

Sojourn Forgotten Realms The Dark Elf Trilogy 3 Legend Of Drizzt Ra Salvatore

Contains four fantasy adventures with Drizzt Do'Urden and his allies who fight the Spider Queen Lolth and her followers in their defense against darkness.

A free-spirited dark elf priestess, Liriel Baenre is lured from her home in the dark world of Menzoberranzan on a quest for magical power in the surface world, accompanied by her companion Fyodor, but when war erupts, Liriel learns that tremendous responsibility and danger accompany the privilege of power. Reprint.

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 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.

This slip-covered gift box set contains the first three books published by Salvatore: "The Crystal Shard, Streams of Silver, " and "The Halfling's Gem." These titles introduced the author's signature character, Drizzt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

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.

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

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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. . .

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.

Now in paperback, the third installment in the classic tales of the Legend of Drizzt. When a lone drow emerges from the Underdark into the blinding light of day, the Forgotten Realms world will be changed forever. From the Paperback edition.

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.

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.

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.

Discover the origin story of one of the greatest heroes of the Realms—Drizzt Do'Urden—in this thrilling first installment of the Dark Elf Trilogy Drow ranger Drizzt Do'Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre's standout characters. With *Homeland*, Salvatore pulls back the curtain to reveal the startling tale of how this hero came to be—how this one lone drow walked out of the shadowy depths of the Underdark; how he left behind an evil society and a family that wanted him dead. As the third son of Mother Malice and weaponmaster Zaknafein, Drizzt Do'Urden is meant to be sacrificed to Lolth, the evil Spider Queen, per drow tradition. But with the unexpected death of his older brother, young Drizzt is spared—and, as a result, further ostracized by his family. As Drizzt grows older, developing his swordsmanship skills and studying at the Academy, he begins to realize that his idea of good and evil does not match up with those of his fellow drow. Can Drizzt stay true to himself in a such an unforgiving, unprincipled world? *Homeland* is the first book in the Dark Elf Trilogy and the Legend of Drizzt series.

The Dark Elf Trilogy *Homeland/Exile/sojourn*

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.

In the subterranean city of Menzoberranzan, Drizzt Do'Urden faces his ultimate challenge, as the matron of a powerful ruling house prepares an assault on Mithril Hall and Lolth, the Spider Queen, is unleashed on the metropolis.

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 most popular character from the most popular fantasy world of all time

comes to life in his first original comic book tale. Drizzt and his companion, Dahlia, hunt for something that seems part vampire and part elite dwarven warrior, and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.

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.

DRIZZT RETURNS TO THE UNDERDARK! "After a quarter of a century, R.A. Salvatore just keeps getting better and better, and *The Companions* is another masterful leap forward for one of the greatest fantasy epics of all time." —Philip Athans, best-selling author of *Annihilation* and *Writing Monsters* R.A. Salvatore Archmage The pall that had descended over the North is gone, and a new day has dawned on a victorious Mithral Hall, but no matter how bright things seem on the surface, Drizzt and his companions know that what lurks just under their feet remains steeped in evil and charged with unimaginable power. The dark elves of Menzoberranzan, including the powerful Archmage Gromph, aren't done with Drizzt yet. And consumed by their own power struggles, feeling backed into a corner, the drow may just be desperate enough to call on demonic forces from the deepest reaches of the Abyss, and unleash a disaster even the Underdark could never have prepared for. Archmage has everything Drizzt's fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves!

Drizzt 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

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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.

Drizzt Do'Urden, the dark elf, confronts the underground civilization of the evil Drow elves, travels through an endless labyrinth, and battles to survive on the surface world. An outstanding value for Drizzt fans everywhere! A demonic artifact, hurled by an angel through the spaces between planes of existence to keep it out of the hands of a demon prince, has found its way to Faerûn. There it corrupts a young wizard, turning him into a power-mad invader. Only a small band of heroes, including the exiled dark elf Drizzt Do'Urden can stand in his way—and stir up a long list of enemies in the process. The Legend of Drizzt® 25th Anniversary Edition, Book II collects the fourth, fifth, and sixth novels in this best-selling series: The Crystal Shard, Streams of Silver, and The Halfling's Gem in a trade paperback edition that is a great value for anyone who's ready to continue the experience of the Legend of Drizzt.

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.

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.

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.

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

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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

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.

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.

The latest *New York Times* best-seller from R.A. Salvatore is now in paperback!

The Lone Drow is yet another top release from premiere *Forgotten Realms* author R.A. Salvatore. This mass market reprint focuses primarily on his signature character, Drizzt Do'Urden, who has been the subject of most of Salvatore's best-selling *Forgotten Realms* titles. This title includes a sample chapter from the author's next hardcover, *The Two Swords*. The latest *New York Times* best-seller from R.A. Salvatore is now in paperback! *The Lone Drow* is yet another top release from premiere *Forgotten Realms* author R.A. Salvatore. This mass market reprint focuses primarily on his signature character, Drizzt Do'Urden, who has been the subject of most of Salvatore's best-selling *Forgotten Realms* titles. This title includes a sample chapter from the author's next hardcover, *The Two Swords*.

From a dark and dusty tomb, Elminster emerges, seeking the guidance of Mystra, and finds only silence. He is drawn into the clutches of the mysterious and sinister Lady of Shadows. The path he takes will lead to a *Realms*-shaking confrontation where Elminster has to make the most important choice of his long life. Whatever he decides, the *Realms* will be forever changed . . .

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 pitiless 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.

Dark elf Drizzt Do'Urden fights for his survival in the labyrinthine tunnels of the

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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.

Adapted from the famous book by R.A. Salvatore. After many lonely, nomadic years, Drizzt Do'urden finally settles in the remote arctic outpost of Icewind Dale. After finding peace, Drizzt begins a journey to fulfill an oath made to one of his friends—join him in his quest to find the legendary land of Mithral Hall.

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.

Locus Award Finalist: On a mysterious road built by aliens, a space trucker tries to outrun dangerous pursuers. Independent space trucker Jake McGraw, accompanied by his father, Sam, who inhabits the body of the truck itself, his “starrig,” picks up a beautiful hitchhiker, Darla, and a trailerload of trouble. One

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

After abandoning the perils of the underdark, Drizzt Do-Urden, the renegade dark elf, battles to survive in the harsh surface world and to gain acceptance from the surface-dwellers.

Drizzt Do'Urden has been exiled from his country and forced to wander the tunnel-mazes of the Underdark, which are haunted by the evil dark elves.

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.

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.

An omnibus volume chronicles the epic adventures of elf Drizzt Do'Urden in four fantasy novels.

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