

R A Salvatore O Love

Book I of the Second Demonwars Saga Years have passed since the great miracle atop Mount Aida—a miracle known as the Covenant of Avelyn. Corona is a different place. Avelyn is about to be elevated to sainthood by the very church that once proclaimed him a heretic. And King Danube has asked Jilseponie Wyndon—the outlaw hero of the Demon War—to become his queen. Jilseponie is torn. She can never love any man as completely as she did the Ranger Elbryan, the father of the child she lost. But she cannot deny that she has feelings for the wise and kindly king. And she could do so much good at his side . . . Yet threat looms, one Jilseponie could never have anticipated. For the child that she lost never died—as she believes—but was stolen away by the queen of the elves. Raised in secret by the queen, he has grown to be a headstrong boy who shows every promise of being as skilled in the arts of combat as his father before him, and as powerful with the gemstone magic as his mother. They called him Aydrrian. Aydrrian: a boy raised to be a weapon. A boy who has never known the love of a human mother. A boy so hungry for fame and the sound of his name on human tongues that he will pay any price for a chance to wrest immortality from an uncaring world. Aydrrian: a boy on a collision course with destiny!

“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.

The New York Times best-seller, now in paperback! This paperback edition of the New York Times best-selling title expands the civil upheaval among the drow, one of the most popular races in the Forgotten Realms setting. Best-selling author R.A. Salvatore wrote the prologue to Annihilation and continues to consult on the series, lending his expertise as the author who brought drow society to the forefront of the Forgotten Realms setting. From the Paperback edition.

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.

Road of the Patriarch
The Halfling's Gem
The Sundering
The Silent Blade
Archmage
The Legacy

Drizzt returns to Luskan, and the Realms will never be the same! The Arcane Brotherhood has long held the city of Luskan in their power, but when corruption eats away at their ranks, Captain Deudermont comes to the rescue of a city that has become a safe haven for the Sword Coast's most dangerous pirates. But rescuing a city from itself may not be as easy as Deudermont thinks, and when Drizzt can't talk him out of it, he'll be forced to help. Drizzt is back in action again, and bringing more changes to the Forgotten Realms setting. This all new hardcover adventure will keep Drizzt fans guessing the whole way, with edge-of-your-seat action and plot twists that even the most casual reader of the Forgotten Realms novel line can't afford to miss! From the Hardcover edition.

Dark elf Drizzt Do'Urden fights for his survival in the labyrinthine tunnels of the Underdark Ten years have passed since we last saw Drizzt Do'Urden and his magical feline companion, Guenhwyvar—and much has changed. Exiled from Menzoberranzan, the city of his childhood and the hub of drow society, Drizzt now wanders the subterranean maze of the Underdark in search of a new home. As I became a creature of the empty tunnels, survival became easier and more difficult all at once. I gained in the physical skills and experience necessary to live on. I could defeat almost anything that wandered into my chosen domain. It did not take me long, however, to discover one nemesis that I could neither defeat nor flee. It followed me wherever I went—indeed, the farther I ran, the more it closed in around me. My enemy was solitude, the interminable, incessant silence of hushed corridors. But loneliness is not the only thing that preys on Drizzt: His drow enemies, including his own siblings, would like nothing more than to see him dead. They begin their own search of the Underdark tunnels with murder on their minds, forcing Drizzt to watch his back at every turn. Exile is the second book in the Dark Elf Trilogy and the Legend of Drizzt series.

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

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.

Ascendance
Siege of Darkness
Promise of the Witch-King
The Ghost King
Hero
Charon's Claw

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.

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.

To her, to her dying breath, you were the untouchable one, the one whose flesh her dagger could not penetrate. THE ASSASSIN A cold and emotionless killer for whom every soul has a price, even his own, embarks on a path to find out just how high that price can be. THE MERCENARY A dark elf of limitless guile dares to challenge a king, and carve for himself a place in the inhospitable World Above. ILNEZHARA and TAZMIKELLA are ancient dragons of great power, accustomed to easily manipulating the humans around them. But not all humans are so easily led. When they pushed Entreri and Jarlaxle into the heart of the Bloodstone Lands, not even they could have imagined the strength of the human assassin’s resolve, or the limitless expanse of the drow mercenary’s ambition.

The second adventure in the New York Times–bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do’Urden. Luthien Bedwyr vowed to free his beleaguered land of Eriador from its demonic ruler, Wizard-King Greensparrow. Cloaked in a scarlet cape that renders him invisible and wielding a magical sword, Luthien is known to Eriador’s oppressed as the Crimson Shadow. With the rallying support of enslaved humans, defiant peasants, and Fairborn elves, he has forged a path for liberation—raid by insurgent raid. Even with a mighty battle-ready band of stalwart comrades—including halfling thief Oliver deBurrows; fierce elf warrior Katerin O’Hale; and the ancient and mysterious mage, Brind’Amour—the rebels are fighting an uphill battle against the vile despot’s escalating and bloodthirsty army of cyclopean soldiers. Then, Greensparrow makes an unexpected bid for peace. But why would a wizard so cunning and so evil suddenly concede? Though Eriador’s slaves see the compromise as cause for celebration, Luthien and Brind’Amour recognize it as a calculated trap. The Crimson Shadow knows in his heart that the war for freedom has only just begun. Return to a rousing, magical quest in book two of a trilogy hailed by Terry Brooks as a “fine adventure filled with memorable characters and compelling action.”

Servant of the Shard
The Lone Drow
Sea of Swords
The Two Swords
Exploring George R. R. Martin's A Song of Ice and Fire, From A Game of Thrones to A Dance with Dragons
Companion Codex, II

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.

“Salvatore’s strongest fantasy to date . . . [His] potent mixture of detailed historical context, wellrounded characters, brisk pacing, and exciting battle scenes make for a consuming read.”—Publishers Weekly With the demon dactyl and its foul minions defeated, the war-weary citizens of the kingdom of Honce-the-Bear wish only to begin rebuilding their broken lives. Yet the specter of civil war haunts the ravaged land—and a specter more fearsome still. For the demon, though defeated, was not destroyed. And now its vengeful spirit has found an unholy sanctuary. The elf-trained ranger Elbryan Wynden presses north to reclaim the savage Timberlands from retreating goblin hordes. His companion, Pony, mistress of gemstone magic, turns south to the civilized—but no less perilous— streets of Palmaris. Suddenly they find themselves caught up in a ruthless power struggle to decide the fate of all Corona—a struggle that will push their courage and love to the breaking point...and beyond. “Unforgettable . . . Another rousing and masterful DemonWars adventure . . . A must-read for all fans of Salvatore’s work.”—Realms of Fantasy

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.

The world created by George R.R. Martin in his high fantasy series A Song of Ice and Fire—now the basis for the hit HBO series Game of Thrones—is not only richly drawn, but also immensely popular. By A Game of Thrones' debut in May 2011, the series already had more than 6 million copies in print in the US and had sold more than 16 million worldwide. Since the television series' debut, A Game of Thrones and subsequent titles in the series have appeared consistently on the New York Times bestseller list. The latest title in the series, A Dance with Dragons, sold nearly 300,000 copies on its first day in print. Beyond the Wall explores the book series' influences, its place in the fantasy pantheon, its challenging narrative choices, and the pull of its stunningly epic scope.

A Drizzt Novel

The Spine of the World

A Retirement and Aging Roadmap for Single and Childless Adults

Rise of the King

The Collected Stories, The Legend of Drizzt

Vengeance of the Iron Dwarf

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.

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 Erthu’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 Legend of Drizzt(R) comes to an end . . . For now! The mighty warhammer Aegis-fang has found its way into the hands of the wicked pirate captain Sheila Kree, and Wulfgar is hot on her trail. When Drizzt and his companions leave Mithral Hall in search of Wulfgar, they find themselves on the trail of the warhammer as well, a trail that will lead them to a startling reunion, and the last battle for the heart and soul of Wulfgar. From the Paperback edition.

Alone on the battlefield. Surrounded by death. Cornered by enemies. And ready to die. Drizzt Do ’ Urden has become the Hunter, the bane of the orc hordes still ravaging the North. Cut off, alone, convinced that everything he ever valued has been destroyed, all that ’ s left is to kill, and kill, and kill, until there are no enemies left. But there are a lot of enemies, and even the Hunter is just one lone drow.

The Sellswords
R.A. Salvatore Presents The War of the Spider Queen
Night of the Hunter
Securing America's Victory
The Hunter's Blades Trilogy
The Demon Apostle

To protect his friends from harm, Drizzt Do'Urden returns to the place he left behind long ago—the City of Spiders Though Drizzt is still reeling from the death of his barbarian friend, he is allowed little time to grieve. Dark elves are gathering in the caverns deep under Mithral Hall, hell-bent on destruction. To keep his adopted home and family safe, Drizzt must now return to the dreadful drow city of his birth. Nicknamed the City of Spiders, Menzoberranzan is one of the most dangerous places in the already perilous Underdark. For Drizzt, a rogue elf with a price on his head, stepping foot inside the city is no small risk—it’s certain death. But Drizzt Do'Urden and his companions are no strangers to such dire circumstances. Driven by their love and loyalty to the dwarves of Mithral Hall, they will engage the dark elves in combat and willingly lay down their lives . . . Starless Night is the second book in the Legacy of the Drow series and the eighth book in the Legend of Drizzt series.

A practical yet humorous guide to aging solo gracefully and achieving a happy retirement. In Essential Retirement Planning for Solo Agers, certified retirement coach Sara Zeff Geber coins the term “Solo Ager” to refer to the segment of society that either does not have adult children or is single and believes they will be on their own as they grow older. This book explores the path ahead for this group. That includes choices in housing, relationships, legal arrangements, finances, and more. Geber reviews the role of adult children in an aging parent’s world and suggests ways in which Solo Agers can mitigate the absence of adult children by relationship building and rigorous planning for their future. Geber shares her expertise on what constitutes a fulfilling older life and how Solo Agers can maximize their opportunities for financial security, physical health, meaning and purpose in the second half of life, and, finally, planning for the end game. Through real-life stories and anecdotes, the author explores housing choices, relationships, and building a support system. You will learn about: · different levels of care and independence in various types of living arrangements · how to initiate discussions among friends and relatives about end-of-life treatment · “what if” scenarios · who to talk to about legal and financial decisions And it’s not just the Solo Ager that can learn from this book. Financial advisors, elder law and estate attorneys, senior care managers, and others whose clientele is on the far side of sixty will benefit as well.

DROW STALK THE SHADOWS. TROLLS INFEST THE LOWLANDS. ORCS HAVE CLAIMED THE MOUNTAINS. AND TIME IS RUNNING OUT. Mithral Hall is under siege, Nesmé is overrun, and even powerful Silverymoon braces for war. Through it all, Drizzt has fought alone, but as the conflict draws to a bloody conclusion, the Hunter will have to find allies both new and old—or die along with the rest of the civilized North. The conclusion of the New York Times best-selling trilogy decides the fate of Drizzt Do’Urden.

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.

Annihilation

The role of Christians and their churches in restoring acknowledgement of the Presence of God in America and throughout the world.

The Thousand Orcs

Starlight Enclave

Child of a Mad God

The Pirate King

From New York Times bestselling author R. A. Salvatore comes a new trilogy and adventure of Drizzt and fantasy's beloved characters from Dungeons & Dragons' Forgotten Realms. After the settling dust of the demon uprising and two years of peace, rumblings from the Menzoberranzan drow have Jarlaxle nervous. Worried his allies may be pulled into a Civil War between the great Houses, he is eager to ensure Zaknafein is armed with weapons befitting his skill, including one in particular: Khazid'hea. A powerful artifact, the sword known as “Cutter” has started wars, corrupted its users, and spilled the blood of many, many people. Nonetheless—or maybe because of that—the rogue Jarlaxle and a small group of friends will go on an expedition looking for the weapon's last wielder, Doum'wielle, in the freezing north, for she may be the key to unlocking the sword's potential...and perhaps the key to preventing the bloodshed looming over the Underdark. And as they explore the top of the world, Drizzt is on a journey of his own—both spiritual and physical. He wants to introduce his daughter Brie to Grandmaster Kane and the practices that have been so central to his beliefs. But, having only recently come back from true transcendence, the drow ranger is no longer sure what his beliefs mean anymore. He is on a path to determining the future, not just for his family, but perhaps the entire northlands of the Realms themselves. Two different roads. On one, Jarlaxle and Zaknefein are on a quest to find pieces that could offer salvation to Menzoberranzan. On the other, Drizzt seeks answers that could offer salvation to not just his soul, but all souls. And no matter the outcome of either journey, the Realms will never be the same again.

“When Aoelyn loses her parents, she is 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”--]cProvided by publisher.

At long last, New York Times bestselling author 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. Zaknafein. The greater nobles watched him, and one powerful Matron—Malice—decided to take him as her own. She connived with rival houses to secure her prize, but it was ultimately the roguish Jarlaxle who caught him. Thus sparked the birth of two key moments in Menzoberranzan: the coupling of a noble and weapon master that would produce Drizzt Do'Urden...and the friendship between Zaknafein and Jarlaxle. R. A. Salvatore reveals the Underdark anew through the eyes of this unlikely pair—offering a fresh take on the intrigue and opportunities to be found in the shadows, and providing a fascinating prelude to the journeys that have shaped the modern-day Forgotten Realms. There, Zaknafein and Drizzt are joined together in a series of trials that parallel those of centuries long past, even though their paths no longer seem to be aligned. How will a father, so long constrained by the vicious and conservative world of the drow, be able to reconcile his ingrained prejudices with the world and companions of his enlightened son? The answer lies in their desire for peace over chaos. And as long as the scourge of the goddess Lolth's ambitions still remain, both are determined to keep her dark will at bay. But the Spider Queen is powerful, and now demons have been unleashed on the unwitting denizens of the surface world. United in purpose—and through their mutual friendship with Jarlaxle—Zaknafein and Drizzt will need to put aside their differences in order to keep the ones they love safe.

ONE DARK ELF. TWO ENCHANTED BLADES. UNO UNKNOWN ENEMY. AND A HORDE OF INVADERS. When a blood-thirsty banc of orcs led by an as-yet-unseen enemy, comes rampaging out of the Spine of the World, it lays waste to everything in its path. Dark elf ranger Drizzt Do'Urden and his most trusted friends find themselves in the path of destruction. As blades slash and feet trample, even the heroes may not survive a desperate stand.

Companions Codex, I

The Orc King

Starless Night

Timeless

Neverwinter Saga

Essential Retirement Planning for Solo Agers

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.

The solution to all of today’s crises is remarkably simple! For those who wish to connect to the spiritual component of what is happening in America and the world today, Securing America’s Victory reveals the two secrets to sustainable Justice and the “Highest Common Denominator” we all share. It will unify all people and enable us to transcend toxic diversity.

Together, we will replace the hatred, division, violence, and madness with clarity, love, respect, inclusion, and sustainable justice. The only true antidote, the only effective and sustainable solution to our national and global crisis, is the full intervention of I AM WHO I AM—Our Father God wielding the fullness of His Love, Wisdom, and Power. The only key to this manifestation is our loving, true obedience to His Law of Love, as taught and demonstrated by Jesus the Christ. Herein lies the true foundation of “one nation under God, indivisible, with liberty and justice for all.”

The book was hidden well. It’s pages promised the power of the Witch-King himself. And now that it’s been found, even the fact that it kills anyone foolish enough to crack its cover won’t stop people from fighting over it. Welcome to the Bloodstone Lands! Human assassin Artemis Entreri and his dark elf companion Jarlaxle have come to the demon-haunted wastelands of the frozen north at the request of their dragon patron. It doesn’t take long for them to find themselves caught in the middle of a struggle between powerful forces that would like nothing more than to see them both dead . . . or worse. But Entreri and Jarlaxle aren’t just any wandering sellswords, and the ancient evils and bitter blood-feuds of the wild Bloodstone Lands may have finally met their match. From the Paperback edition.

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 pitless 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.

The Legend of Drizzt

Beyond the Wall

The Companions

A Novel

Luthien’s Gamble

Transitions

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.

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

In the 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.

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.

A Tale of the Coven

Exile

Relentless

Sojourn

Streams of Silver

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.

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!

The epic conclusion to the long-awaited trilogy featuring one of the most beloved characters in all of fantasy—Drizzt Do'Urden—a rollicking tale of life, death, intrigue, magic, danger, and the timeless bonds of family and friendship from New York Times bestselling author R. A. Salvatore. Displaced in time and unexpectedly reunited with his son Drizzt Do'Urden, Zaknafein has overcome the prejudices ingrained in him as a drow warrior to help his son battle the ambitious Spider Queen and stem the tide of darkness that has been unleashed upon the Forgotten Realms. Though Zaknafein has endured the most difficult battles, survival has come at a terrible cost, and the fight is far from over. Facing demons and driders, Zaknafein carries the entire weight of Menzoberranzan surrounding Gauntlgym on his shoulders once more. But the chances of survival for him and his old friend and mercenary Jarlaxle look bleak. Trapped in a desperate and seemingly hopeless situation, the legendary warriors must reach deep inside themselves to face the impossible. While the burdens Zaknafein bears are more than enough for one of Menzoberrazan’s greatest warriors, fate holds further challenges. When circumstances take an unexpected turn, Zaknafein discovers he must not only conquer the darkness but learn to accept the uncontrollable: life itself. The stakes have never been higher for R. A. Salvatore’s most beloved creations in this final volume of his latest bestselling trilogy begun with Timeless and Boundless. A story of brave heroes filled with dangerous thrills, Relentless also considers eternal questions about morality, purpose, sacrifice, and the definition of harmony. Exciting, imaginative, and thought-provoking, it takes fans on an action-packed ride that will challenge their assumptions and leave them breathless and satisfied.