

# Neverwinter The Neverwinter Saga Book II The Legend Of Drizzt 21

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

Drizzt and his elf companion Dahlia realize that they may have to break the law if they are ever going to help the law the law has abandoned, and soon are making new enemies and are plunged headlong into battle.

Everything a player needs to adventure in the *Forgotten Realms*, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the *Realms*!

SCRIBE- award-winning author, Erin M. Evans, continues the riveting tale of her Sundering character, Farideh, as she becomes embroiled in a *Forgotten Realms*

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flavored game of thrones. In a direct follow-up to the book in the Sundering series, *The Adversary*, young warlock Farideh falls into the midst of a battle for the throne of Cormyr. As the war brought on by the Sundering rages across Faerûn, princes and princesses, wizards and rogues scheme to capture the seat of power of the Land of the Purple Dragon—with Farideh and her allies caught squarely in the middle.

Homeland, Exile, Sojourn

Boundless

A Tale of the Coven

Hero

The Highwayman

***In *The Demon Awakens*, bestselling author R. A. Salvatore creates an astonishing new world for readers to explore--and an intrepid hero to lead the way: Elbryan Wynden, who must confront the dark tides of destiny in his epic search for justice and peace . . . A great evil has awakened in the land of Corona, a terrible demon determined to spread death and misery. His goblin armies and fearsome giants ravage the settlements of the frontier, and in the small village of Dundallis their merciless attack leaves behind two shattered orphans: Pony and her lifelong friend, the youth Elbryan. Taken in by elves, Elbryan is raised to become a formidable ranger--a fateful role that will lead him into harrowing***

**confrontation. Meanwhile, on a far-off island, a shower of gemstones will fall onto the black sand shores. These heaven-sent stones carry within them an incredible power--the key to all that is good in the world and all that is evil, and it is up to one young monk to liberate them from the corrupt monastery that harvests them. Pray that they don't fall into the wrong, clawed hands . . .**

**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.**

**Neverwinter Wizards of the Coast**

**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.*

*The Ghost King*  
*Archmage*  
*Transitions*  
*Vengeance of the Iron Dwarf*

### *Timeless*

**Following close on the heels of The Mark of Nerath, Don Bassingthwaite picks up the action and takes the characters into the eye of a new kind of Dungeons & Dragons® adventure... Imprisoned in the void of a ruined universe by vengeful gods, Tharizdun—the Chained God, the Elder Elemental Eye—shares his exile with the Progenitor, a pool of liquid crystal that is all that remains of the Abyss that destroyed his universe. Enter our heroes Albanon, Shara and Uldane—all three adventurers readers will know from The Mark of Nerath. They thought their quests were over and done with, but danger still burns like the embers of a smoldering fire in the tall grass. The Progenitor was locked safely away, guarded by Albanon's dead master, but early on our heroes realize it was stolen and released in the presence of the green dragon Vestapalk as he fell at Shara's sword. Now, alerted to the danger of the liquid crystal by a mysterious cleric who claims allegiance to an order that has protected the substance for time immemorial, they must go in search of the dragon's body,**

**to ensure his demise has not been exaggerated. What they discover has consequences that could change the world... From the Paperback edition. With nothing left to lose, Drizt 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, Drizt 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.**

**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**

**As Entreri and Jarlaxle continue their journey through the monster-infested Bloodstone Lands, Jarlaxle's ambitions endanger them both, and Entreri confronts a difficult choice between friendship and survival when they confront a fierce paladin king and the ghosts of his own past. Reprint.**

**The Crystal Shard**

**The Companions**

**Brimstone Angels**

**Echoes of the Fourth Magic**

**The Legend of Drizzt**

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

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sorcery of all. Only Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

New York Times best-selling 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. In this third installment of the New York Times best-selling Neverwinter Saga, Drizzt draws his sword once more for the sake of his friends. Drizzt and Dahlia Sinifelle have defeated the sorceress Sylora Salm, but Dahlia's thirst for revenge is far from slaked. Now, she speaks of nothing but the moment she will face the evil Netherese lord Herzgo Alegni—a moment she has been waiting for since she was just a child. Though Drizzt and Dahlia's bond is no longer just one of friendship, there is much he does not know about his new lover. What is the driving force behind the darkness he's seen within her? Can he justify another battle to settle a grudge he does not understand? But Dahlia isn't

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the only one seeking vengeance against Alegni. Artemis Entreri, Drizzt's former enemy, offers to aid Dahlia in her mission, hoping it will win him his freedom. But partnering with Entreri poses new challenges: 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, causing Drizzt to wonder if the cunning assassin is still more foe than friend. Charon's Claw is the third book in the Neverwinter Saga and the twenty-fifth installment in the Legend of Drizzt series.

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

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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

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Dungeonsanddragons.com From the Paperback edition.  
Cold Steel and Secrets  
Fire in the Blood

## Neverwinter Campaign Setting Gauntlgrym

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.

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

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

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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.

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

The Last Threshold

Homeland

A Neverwinter Novella

Dungeons and Dragons Supplement

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.

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-

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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.

The MOST POPULAR CHARACTER from the MOST POPULAR FANTASY WORLD of all time comes to life in his FIRST ORIGINAL comic book tale! Drizzt leads this massive thriller into R.A. Salvatore's next blockbuster

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novel! 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.

Drizzt navigates a winding path littered with secrets and lies in this suspenseful conclusion to the Neverwinter Saga Drizzt is tangled up in Dahlia's dark secrets more than ever. The ties that once held them close now threaten to rip apart as Dahlia's bonds to Drizzt's former foe, Artemis Entreri, continue to grow. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north toward Icewind Dale. Will Dahlia, Entreri, and the rest of his new companions follow? Will he be forced to fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of the Bregan D'aerthe in his quest to destroy his grandfather's killer: Drizzt Do'Urden. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own . . . . The Last Threshold is the fourth book in the Neverwinter Saga and the twenty-sixth installment in the Legend of Drizzt series.

The Dark Elf Trilogy

Child of a Mad God

Dungeons & Dragons

The Silent Blade

Night of the Hunter

**Farideh finds herself in the midst of a fast-paced**

**murder mystery rife with political intrigue In the wake of the war brought on by the Sundering, Farideh's adopted father Mehen has been called back by the clan that cast him out—and twins Farideh and Havilar mean to go with him. Just as Mehen confronts the head of his former clan, a clutch of young dragonborn is found in the catacombs. Not only have they been brutally murdered, their bodies lay near an infernal summoning circle—one that looks all-too-familiar to Farideh. Charged by Mehen's aunt to solve the mystery, Farideh, Havilar, and Mehen set out to find whoever—or whatever—is behind the murders. Meanwhile, on the other side of Toril, tensions escalate between Dahl and his newly-rescued family when the agents of a criminal organization show up at their home. Ashes of the Tyrant is the fifth book in the Brimstone Angels series.**

**Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures.**

**Long ago, in a distant land, a lonely young man struggles to discover who he is and where he belongs.**

**He carries the blood and magic of two peoples, a sword of unimaginable power, and a staggering potential for great good . . . or greater evil. In the land of Corona, the roads are unsafe to travel, as goblins and bloodthirsty Powries seek out human prey; and, in this savage world, princes feast while peasants starve, and two religions battle for control. A monk, Bran Dynard, returns from his mission in a far-off land with two prizes: a book of mystical knowledge and a new wife, the beautiful and mystical Sen Wi. But the world he left behind has changed, and Bran must now decide who he can trust, and where he should place his faith . . .**

**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.**

**Forgotten Realms**

**The Pirate King**

**Starrigger**

**Campaign Setting**

**Neverwinter**

***Locus Award Finalist: On a mysterious road built by aliens, a space trucker tries to outrun dangerous pursuers. Independent space trucker Jake McGraw, accompanied by his father, Sam, who inhabits the body of the truck itself, his "starrig," picks up a beautiful hitchhiker, Darla, and a trailer?load of trouble. One of the best of the indies, Jake knows a***

*few tricks about following the Skyway, which connects dozens, or maybe hundreds, of planets—nobody knows how many and nobody really knows the full extent of the Skyway, and much of it remains unexplored. But somehow, a rumor gets started that Jake has a map for the whole thing, and suddenly everybody wants a piece of him: an alien race called the Reticulans; the human government known as the Colonial Assembly; and a nasty piece of work called Corey Wilkes, head of the wildcat trucker union TATOO. No matter what Jake does, no matter how many twists and turns he makes, he cannot shake any of the menaces on his tail. The Starrigger series continues with Red Limit Freeway and concludes with Paradox Alley. Starrigger was a nominee for the Locus Award for Best First Novel in 1984.*

**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!***

***Drizzt joins Bruenor on his quest for the fabled dwarven kingdom of Gauntlgrym: ruins said to be rich with ancient treasure and arcane lore. But before they even get close, another drow and dwarf pair stumbles across it first: Jarlaxle and Athrogate. In their 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, and from the last people they ever thought to fight alongside again: Drizzt and Bruenor.***

***A first installment in a spin-off story arc places hero Drizzt in a new era of the Forgotten Realms, where while facing the life-threatening first stirrings of the Sundering, he reflects on the lives of trusted allies who stood by his side throughout his early life. By***

***the best-selling author of the Legend of Drizzt series.***

***Ashes of the Tyrant***

***The Collected Stories, The Legend of Drizzt***

***Companions Codex, I***

***Charon's Claw***

***A Dungeons & Dragons Novel***

"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. In the 3rd book of the #4 New York Times

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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

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“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.

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

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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. Sent by the spy master of Neverwinter to investigate a group of rebels, Rucas Sarfael finds a worthy adversary in the beautiful fencing master Elyne. Matching wits and blades with the rebel leader, Rucas strives to prove himself and rise in the rebel ranks in part 1 of this four-part novella set in the renowned city of Neverwinter.

Maestro

The Temple of Yellow Skulls

The Demon Awakens

The Sundering

The legend of Drizzt. Neverwinter tales

*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. "When Aoelyn loses her parents, she is*

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*left to fend for herself among a tribe of vicious barbarians. Bound by rigid traditions, she dreams of escaping to the world beyond her mountain home. The only hope for achieving the kind of freedom she searches for is to learn how to wield the mysterious power used by the tribe's coven known as the Song of Usgar"--]c* Provided by publisher.

*When Captain Deudermont comes to the aid of the city of Luskan, which has become a safe haven for the Sword Coast's most dangerous pirates, dark elf Drizzt Do'Urden is drawn into the struggle to save the city from itself, in a fantasy adventure that will change the Forgotten Realms world forever. 200,000 first printing.*

*Road of the Patriarch  
A Drizzt Novel  
The Orc King*