magnet for all things evil and wicked . . . The Silent Blade is the first book in the Paths of Darkness series and the eleventh book in the Legend of Drizzt series.*

Lurking in the ruins is a horrific tale of greed, power, and revenge. The Protector crawls forth, the shade of a dead city whose rulers refuse to die, and young companions in two distant epochs learn of a dreadful destiny they cannot escape . . . and a deadly threat to all they hold dear. The Lost Empires series uncovers the secrets of the ancient civilizations of the Forgotten Realms world. Why did Cursrah fall? Who was the Star of Cursrah? And how can a long-dead city threaten the modern realm of Calimshan? Uncover the secrets for yourself - if you dare.

A new mass market edition of the New York Times best-selling sword and sorcery classic, *The Legacy is Drizzt* at his scimitar-wielding best! Having found a measure of peace among the dwarves in the reclaimed Mithral Hall, Drizzt begins to know contentment for perhaps the first time in his tumultuous life. But for a dark elf renegade from a city ruled by priestesses of a demon goddess, no peace can long last. It is Lolth herself, the dreaded Queen of the Demonweb Pits, who musters her followers to pour up from the black depths of the Underdark to reclaim for their goddess the one soul that had managed to elude her. The soul of Drizzt Do'Urden.

*Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales*  
Servant of the Shard  
Starless Night

*The Legend of Drizzt 25th Anniversary Edition, Book IV*  
A Twist of the Blade

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.

Classic short stories that expand the epic *Legend of Drizzt*®! For years, the *Legend of Drizzt* has included short stories published in *Forgotten Realms*®

anthologies and Dragon™ magazine. Collected here for the first time are all the classic stories—and one all new tale—by The New York Times best-selling author R.A. Salvatore! From the startling origin of Drizzt's panther companion, to the tale of Jarlaxle and Entreri's first encounter with the dragon sisters, the tales in The Collected Stories enrich this epic series, and many are available here for the first time in years.

The 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 war against the orcs is far from over in this opening installment of a bold new trilogy in the Legend of Drizzt series The end of winter is near, and it seems the uneasy peace between the dwarves of Mithral Hall and the orcs of the newly established Kingdom of Many-Arrows will not last long. The orc tribes united under Obould are splintering, with some seeking to establish an alliance with a clan of half ogres-half orcs. Drizzt, too, feels himself torn apart, unsure which of the Companions needs him most: As Catti-brie recovers from a serious injury, Wulfgar mourns the death of his wife. Together, the broken pair leaves Mithral Hall for Silverymoon, hoping to find a trail that leads to Wulfgar's lost adopted daughter. Meanwhile, Bruenor begins his own desperate search. Determined to end the war that nearly cost him his life and everything he has built, he will stop at nothing until he finds the ancient dwarven city of Gauntlgrym. But to truly end the war, drastic changes must be made. Powerful individuals on both sides may have to alter the way they see each other—and perhaps even talk to one another—for it will take more than swords and axes to bring a lasting peace to the Spine of the World. The Orc King is the first book in the Transitions series and the twentieth installment in the Legend of Drizzt series.

The legend of Drizzt

Vengeance of the Iron Dwarf

The Last Threshold

The Silent Blade

Sea of Swords

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.

The Silent Blade Wizards of the Coast

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.

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.

Legend of the Scarlet Blades

The Ghost King

The Legend of Drizzt 25th Anniversary Edition, Book I

Homeland, Exile, Sojourn

Charon's Claw

***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.***

***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.***

***War sweeps the land as the sons and daughters of the late King Marcus battle over who will claim their father's throne and able-bodied men and women flock to one cause or the other in the hopes of a better tomorrow. At least, most of them. If life has taught the jaded sellsword, Aaron Envelar, anything, it's that hope is for fools and causes are a sure remedy for breathing. But when his latest job leads him to the***

**corpse of a prince and a conspiracy that threatens to destroy the entire realm, Aaron is forced to choose sides in a war he doesn't want, between forces he doesn't understand. Thrust into a world of mythical assassins, a madman with superhuman strength, and a nagging ball of light with a superiority complex who claims to be the embodiment of compassion, Aaron takes on his hardest job yet--staying alive. The debut novel from Jacob Peppers, *A Sellsword's Compassion*, is a new entry in the great Epic Fantasy tradition of Brandon Sanderson, Patrick Rothfuss, and Robert Jordan.**

**The most popular character from the most popular fantasy world of all time comes to life in his first original comic book tale. Drizzt and his companion, Dahlia, hunt for something that seems part vampire and part elite dwarven warrior, and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.**

***Streams of Silver***

***The Dark Elf Trilogy***

***The Orc King***

***I Am Legend***

***Paths of Darkness***

When Adam's grandfather first suggests taking him on a quick trip to Sweden to celebrate his upcoming thirteenth birthday, visions of being in one of the coolest places on earth—and he's not thinking of the temperature—dance in Adam's mind. But on his way there he reads that Swedes have a darker past, and present, than he ever imagined. Then he finds himself alone and separated from his grandfather in busy Stockholm. He is followed by unsmiling strangers, chased by ghosts down alleyways and constantly watched by the strangest girl he's ever seen. And then another terror, perhaps bigger than the terror of being lost, begins to overwhelm him. In this fast-paced prequel to *Last Message* and *Double You*, the outwardly confident but often secretly anxious Adam wanders the streets of Stockholm.

Mercenary. Survivor. Queen. Who is Casia Greythorne? Still reeling from an unimaginable loss and the revelation of an identity she isn't sure she wants to embrace, Casia has one plan: Try to control something. Something like the strange magic awakening inside of her. Mastering that magic will take her and her friends on a quest through cursed lands, into the dwellings of old gods, and deep into a southern empire filled with deadly foes and unlikely allies. Meanwhile, the foundations of the Kethran Empire continue to crumble. The king-emperor clings to his crown with increasingly bloodied hands. Monsters and soldiers alike stalk Casia's every step, determined not to let her return to claim a throne that is rightfully hers. Still, the greatest threat to her possible rule may not lie in the king-emperor, but in a former captain of his army—a man that she came dangerously close to falling in love with. Elander Revenmar thought he knew who he was. He had a mission, a plan, a god he was content to serve. Then came Casia. A woman as mysterious as she is dangerous. One he should have stayed away from, and whose life he never should have saved. Because salvation always comes with a cost. And some debts can only be paid for in blood.

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!

An omnibus volume chronicles the epic adventures of elf Drizzt Do'Urden in four fantasy novels.

The Sundering

Legacy of Dhakaan

Companions Codex, I

Star of Cursrah

Homeland

***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 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.***

***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.***

***Raido, a young amnesic Ronin—a masterless Samurai—roams about in a quest for his memories. His first stop is the city that talks to the sky, the ultimate stronghold against the ice invading the land of the rising sun. There, he meets Meiki, a graceful puppeteer and storyteller of charms. "Legend of the Scarlet Blades," as painted by the tormented and airy style of Saverio Tenuta, is a series whose universe is inspired by feudal Japanese history and traditions, full of breathtaking settings and populated by a myriad of wondrous mythical beings. Book One of the Seven Virtues***

***Hero***

***The Spine of the World***

***A Sellsword's Compassion***

***Forgotten Realms***

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. 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.

In the final book of the #4 New York Times best-selling Neverwinter Saga, Drizzt Do'Urden navigates a winding path littered with secrets and lies. Tangled up in his companion Dahlia's dark secrets, the ties that once held her close to Drizzt threaten to tear as her bonds to his former foe, Artemis Entreri, continue to grow. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north—toward Icewind Dale. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Praise for the Neverwinter Saga: "Absolutely profound." —Paul Goat Allen, BarnesandNoble.com "Masterfully written, thrillingly unpredictable, and everything a Drizzt Do'Urden fan could hope for. You'll be hanging on the words till the very end . . . and then begging for more." — GamesFiends.com "Emotional, respectful of its characters, intelligently written and structured, and 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

Maestro

Bridge of Souls

The Legacy