

The Companions The Sundering Book I

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Gauntlgrym R.A. Salvatore 2011-07-05 With nothing left to lose, Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do'Urden is at his side, ready to make the most of his friend's final years. But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can't stop it on their own. They'll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. Gauntlgrym is the first book in the Neverwinter Saga and the twenty-third installment in the Legend of Drizzt series.

The Halfling's Gem R.A. Salvatore 2009-06-23 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.

Sea of Swords R. A. Salvatore 2002-08 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.

Passage to Dawn R.A. Salvatore 2009-06-23 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.

Brimstone Angels Erin M. Evans 2011-11-01 Praise for Erin M. Evans's first book, *The God Catcher*: "Extremely entertaining, *The God Catcher* was a great surprise for me. Evans' fluent style glues this book in the reader's hands. With an action-packed story and vivid characters, it quickly becomes a page-turner." -Speculative Book Review [The story] flowed wonderfully and it was fast paced and exciting. . . . Every subplot or side story all seemed natural and fitting. . . . I loved the characters. Everything was described well enough to give you an idea and it allowed for your imagination to create the rest. It's as vivid and as abstract as you can get, all thanks to the descriptions. -Read Between the Lines "Under Evans' pen, the city of Waterdeep really comes to life on the page; full of everything that a city needs to be a thriving home for a great story. . . . Evans proves to be a bit of a master at laying the seeds for one plot and then having it turn into something else when you're not expecting it (even though it ends up looking like it was going that way the whole time)." -Graeme's Fantasy Book Review Overview: Rejected at birth and raised in a village of tiefling misfits, Farideh expects a life without friends, love, or control over her destiny. Then she makes a pact with a devil named Lorcan, and everything changes. Lorcan promises all she ever dreamed of and asks for nothing in return. Her twin sister Havilar urges Farideh to resist the devil's sway. But Farideh's not so sure. Lorcan may be dangerous but the power he offers is exhilarating. In the ruins of Neverwinter, Farideh's doubts get tangled up in a devilish snare six layers deep. A succubus playing human pawns against an otherworldly foe sees the twins as obstacles in her path. And Lorcan's monstrous sisters have their eyes on the city—and on Farideh. There's no time to question her pact with Lorcan—it will take every ounce of Farideh's newfound powers to get out of Neverwinter alive. Read More: If you are looking for more from Erin M. Evans, search for "The God Catcher" her debut novel about a woman who may be a dragon—or who may just be criminally insane. If you are looking for more kickass heroines, search for "Gauntlgrym" by R.A. Salvatore, featuring the alluring and powerful Dahlia Sin'Felle who squares off against the legendary Drizzt Do'Urden. If you are looking for more epic fantasy series, search for "Homeland" by R.A. Salvatore, the first book in the epic Legend of Drizzt. If you are looking for more sword and sorcery, search for "Sword of the Gods" by Bruce R. Cordell, the story of an angel given mortal flesh to act as an assassin for gods who no longer exist. If you are looking for more stories set in the Forgotten Realms, search for "Twilight Falling" by Paul Kemp, about Erevis Cale, an assassin with a conscience. For more about Erin M. Evans, go to Dungeonsanddragons.com From the Paperback edition.

Echoes of the Fourth Magic R.A. Salvatore 2010-10-27 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 Herald](#) Ed Greenwood 2014-06-03 In the 6th and final book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, Ed Greenwood, the creator of the

Forgotten Realms®, further chronicles the exploits of Elminster as he fights for the future of Faerûn. Chaos grips Faerûn as vainglory, prophecy, and ancient forces coningle in the shadows cast by war. Agents of the Shadovar lurk in the corners of Candlekeep in search of the arcane secrets that will power their war machine toward Myth Drannor. Gods and their Chosen run amok, all in a gambit to seize power. And a threat foretold by an ancient seer stirs. At the heart of it all, Mystra, the great Goddess of Magic, has withdrawn from the world. Without her protection, Elminster, her greatest champion, fears for the nascent Weave, the fabric of magic Mystra wields to bind Faerûn. Will the Nightseer Shar, mistress of the great and fearsome Shadovar, seize the opportunity to blanket the world with her Shadow Weave? With the help of Storm Silverhand and his protégé Amarune, Elminster works frantically to strengthen the Weave's tethers and forestall what seems an inevitable reckoning. But other interests machinate for their own sinister ends. As the Sundering draws nigh, Elminster and his heroic cohort must see the signs for what they are. The choice of worlds lies in the balance.

The Companions R. A. Salvatore 2014-02-04 A world-shaping event revives old favorites, introduces new complications—and moves hero Drizzt Do'Urden into a restored era of the Forgotten Realms Alone and with his fate hanging in the balance, Drizzt Do'Urden reflects on the lives of the trusted allies who stood by his side throughout his early life—the friends now known as the Companions of the Hall. Unbeknownst to him, the goddess Mielikki has given Bruenor, Catti-brie, Regis, and Wulfgar the chance to return to the world they left behind. Reborn as children but with their memories still intact, the friends must find a way back to one another—and to their lone Companion, Drizzt. Meanwhile, three seemingly unrelated commoners, growing up across the far reaches of the Forgotten Realms, display incredible feats of power. Against all odds, they hold the fate of Drizzt Do'Urden in their hands—a fate that is far from certain. For in the shadows, a cunning cabal of wizards is watching, intent on hunting the "Chosen" mortals who have been blessed by the gods. These wizards know something mere commoners do not: Long-forgotten gods have begun to stir. Long-lost lands have begun to tremble. The world around them is about to change—and these wizards will do whatever it takes to turn the coming chaos to their advantage. *The Companions* is the first book in the Sundering series and the twenty-seventh book in the Legend of Drizzt series.

Charon's Claw R.A. Salvatore 2012-08-07 In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to aid his friends. His lover, Dahlia Sin'felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizzt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon's Claw, Alegni's sentient sword, dominates Entreri's movements—if not his mind. And then there's the way Entreri looks at Dahlia. Can Drizzt trust his old foe? Praise for the Neverwinter Saga: "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story."—The SFF Hub on Gauntlgrym, Neverwinter Saga Book I "A quick read with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere" —California Literary Review on Gauntlgrym, Neverwinter Saga Book I From the Hardcover edition.

The Spine of the World R.A. Salvatore 2009-06-23 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

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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.

The Orc King R. A. Salvatore 2007 The uneasy peace between the dwarves of Mithral Hall and the orcs of the Kingdom of Many Arrows begins to falter as the tribes of orcs under the command of Obould begin to battle one another, and Bruenor becomes determined to finish the war that had nearly destroyed him, in a new volume in the saga of dark elf Drizzt Do'Urden and his companions. 171,000 first printing.

The Godborn Paul S. Kemp 2013-10-01 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 Faerûn. 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.

Kushiel's Scion Jacqueline Carey 2012-02-02 I was afraid of the dark tide that stirred in me. I did not want any part of my mother's blood. And yet it called to me.' Imriel de la Courcel, third in line to the throne, was enslaved and tortured as a boy, leaving him scarred and wary of his future. Son of a traitor, Imriel fears the dangerous passions of his bloodline - and his potential for destruction. His beloved stepmother, exotic and lovely, has trained him in the arts of covertcy - espionage skills that will either serve his country well, or draw him into a web of corruption and treachery. Imriel will need all of these resources as he travels, incognito, to escape the demands of court and family ... What he discovers is not freedom, but a city at war, and a political game so deep that he may never escape its net.

The Silent Blade R.A. Salvatore 2009-06-23 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.

To See the Sun Kelly Jensen 2018-08-13 Survival is hard enough in the outer colonies-what chance does

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love have? Life can be harsh and lonely in the outer colonies, but miner-turned-farmer Abraham Bauer is living his dream, cultivating crops that will one day turn the unforgiving world of Alkirak into paradise. He wants more, though. A companion-someone quiet like him. Someone to share his days, his bed, and his heart. Gael Sonnen has never seen the sky, let alone the sun. He's spent his whole life locked in the undercity beneath Zhemosen, running from one desperate situation to another. For a chance to get out, he'll do just about anything—even travel to the far end of the galaxy as a mail-order husband. But no plan of Gael's has ever gone smoothly, and his new start on Alkirak is no exception. Things go wrong from the moment he steps off the shuttle. Although Gael arrives with unexpected complications, Abraham is prepared to make their relationship work-until Gael's past catches up with them, threatening Abraham's livelihood, the freedom Gael gave everything for, and the love neither man ever hoped to find.

Archmage R. A. Salvatore 2015-09-01 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!

Spellfire Ed Greenwood 2011-11-15 A mass market expanded edition of Ed Greenwood's first *Forgotten Realms* novel. Author Ed Greenwood has returned to his first novel set in the *Forgotten Realms* world. Working from his original notes, he has revised and expanded the novel, developing characters and scenes that were cut from the original edition published in 1988. Fans will enjoy this mass market edition of the “director's cut” of the first novel in Greenwood's story of Shandril of Highmoon. AUTHOR BIO: A resident of Ontario, Ed Greenwood created the *Forgotten Realms* setting nearly 30 years ago and has written hundreds of novels, articles, and game products in the setting. His most recent novel is *Elminster's Daughter* From the Paperback edition.

The Companions R. A. Salvatore 2013-08-06 “*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.

Naamah's Kiss Jacqueline Carey 2009-06-24 The great granddaughter of Alais the Wise, child of the Maghuin Donn, and a cousin of the Cruarch of Alba, Moirin learns her father was a D'Angeline priest dedicated to serving Naamah, goddess of desire. Once there were great magicians born to the Maghuin Dhonn; the folk of the Brown Bear, the oldest tribe in Alba. But generations ago, the greatest of them all

broke a sacred oath sworn in the name of all his people. Now, only small gifts remain to them. Through her lineage, Moirin possesses such gifts - the ability to summon the twilight and conceal herself, and the skill to coax plants to grow. Moirin has a secret, too. From childhood onward, she senses the presence of unfamiliar gods in her life; the bright lady, and the man with a seedling cupped in his palm. Raised in the wilderness by her reclusive mother, it isn't until she comes of age that Moirin learns how illustrious, if mixed, her heritage is. After Moirin undergoes the rites of adulthood, she finds divine acceptance...on the condition that she fulfill an unknown destiny that lies somewhere beyond the ocean. Or perhaps oceans. Beyond Terre d'Ange where she finds her father, in the far reaches of distant Ch'in, Moirin's skills are a true gift when facing the vengeful plans of an ambitious mage, a noble warrior princess desperate to save her father's throne, and the spirit of a celestial dragon.

World of Warcraft: Dawn of the Aspects Richard A. Knaak 2013-11-19 "Contains the never-before-published prologue Charge of the Aspects by Matt Burns"--Cover.

The Adversary Erin M. Evans 2013-12-03 In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells. From the Hardcover edition.

The Dark Elf Trilogy R. A. Salvatore 2009

Shadowstorm Paul S. Kemp 2010-04-21 The invasion of the arch-wizards is on! The archwizards of Shade Enclave have come out of the desert with a message of peace, and an act of war. Split by petty disputes and causeless feuds, the merchant realm of Sembia is wide open for invasion, and with no shortage of Sembians more than happy to sell out to the Shadovar, can only one man--even if that man is Erevis Cale--do anything to stop it? From the Paperback edition.

Carmina Horace 2015-11-15 This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

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The Reaver Richard Lee Byers 2014-02-11 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.

Hero R.A. Salvatore 2016-10-25 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.

The Crystal Shard R.A. Salvatore 2009-06-23 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.

Neverwinter R.A. Salvatore 2012-07-03 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.

Vengeance of the Iron Dwarf R. A. Salvatore 2015-03-03 Bloody war rages across the Forgotten Realms world in the third book of the Companions Codex, the latest series in R.A. Salvatore's New York Times best-selling saga of dark elf Drizzt Do'Urden. In the evolving world of the Forgotten Realms setting, the Sundering has given way to months of cloud-cloaked darkness, and war rages under that oppressive

sky. The orcs have broken a hard-fought treaty that's held, however tentatively, for a hundred years, and the time to settle old scores has devolved into an all-out brawl for control of the ancient realms of the North.

The Eye of the Chained God Don Bassingthwaite 2012-04-03 In the aftermath of the plague demons' attack on Fallcrest, Roghar's inspiring optimism has played a significant role in the rebuilding of the town. Albanon, meanwhile, has not recovered so well. Tormented by his experiences and his near-transformations first by Vestapalk then by Kri, he has retreated to Moorin's tower, where he immerses himself in books. He is the last member of the Order of Vigilance, touched by both the Voidharrow and Tharizdun—he feels as if he stands on the brink of madness. The Nentir Vale has been ravaged by the abyssal plague and the plague demons. The area is lawless and suspicions run rampant. Only safe as long as they hide, the heroes scout as close as they dare. But with Vestapalk growing ever-stronger and plague demons on the rise, they know they have to act soon. The world cannot afford to wait any longer. As they journey toward the greatest concentration of demons they learn they are on the right path and they gain an ally. Kri, believed dead, resurfaces with wisdom garnered from the Chained God. It seems even Tharizdun himself is against Vestapalk. From the Paperback edition.

The Erevis Cale Trilogy Paul S. Kemp 2010 From the mean streets of Sembia... Erevis Cale might just seem like just another loyal butler for just another wealthy family in the merchant realm of Sembia, but he has always been a whole lot more than that. When the world itself is threatened, Erevis Cale takes it personally, and takes the fight all the way to the Plane of Shadow. This massive trade paperback omnibus edition collects *Twilight Falling*, *Dawn of Night*, and *Midnight's Mask* into one book.

The Two Swords R.A. Salvatore 2005-09-01 The war between Drizzt and King Obould rages on in this New York Times–bestselling conclusion to *The Hunter's Blades* trilogy Dark elf Drizzt Do'Urden would like nothing more than to kill King Obould Many-Arrows, the leader of the slaving orc army that slaughtered his closest friends. Now, it seems even Innovindil, Drizzt's new moon elf companion, cannot escape the grip of Obould's murderous scourge. When the orc king steals Innovindil's beloved pegasus, Drizzt must accompany her on a rescue mission to the northern lands of the frost giants—even if it means suffering the same fate as the Companions. Except the Companions are not dead . . . yet. Unbeknownst to Drizzt, they are sealed inside the walls of Mithral Hall, awaiting a battle that will either make or break them. As Obould's horde prepares for a siege just outside the gates, Bruenor must mastermind a plan that will defeat the orcs and lead his clan to victory. *The Two Swords* is the third book in *The Hunter's Blades* trilogy and the nineteenth installment in the *Legend of Drizzt* series.

The Ghost King R.A. Salvatore 2009-10-06 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.

Darkwalker on Moonshae Douglas Niles 2011-05-31 The first *Forgotten Realms* title ever published, now available as an eBook! *Darkwalker on Moonshae* was the very first novel ever published in the *Forgotten Realms* setting. Appearing in 1987, this title launched what has now become a robust and ever-expanding land of adventure for millions of readers.

The Highwayman R. A. Salvatore 2007-10-02 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.

Timeless R. A. Salvatore 2018-09-04 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 Lolth'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.

Night of the Hunter R.A. Salvatore 2014-03-11 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 Last Threshold R. A. Salvatore 2013-03-05 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

The Sentinel Troy Denning 2014-04-01 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.

Rise of the King R.A. Salvatore 2014-09-30 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*.