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The Legend of Drizzt 25th Anniversary Edition, Book IV

Wizards of the Coast **The essential classics of New York Times bestselling R.A. Salvatore's Legend of Drizzt continue. Though they've managed to save Wulfgar's body from captivity in the Abyss, Drizzt and his companions come to realize that a part of the barbarian's soul may have been left behind--but all they can do is let Wulfgar take his own path. And that path will take him to the bottom of a bottle, into the arms of a woman, through the windswept reaches of the Spine of the World, and to a new life as a father.**

The Legend of Drizzt 25th Anniversary Edition, Book I

Wizards of the Coast **The legend starts here! The Legend of Drizzt® 25th Anniversary Edition, Book I collects the first three novels in this best-**

selling series: *Homeland, Exile, and Sojourn* in a new trade paperback edition. A great value for anyone who's ready to experience the Legend of Drizzt. Drizzt Do'Urden made his first mistake the moment he was born: he was a boy. In the rigid matriarchy of the dark elf city of Menzoberranzan, that makes his life forfeit. But when his own mother tries but fails to kill him, Drizzt's path is set. He must find a way to escape the treacherous Underdark, even if that means setting out alone into the no less dangerous World Above.

The Dark Elf Trilogy

Homeland, Exile, Sojourn

Forgotten Realms

The legend of Drizzt

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

Streams of Silver

Wizards of the Coast **The epic tale of everyone's favorite dark elf reaches new heights when Drizzt and his companions set out to reclaim a lost dwarven stronghold Drizzt Do'Urden still struggles with his own inner voices, voices that call him back to the 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 Two Swords

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

The Companions

The Sundering

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.

Starless Night

Wizards of the Coast 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.

Dungeons & Dragons: The Legend of Drizzt, Vol. 4: The Crystal Shard

IDW Publishing Adapted from the best-selling book by R.A. Salvatore! Can an unorthodox dwarf and renegade dark elf unite the people of Ten-Towns in time to stave off the forces of the crystal shard?

The Ghost King

Transitions

Wizards of the Coast 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 Silent Blade

The Legend of Drizzt

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.

Relentless

A Drizzt Novel

HarperCollins 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.

Promise of the Witch-king

Follows the power-hungry dark elf Jarlaxle and his assassin compatriot, Artemis Entreri, as they battle evil forces, in the second volume in a series chronicling the adventures of two characters from the Forgotten Realms universe. 250,000 first printing.

The Last Threshold

Neverwinter Saga

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 Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own.

Determined to stand for what's right in the Realms once again, Drizzt forges a new road north—toward Icewind Dale. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Praise for the **Neverwinter Saga**: “Absolutely profound.” —Paul Goat Allen, BarnesandNoble.com “Masterfully written, thrillingly unpredictable, and everything a Drizzt Do'Urden fan could hope for. You'll be hanging on the words till the very end . . . and then begging for more.” —

GamesFiends.com “Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout”—Fantasy Book Review on Gauntlgrym, **Neverwinter Saga Book I** “Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story.”—The SFF Hub on Gauntlgrym, **Neverwinter Saga Book I** “A quick read with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere” —California Literary Review on Gauntlgrym, **Neverwinter Saga Book I**

The Collected Stories, The Legend of Drizzt

Wizards of the Coast 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.

Archmage

Wizards of the Coast **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!

Starlight Enclave

A Novel

HarperCollins 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.

Dungeons & Dragons: The Legend of Drizzt, Vol. 2: Exile

IDW Publishing Collects the adaptation of the second volume of R.A. Salvatore's *The Legend of Drizzt! The Dark Elf* known as Drizzt has abandoned the twisted society of his people to seek honor and justice!

The Spine of the World

Wizards of the Coast **New York Times**-bestselling series: Join barbarian hero **Wulfgar** on another action-packed adventure in the Legend of Drizzt saga. Spending just one day in the torture chambers of the Abyss would be enough to break even the heartiest soul. Wulfgar of Icewind Dale was there for six miserable years. Though Wulfgar has since been freed, he is still haunted by the memories of the pain he endured at his captor Errtu's hands. Hoping to distance himself from his past, he flees to the faraway port city of Luskan—but in so doing, isolates himself from his friends and develops an unhealthy penchant for booze. For Wulfgar, things get worse before they get better. Fired from his gig at a tavern, robbed of his warhammer, and accused of murder, he goes on the run with Morik the Rogue—beginning a dangerous, combat-filled journey toward his redemption. *The Spine of the World* is the second book in the Paths of Darkness series and the twelfth installment in the Legend of Drizzt series.

Maestro

Wizards of the Coast **Newly returned to the demon-infested Underdark, Drizzt Do'Urden** faces his most dangerous adventure yet. Drizzt is going home, but not to Mithral Hall or to Icewind Dale. He's going to Menzoberranzan, the very place he left as a young and outcast drow. Something terrible—immense—unspeakable, has come to the City of Spiders, leaving death and destruction in its wake. As the damage of the Darkening, of war, and of a demon-ravaged Underdark sends cracks out across the North, causing irreparable damage, Drizzt and his companions find their lives endangered once more. When the primordial of Gauntlgrym stirs, Catti-brie and Gromph venture to the ruins of the Host Tower of the Arcane in Luskan, seeking the only power that can keep the beast in check. Meanwhile, Jarlaxle holds the strings for them all, orchestrating a masterpiece of manipulation that brings old enemies together, and tears

old friends apart. But even the wily and resourceful Jarlaxle may not realize just how narrow a path he walks. The City of Spiders might already have fallen to the demons and their wicked prince. What's to say the demons will stop there? Maestro is the second book in the Homecoming trilogy and the thirty-second book in the Legend of Drizzt series.

The Orc King

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.

Homeland

The Legend of Drizzt

Wizards of the Coast 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.

Echoes of the Fourth Magic

Del Rey 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. . .

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.**

Hero

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.**

Servant of the Shard

Wizards of the Coast **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.

Passage to Dawn

The Legend of Drizzt

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 Lone Drow

Turtleback Books **Continues the adventures of the Dark Elf hero, Drizzt Do-Urden, and his companions.**

Timeless

A Drizzt Novel

HarperCollins **New York Times and USA Today Bestseller!** R. A. Salvatore returns with one of fantasy's most beloved and enduring icons, the dark elf Drizzt Do'Urden, in an all-new trilogy full of swordplay, danger, and imaginative thrills. Centuries ago, in the city of Menzoberranzan, the City of Spiders, the City of Drow, nestled deep in the unmerciful Underdark of Toril, a young weapon master earned a reputation far above his station or that of his poor house. The greater nobles watched him, and one matron, in particular, decided to take him as her own. She connived with rival great houses to secure her prize, but that prize was caught for her by another, who came to quite enjoy the weapon master. This was the beginning of the friendship between Zaknafein and Jarlaxle, and the coupling of Matron Malice and the weapon master who would sire Drizzt Do'Urden. R. A. Salvatore reveals the Underdark anew through the eyes of Zaknafein and Jarlaxle—an introduction to the darkness that offers a fresh view of the opportunities to be found in the shadows and an intriguing prelude to the intriguing escapes that lie ahead in the modern-day *Forgotten Realms*.

Here, a father and his son are reunited and embark on adventures that parallel the trials of centuries long past as the friends of old are joined by Drizzt, Hero of the North, trained by Grandmaster Kane in the ways of the monk. But the scourge of the dangerous Lolth's ambitions remain, and demons have been foisted on the unwitting of the surface. The resulting chaos and war will prove to be the greatest challenge for all three.

The Thousand Orcs

Drizzt 5: The Hunter's Blade **The first volume in a new trilogy from the Forgotten Realms universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions, as they take on a rampaging band of bloodthirsty orcs and their mysterious master. Reprint.**

Siege of Darkness

The Legend of Drizzt

Wizards of the Coast **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.**

Sojourn

Wizards of the Coast **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.**

Star Wars

The Prequel Trilogy

Lucasbooks Collects the first three books in the Star Wars series, offering a glimpse of how Anakin Skywalker became aware of his power and turned to the dark side.

Boundless

A Drizzt Novel

HarperCollins 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 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.

The Halfling's Gem

Wizards of the Coast Drizzt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the Icewind Dale Trilogy. Artemis Entreri has taken Regis back to his former master, Pasha Pook—but Drizzt Do'Urden and Wulfgar are fast on the assassin's heels. Armed with the scimitar Twinkle, Drizzt defeats a banshee and acquires an enchanted artifact that masks its wearer's true identity. With Drizzt now disguised as a normal elf, the duo continues their journey, traveling from Waterdeep to Baldur's Gate, and beyond, in search of their friend. Meanwhile, Entreri is always one step ahead, aided by the magical gem Regis once stole from Pasha Pook. Together, Regis' captors thwart Drizzt and Wulfgar's mission at every turn, cornering them into battles with pirates, treks through the Calimshan deserts, and encounters with

otherworldly monsters. But will it be enough to stop them from rescuing Regis? **The Halfling's Gem** is the third book in the Icewind Dale Trilogy and the sixth book in the Legend of Drizzt series.

Sea of Swords

After finding the mark of Aegis-fang branded on the back of an outlaw, dark elf Drizzt Do'Urden fears that his long-missing friend Wulfgar is in danger and sets out with Cattie-brie and Bruenor to find Wulfgar and ensure his safety. Reprint.

The Crystal Shard

The Legend of Drizzt

Wizards of the Coast **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.

Streams of Silver

Dark elf Drizzt D'Urden and his companions, Bruenor, Wulfgar, and Regis, dwarven warriors each with their own special tribulation, fight to preserve their ancestral home, Mithril Hall, in a hardcover edition of the classic dark elf tale. Originally in paperback. 75,000 first printing.

Dungeons & Dragons

Forgotten realms - the legend of Drizzt, omnibus

Idea & Design Works Llc Taken from the popular novels by R.A. Salvatore, this volume delivers three graphic novels in the 'Icewind Dale Trilogy' - 'The Crystal Shard', 'Streams of Silver', and 'The Halfling's Gem' - into one book.

Glacier's Edge

HarperCollins From New York Times bestselling author R. A. Salvatore comes the follow-up to Starlight Enclave and thrilling second novel in his newest trilogy, **The Way of the Drow**, expanding the Forgotten Realms through the

adventures of Drizzt, Catti-brie, Jarlaxle, Artemis Entreri, and Zaknefein...and a society of drow unlike one any elf from Menzoberranzan could possibly imagine. There's a lot that Jarlaxle doesn't know: is he the lone survivor of the raid on the slaad fortress, can he even find a way to get out, and beyond his immediate predicament, could he possibly escape the ice caverns and get help for his friends? However, what Jarlaxle does know is that if he plans to come back—if Catti-brie, Entreri, and Zaknefein are to have any hope of surviving—he's going to have to bring back far more firepower. An army of aevendrow seems unlikely, so he must go home and pull together a team with great skill and unimaginable power. But how will he get home? Will such a collection of warriors and mages come to his aid? And even if he manages all that, will it be enough? For Jarlaxle has seen the slaadi's power and their god in a most personal and terrifying way. Trapped in the ice while the world is on fire, Jarlaxle is in a race against time—and burdened with a magical secret—to save a peaceful city and his companions. And he's running out of tricks in his bag of holding...