

The Companions Sundering 1 Legend Of Drizzt 24 Ra Salvatore

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BRYAN KNOX

The Collected Stories, The Legend of Drizzt HarperCollins

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.

The Legend of Drizzt 25th Anniversary Edition, Book IV Wizards of the Coast

The adventures of Drizzt Do'Urden, as told in the New York Times best-selling Forgotten Realms® novels by R.A. Salvatore, come to life in this thrilling board game. Take on the role of the legendary drow ranger or one of his famous adventuring companions, battle fearsome foes, and win treasure and glory. Designed for 1-5 players, this board game features multiple scenarios, challenging quests, and cooperative game play. The contents of this game can also be combined with other D&D® Adventure System Cooperative Play board games, including Castle Ravenloft™ and Wrath of Ashardalon™, to create an even more exciting experience. Components: 42 plastic heroes and monsters 13 sheets of interlocking cardstock dungeon tiles 200 encounter and treasure cards Rulebook Scenario book 20-sided die

Relentless Wizards of the Coast

The CompanionsThe SunderingWizards of the Coast

The Legend of Drizzt Wizards of the Coast

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 Ghost King Wizards of the Coast

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.

The Crystal Shard Wizards of the Coast

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.

Maestro Wizards of the Coast

The first adventure in the New York Times–bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do'Urden. In the once-stable land of Eriador, young fighter Luthien Bedwyr is too naive to grasp the consequences of the evil new reign of Wizard-King Greensparrow—until Luthien's best friend is slain by one of the despot's cyclopean soldiers. Publicly vowing revenge, Luthien becomes not only the wizard's most-wanted adversary, but also a fugitive

embarking on a grand scheme to restore peace to the kingdom. His mettle tested, Luthien crosses paths with highwayhalfling Oliver deBurrows. The irrepressible thief is game to join him. But at the behest of an ancient mage, Luthien must first secure two ancient weapons from a dragon's lair: a legendary sword and a mystical blood-red cape that renders its wearer invisible. Rumors soon begin to swirl of a freedom fighter preparing to strike against Greensparrow and his monstrous minions, affording a tenuous hope for liberation among Eriador's oppressed—especially a beautiful Fairborn elf slave risking everything to support the coming insurgency of the hero they call the Crimson Shadow. This first tale of the Crimson Shadow trilogy is “a fine adventure filled with memorable characters and compelling action” (Terry Brooks). New York Times–bestselling author R. A. Salvatore once again proves he “choreographs battle scenes better than any other contemporary fantasist” (Publishers Weekly).

Companion Codex, II Wizards of the Coast

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.

The Sentinel Wizards of the Coast

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 Menzoberranzan'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.

Archmage Wizards of the Coast

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 Gauntlgym, 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 Gauntlgym, *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 Gauntlgym, *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 Gauntlgym, *Neverwinter Saga Book I Sea of Swords* Wizards of the Coast

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.

A Dungeons & Dragons Board Game Wizards of the Coast

In the 6th and final book of the multi-author *Sundering* series launched by New York Times bestselling 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.

Transitions Wizards of the Coast

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*.

The Abyssal Plague Trilogy Wizards of the Coast

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. . .

Companions Codex, I Wizards of the Coast

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 Lone Drow 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 Dark Elf Trilogy Open Road Media

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 Spine of the World Wizards of the Coast

"*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 Legend of Drizzt Wizards of the Coast

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.

The Companions Wizards of the Coast

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.