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**KEY=FIRST - LACI JOSEPH**

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## The Highwayman

### Book One of the Saga of the First King

*Tor Fantasy In The Highwayman, New York Times–bestselling author R. A. Salvatore takes his readers back to his signature world of Corona, introducing a fascinating new hero in the Saga of the First King series. It is God's year 54, many years before the Demon Wars, in the land of Corona. The roads are unsafe to travel; goblins and bloodthirsty Powries search out human prey. Two religions struggle fiercely for control. Bran Dynard, a monk of the fledgling religion of Abelle, returns from his mission in a far-off land with a book of mystical knowledge and a beautiful and mysterious new wife. But he soon realizes that the world he left behind has changed, and his dream of spreading the wisdom he learned to his fellow monks is crushed. Forced to hide his wife and his precious book, Bran must decide whom he can trust and where he should now place his faith. Twenty years later, the situation has grown darker and more*

*desperate. Only the Highwayman travels freely, his sword casting aside both Powries and soldiers. The people need a savior, but is the Highwayman on a mission of mercy...or vengeance? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

## The Bear

*Penguin UK One night a great big, white polar comes to stay with Tilly. The bear's got black hooked claws and huge yellow teeth; but his white furry coat is warm and soft and Tilly decides he's the cuddliest thing in the whole world. Tilly soon finds out that a big bear can cause big problems - he takes a LOT of looking after! But when she describes the bear's latest antics to her parents they think he's a figment of her imagination - but is he? From the creator of The Snowman, Father Christmas and Fungus the Bogeyman - now a live theatre show!*

## The Ancient

### Book Two of the Saga of the First King

*Macmillan New York Times bestselling author, R. A. Salvatore's epic story of Corona continues! Searching for his long-lost father, Bransen Garibond is tricked into journeying across the Gulf of Corona to the wild lands of Vanguard, where he is pressed into service in a desperate war against the brutal Samhaist, Ancient Badden. On an Alpinadoran lake, just below Ancient Badden's magical ice castle, several societies, caught in the web of their own conflicts, are oblivious to Ancient Badden's devastating plans to destroy them. Bransen becomes the link between the wars, and if he fails, all who live on the lake will perish, and all of northern Honce will fall under the shadow of the merciless and vengeful Samhaists. "A worthy addition to the lore of Salvatore's invented world."--Kirkus Reviews*  
*The Saga of the First King The Highwayman The Ancient The Dame The Bear At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

# The Dame

## Book Three of the Saga of the First King

*Tor Books R.A. Salvatore's cast of exciting characters continue the story in war-torn Corona in The Dame, the third book in the Saga of the First King series The vast road network of Honce, completed a decade before, had brought great optimism to the people of the land. Commerce could travel more freely and so could armies, and those armies, it was hoped, would rid the land at long last of the vicious, bloody cap dwarfs and goblins. For the first time, the many individual kingdoms, the holdings of Honce, would be brought closer together, perhaps even united. For the last few years, those promises had become a nightmare to the folk, as two powerful lairds fought for supremacy of a hoped-for united kingdom. Bransen Garibond, the Highwayman, held little real interest in that fight. To him the warring lairds were two sides of the same coin. Whichever side won, the outcome for the people of Honce would be the same, Bransen believed. A journey north, however, taught Bransen that his views were simplistic at best, and that some things--like honor and true friendship-- might truly matter. In R. A. Salvatore's The Dame, the third volume in R.A. Salvatore's Saga of the First King series, Bransen's road becomes a quest for the truth, of Honce and of himself, a quest to put right over wrong. That path is fraught with confusion and fraud, and a purposeful blurring of morality by those who would seek to use the Highwayman's extraordinary battle skills and popularity among the commonfolk for their own nefarious ends. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

# The Dame

*Macmillan Two lairds fight for supremacy over the kingdoms of Honce, and while on a journey north Bransen Garibond, the Highwayman, fully realizes the moral outcomes and consequences of their war.*

## DemonWars: The First King

# The Dame and The Bear

*Macmillan Collected together for the first time, the exciting conclusion to New York Times bestselling author R. A. Salvatore's Saga of the First Kings series, set in the world of the DemonWars In The Dame, Bransen Garibond, the Highwayman, believes that the two warring lairds are two sides of the same coin. But he soon learns that view is simplistic at best. Bransen's road becomes a quest for the truth, of Honce and of himself, a quest to put right over wrong. In The Bear, the war of Honce drags on, and Bransen rejoins his solo quest to extricate himself from the selfish goals of all combatants. But in an odd twist of fate and crossed loyalties, Bransen sees in his old nemesis, Bannagran—the Bear of Honce and the man who slew his adoptive father—a darker image of his own heart. Allies and battle lines become tangled, motives indistinguishable as old friends become enemies, and old enemies become allies. The Highwayman comes full circle to learn the truth of his journey and the responsibilities of his great power. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

## Gauntlgrym

## Neverwinter Saga

*Wizards of the Coast 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.*

# 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.

## 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.

## Child of a Mad God

## A Tale of the Coven

*Tor Books "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.*

## 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*

# Immortalis

*Random House Digital, Inc. The magical world of Corona is engulfed in darkness as Pony's son Aydrian attempts to conquer all of Corona, while the gemstone-bearing Pony struggles to free the land from the malevolent forces that threaten to destroy it.*

# The Demon Awakens

*Ballantine Books 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 . . .*

# 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.*

# 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. . .*

## Rise of the King

### Companion Codex, II

*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 Witch's Daughter

*Del Rey With the bold adventure and brilliant magic that have made him one of fantasy's bestselling authors, R. A. Salvatore continues the epic series that began with Echoes of the Fourth Magic. Join him for a spellbinding tale of darkness, fantasia, and unbridled imagination. Though many perished in the dark times past, a precious few survivors escaped, fleeing certain doom to find a dazzling, dangerous land of wonder. Here wizards and witches inhabited forests spun from enchantment and towers of celestial beauty. But in this place of promised safety, the Black Warlock was rising from the ashes of defeat--with an insatiable lust to dominate the world. Square in the path of peril was Rhiannon, the gently reared daughter of the Emerald Witch. As hamlets from the Crystal Mountains to Avalon fell before the fury of the Black Warlock, the young witch sensed a sudden call; strange, terrifying powers tingled within her body. Now Rhiannon had to summon these new, untested abilities to stop the ancient warlock, an enemy who had long since mastered the forces of the universe and bent them to his diabolical will. . .*

## Ascendance

*Turtleback* Coming into his powers at age fourteen, Aydrian, raised by the elves to be a protector, begins to have his own ideas about his purpose in life, while his mother, Pony, wonders at the progression of her courtship with the king.

## Rise of the King

*Wizards of the Coast* In the chaotic aftermath of the Sundering, the orcs of Many-Arrows reignite their bloody feud with Bruenor Battlehammer. Having escaped Gauntlgrym, the Companions of the Hall are united in body and spirit—but not in ideals. As the Darkening casts its shadows upon the northern cities of the Shining White, portending war, the past rears its angry head. Old debts insist on payment and old wrongs demand to be set right. The bloody dwarf-orc feud reignites with disastrous consequences. When drow Quenthel Baenre urges the orcs into war, a new and bloodthirsty king takes the throne of Many-Arrows. The savage orc hordes gather under his command, bringing an end to the decades of peace in the North. Dwarf steel meets ancient enemies, painting the Spine of the World in red. In the middle of this chaos, the Companions march onwards—to rescue Pwent from his vampiric curse and to reclaim Bruenor's throne; to combat the treachery of the black-souled drow and to defeat the orcs. As the world repeats a deadly cycle of violence and hate, Drizzt Do'Urden is forced into a fight for his life, his loved ones, and his very soul. *Rise of the King* is the second book in the *Companions Codex* and the twenty-ninth book in the *Legend of Drizzt* series.

## The Bear

*St. Martin's Press* When Yeslnik the Fool unexpectedly tips the war of Honce in his favor to become the realm's most bloody and merciless ruler, Dame Gwydre and Father Artolivan desperately attempt to join forces with Laird Ethelbert while Bransen struggles to extricate himself from his allies.

## Night of the Hunter

## Companions Codex, I

*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.*

### Luthien's Gamble

*Aspect In The Sword of Bedwyr, young Luthien Bedwyr rebelled against the crushing rule of King Greensparrow and his cruel wizard-lords. To save his once proud land of Eriador, Luthien was given a magical cape that renders its wearer invisible--but leaves behind an indelible scarlet silhouette. In Luthien's Gamble, we see Luthien at a crossroads: in spite of the urgings of his comrades to avoid further conflict with Greensparrow, Luthien feels compelled to continue the battle for his beloved country Eriador.*

### The Ancient

*Macmillan Bransen Garibond is tricked into a desperate war against the brutal Samhaist, Ancient Badden.*

### Bastion of Darkness

*Del Rey Twice the combined might of Ynis Aielle's greatest heroes and wizards has hurled back the demon armies of Morgan Thalasi. Always the Black Warlock has rebounded, stronger and more evil. But never has he wielded such power as now. With the Staff of Death, Thalasi can raise a new army from out of the very ground -- soldiers who cannot be killed because they are already dead. As the Black Warlock and his fearsome general -- the foul wraith that was once Hollis Mitchell -- prepares a devastating attack, the humans and elves of Ynis Aielle are staggered by a fresh calamity. The beautiful Rhiannon, daughter of the Emerald Witch, has been captured by Mitchell and given over to his dark master. Now the last hope of defeating Thalasi -- and Rhiannon's last hope as well -- lies at the heart of a mountain, guarded by a dragon as old as the world itself. . .*

## The Witch's Daughter

*Faber & Faber On the Scottish island of Skua, friendship develops between the lonely and mysterious Perdita and a blind girl, Janey. Both possess a kind of second sight - Janey's is the ability to hear, feel and remember more than others, and Perdita's is the ominous legacy of her being a witch's daughter. When Janey's brother, Tom, starts investigating a cluster of mysterious events and suspicious characters, all three become entwined in an adventure of hidden jewels, desperate criminals and dangerous detection. Written in 1963, The Witch's Daughter showcases Nina Bawden's innate regard for the integrity of her young characters. As she has said: 'I like writing for children. It seems to me that most people underestimate their understanding and the strength of their feelings and in my books for them I try to put this right.' Hugely admired on publication by both reviewers and readers, it was described as 'thrilling' by the Times Literary Supplement.*

## Vengeance of the Iron Dwarf

*Wizards of the Coast Bloody war rages across the Forgotten Realms world in the third book of the Companions Codex, the latest series in R.A. Salvatore's New York Times best-selling saga of dark elf Drizzt Do'Urden. In the evolving world of the Forgotten Realms setting, the Sundering has given way to months of cloud-cloaked darkness, and war rages under that oppressive sky. The orcs have broken a hard-fought treaty that's held, however tentatively, for a hundred years, and the time to settle old scores has devolved into an all-out brawl for control of the ancient realms of the North.*

## The Demon Apostle

*Gollancz The demon dactyle has been defeated, but not destroyed. As Elbyran and Pony pick up the pieces of their lives and those of the people of Corona, the dactly seeks refuge at the heart of the Abilican church, throwing Corona into a new crisis and forcing Pony to face a nightmare betrayal.*

## DemonWars: First Heroes

### The Highwayman and The Ancient

*Macmillan Collected together for the first time, DemonWars: First Heroes is the exciting start to New York Times–bestselling author R. A. Salvatore's Saga of the First Kings series! In The Highwayman, Salvatore takes his readers back to his signature world of Corona many years before the DemonWars, introducing a fascinating new hero. The roads are unsafe to travel; goblins and bloodthirsty Powries search out human prey. Two religions struggle fiercely for control. Only the Highwayman travels freely, his sword casting aside both Powries and soldiers. The people need a savior, but is the Highwayman on a mission of mercy...or vengeance? In The Ancient, Bransen Garibond is tricked into journeying across the Gulf of Corona to the wild lands of Vanguard, where he is pressed into service in a desperate war. If Branson fails, all who live on the lake will perish, and all of northern Honce will fall under the shadow of the merciless and vengeful Samhaists. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

### The Ghost King

*Wizards of the Coast In the gripping conclusion to the New York Times–bestselling Transitions trilogy, Drizzt Do'Urden comes face-to-face with a power that will change Faerûn forever With the collapse of Mystra's Weave and the onslaught of the Spellplague, all of Faerûn is thrown into chaos. But as magic turns more dangerous and unreliable, an even greater foe presents itself: the Ghost King, an entity that contains the combined might of a dragon, a mind flayer, and the Crenshinibon—the demonic crystal shard thought to be destroyed years ago. When Jarlaxle, a drowmercenary, is targeted by the Ghost King, he knows his life hinges on finding the Deneir priest named Cadderly Bonaduce. But to find Cadderly, he must travel to the cathedral in Spirit Soaring, the very place from which he is banned. And to enter Spirit Soaring, he must first recruit his old enemy Drizzt Do'Urden to his cause. When Catti-brie is struck by an errant strand of the Weave, Jarlaxle is able to convince Drizzt and Bruenor that their plights are one and the same. Together, they travel to Spirit Soaring, where the priests and mages of Deneir—led by Cadderly—rush to arm themselves against the Ghost King. But with many losing faith and time quickly running out, the battle ahead looks more than dire than ever. The Ghost King is the third book in the Transitions trilogy and the twenty-second installment in the Legend of Drizzt series.*

## The Pirate King

*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.*

## Song of the Risen God

## A Tale of the Coven

*Tor Books The thrilling conclusion to the Coven Trilogy from New York Times bestselling author, R. A. Salvatore. War has come to Fireach Speur. The once forgotten Xoconai Empire has declared war upon the humans west of the mountains, and their first target are the people of Loch Beag. Lead by the peerless general, Tzatzini, all that stands in the way of the God Emperor's grasp of power is Aoelyn, Talmadge, and their few remaining allies. But not all hope is lost. Far away from Fireach Speuer, an ancient tomb is uncovered by Brother Thaddeus of the Abellican Church. Within it is the power to stop the onslaught of coming empire and, possibly, reshape the very world itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

## 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.*

## Dungeons & Dragons: Cutter

*IDW Publishing Tierflin and Doum'weille are half-Drow siblings, locked in competition for the ownership of the bloodthirsty sword Khazid'hea-the Cutter! Their father, the Drow renegade Tos'un-a veteran of battles against the Kingdom of Many-Arrows-is forced to choose his heir... but what does the powerful sword have to say on the subject?*

## Mortalis

*Del Rey A thrilling new beginning in the acclaimed DemonWars Saga The long struggle is over at last. The demon dactyl is no more, its dark sorceries shattered by the gemstone magic wielded by the woman known as Pony. But victory did not come easily. Many lives were lost, including Pony's lover, the elf-trained ranger Elbryan Wynden. Despite the dactyl's demise, the kingdom still seethes in the same cauldron of plots and machinations. But when a deadly sickness suddenly appears among the people of Corona, Pony must undertake a pilgrimage that will test her powers-and her faith-as never before. Watching her every step of the way is the man she hates above all else: Marcalo De'Unnero, the villain responsible for Elbryan's death . . . who would desire nothing more than to lead Pony down that same treacherous path to destruction.*

## Promise of the Witch-King

## The Sellswords

*Wizards of the Coast 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.*

# 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!*

# 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.*

## Vector Prime: Star Wars Legends

*Del Rey An exciting new era of Star Wars history is about to begin--as fantasy and science fiction's most acclaimed authors propel the legendary epic into the next millennium, introducing us to a rich cast of characters that features old favorites--Luke Skywalker, Han Solo, and Leia Organa Solo--along with the next generation of Jedi and never-before seen creatures, droids, and deadly agents of darkness. In Vector Prime, the launch novel for this thrilling new saga, New York Times bestselling author R. A. Salvatore takes the Star Wars universe to previously unscaled heights of action and imagination, expanding the beloved story of a galaxy far, far away . . . Twenty-one years have passed since the heroes of the Rebel Alliance destroyed the Death Star, breaking the power of the Emperor. Since then, the New Republic has valiantly struggled to maintain peace and prosperity among the peoples of the galaxy. But unrest has begun to spread; tensions erupt in outbreaks of rebellion that, if unchecked, threaten to destroy the Republic's tenuous reign. Into this volatile atmosphere comes Nom Anor, a charismatic firebrand who heats passions to the boiling point, sowing seeds of dissent for his own dark motives. In an effort to avert a catastrophic civil war, Leia travels with her daughter Jaina, her sister-in-law Mara Jade Skywalker, and the loyal protocol droid C-3PO, to conduct face-to-face diplomatic negotiations with Nom Anor. But he proves resistant to Leia's entreaties--and, far more inexplicably, within the Force, where a being should be, was . . . blank space. Meanwhile, Luke is plagued by reports of rogue Jedi Knights who are taking the law into their own hands. And so he wrestles with a dilemma: Should he attempt, in this climate of mistrust, to reestablish the legendary Jedi Council? As the Jedi and the Republic focus on internal struggles, a new threat surfaces, unnoticed, beyond the farthest reaches of the Outer Rim. An enemy appears from outside known space, bearing weapons and technology unlike anything New Republic scientists have ever seen. Suddenly Luke, Mara, Leia, Han Solo, and Chewbacca--along with the Solo children--are thrust again into battle, to defend the freedom so many have fought and died for. But this time, all their courage, sacrifice, and even the power of the Force itself may not be enough. . . . Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!*

## The Dark Elf Trilogy

# Homeland, Exile, Sojourn

## Promise of the Witch-King

### The Sellswords, Book II

*Wizards of the Coast Entreri and Jarlaxle find themselves in the Bloodstone Lands, caught between the ghost of a power-mad lich and the fury of an oath-bound knight. One of the long-lost books of the late Witch-King, Zhengyi, has been found. Its pages promise unimaginable powers—and the threat of death. But even the fact that the book kills anyone foolish enough to crack its cover does not stop people from fighting over it . . . 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 trapped 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. Promise of the Witch-King is the second book in the Sellswords trilogy and the fifteenth book in the Legend of Drizzt series.*