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The Collected Stories, The Legend of Drizzt Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt Omnibus Volume 1 Legend of Drizzt Homeland The Legend of Drizzt 25th Anniversary Edition, Book I Streams of Silver Homeland Sojourn The Legend of Drizzt 25th Anniversary Edition, Book IV The Legend of Drizzt 25th Anniversary Edition, Book II Night of the Hunter Dungeons & Dragons: The Legend of Drizzt, Vol. 3: Sojourn Archmage Forgotten Realms: the Legend of Drizzt Set 3 A Reader's Guide to R.A. Salvatore's The Legend of Drizzt Hero Vengeance of the Iron Dwarf Streams of Silver Maestro The Legend of Drizzt Collector's Edition The Crystal Shard Dungeons & Dragons Zeitenlos Dungeons & Dragons: The Legend of Drizzt Volume 6 - The Halfling's Gem Vengeance of the Iron Dwarf Siege of Darkness The Last Threshold The Crystal Shard Dungeons & Dragons The Legend of Drizzt Visual Dictionary Die Gefährten The Halfling's Gem Passage to Dawn Sea of Swords Neverwinter Exile Starless Night Gauntlgrym The Silent Blade The Legend of Drizzt Collector's Edition

Hero Jun 17 2021 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.

Sojourn Mar 27 2022 Lone drow Drizzt Do'Urden emerges from the Underdark into the blinding light of day in this epic final

chapter in the Dungeons & Dragons-inspired 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 Collector's Edition Jun 25 2019 "Drizzt Do'Urden, escapes his dark legacy and ventures into the wild Underdark in search of his destiny"--P. [4] of cover.

The Last Threshold Jul 07 2020 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 Legend of Drizzt 25th Anniversary Edition, Book IV Jan 25 2022 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.

Neverwinter Nov 30 2019 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.

Starless Night Sep 28 2019 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.

The Collected Stories, The Legend of Drizzt Nov 03 2022 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.

Maestro Mar 15 2021 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 Legacy Feb 23 2022 A new mass market edition of the New York Times best-selling sword and sorcery classic, *The Legacy* is Drizzt at his scimitar-wielding best! Having found a measure of peace among the dwarves in the reclaimed Mithral Hall, Drizzt begins to know contentment for perhaps the first time in his tumultuous life. But for a dark elf renegade from a city ruled by priestesses of a demon goddess, no peace can long last. It is Lolth herself, the dreaded Queen of the Demonweb Pits, who musters her followers to pour up from the black depths of the Underdark to reclaim for their goddess the one soul that had managed to elude her. The soul of Drizzt Do'Urden.

Die Gefährten Apr 03 2020 Sie waren die Gefährten der Halle. Drizzt Do'Urden und seine Freunde haben mehr als einmal die Vergessenen Reiche vor dem Untergang bewahrt. Doch der Preis war stets hoch, und letztlich haben sie ihren Sieg mit dem Leben bezahlt. Drizzt ist der letzte von ihnen und hat sich aus Trauer über den Verlust von der Welt zurückgezogen. Jetzt zieht ein neues Zeitalter herauf, und die Welt braucht neue Helden! Aber wenn die Götter sich in das Leben der Sterblichen einmischen, kommt nichts so, wie man es erwartet ...

Gauntlgrym Aug 27 2019 With nothing left to lose, Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym. The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do'Urden is at his side, ready to make the most of his friend's final years. But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they

can't stop it on their own. They'll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. Gauntlgrym is the first book in the Neverwinter Saga and the twenty-third installment in the Legend of Drizzt series.

Exile Oct 29 2019 Dark elf Drizzt Do'Urden fights for his survival in the labyrinthine tunnels of the Underdark Ten years have passed since we last saw Drizzt Do'Urden and his magical feline companion, Guenhwyvar—and much has changed. Exiled from Menzoberranzan, the city of his childhood and the hub of drow society, Drizzt now wanders the subterranean maze of the Underdark in search of a new home. As I became a creature of the empty tunnels, survival became easier and more difficult all at once. I gained in the physical skills and experience necessary to live on. I could defeat almost anything that wandered into my chosen domain. It did not take me long, however, to discover one nemesis that I could neither defeat nor flee. It followed me wherever I went—indeed, the farther I ran, the more it closed in around me. My enemy was solitude, the interminable, incessant silence of hushed corridors. But loneliness is not the only thing that preys on Drizzt: His drow enemies, including his own siblings, would like nothing more than to see him dead. They begin their own search of the Underdark tunnels with murder on their minds, forcing Drizzt to watch his back at every turn. Exile is the second book in the Dark Elf Trilogy and the Legend of Drizzt series.

Sea of Swords Jan 01 2020 After finding the mark of Aegis-fang branded on the back of an outlaw, Dark Elf hero 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, in a new deluxe edition of the conclusion of The Legend of Drizzt cycle. 15,000 first printing.

Legend of Drizzt Sep 01 2022 The adventures of Drizzt Do'Urden, as told in the New York Times best-selling Forgotten Realms® novels by R.A. Salvatore, come to life in this thrilling board game. Take on the role of the legendary drow ranger or one of his famous adventuring companions, battle fearsome foes, and win treasure and glory. Designed for 1-5 players, this board game features multiple scenarios, challenging quests, and cooperative game play. The contents of this game can also be combined with other D&D® Adventure System Cooperative Play board games, including Castle Ravenloft™ and Wrath of Ashardalon™, to create an even more exciting experience. Components: 42 plastic heroes and monsters 13 sheets of interlocking cardstock dungeon tiles 200 encounter and treasure cards Rulebook Scenario book 20-sided die

Streams of Silver May 29 2022 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.

The Halfling's Gem Mar 03 2020 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.

Zeitenlos Nov 10 2020 Gibt es Freundschaft unter Dunkelelfen? Der dunkelelfische Waffenmeister Zaknafein ist tot. Er opferte sich, um seinen Sohn Drizzt Do'Urden zu schützen. Doch nun ist Zaknafein wieder da, Jahrzehnte nach seinem Tod. Noch wichtiger als die Frage, wie das geschehen konnte, ist das Warum. Um diese Fragen zu beantworten, taucht Drizzt tief in die Vergangenheit ein: in jene Zeit, als sein Vater ein aufstebender Waffenmeister war, und bei dem Söldner Jarlaxle etwas fand, was es unter Dunkelelfen eigentlich nicht geben sollte: Freundschaft. Dies ist der Auftakt einer neuen Drizzt-Trilogie. Der zweite Band ist unter dem Titel *Grenzenlos* bereits in Vorbereitung.

Night of the Hunter Nov 22 2021 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.

Vengeance of the Iron Dwarf Sep 08 2020 The War of the Silver Marches rages across the Forgotten Realms in this unforgettable final episode in the Companions Codex. The reunited Companions of the Hall are separated once more—thrown to the far corners of a war that's bigger than any of them realized. They fight for the safety of Mithral Hall, but it's their own souls, and the soul of Faerûn itself, that truly hangs in the balance. In the dreaded depths of the Underdark, Regis and Wulfgar seek shelter in the fabled Silverymoon, from which they can launch a series of daring new raids. The rest of the Companions reside at

the besieged Mithral Hall, where new friends arrive on a mission of mercy—if such an emotion can rest in the heart of a dragon. Meanwhile, the orc warlord Hartusk turns his savage horde on Everlund, one of the great cities of the Silver Marches. Though it stretches his forces thin, it's a move that could help him achieve his goal of becoming the master of the North. But Hartusk's treacherous drow allies have a different goal. They want nothing except the death of Drizzt Do'Urden—even if it comes at the cost of human, dwarf, elf, and orc lives. The world is cloaked in darkness and blood runs in rivers across the North; orc hordes rage on and cities fall under brutal siege; old friendships are tested and new alliances are forged. But in the end, it may come down to a single dark elf choosing life over death, forgiveness over vengeance, law over chaos . . . peace over war. Vengeance of the Iron Dwarf is the third book in the Companions Codex and the thirtieth book in the Legend of Drizzt series.

Vengeance of the Iron Dwarf May 17 2021 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.

Dungeons & Dragons: The Legend of Drizzt, Vol. 3: Sojourn Oct 22 2021 Adapts the third volume of R.A. Salvatore's The Legend of Drizzt! Drizzt Do'urden has abandoned the cruel Underdark for the unknown of the surface world. But as the young warrior begins his sojourn, the family he left beneath, and new enemies alike, pursue him. His survival depends on gaining the trust of surface dwellers—and that challenge may be greater than any battle he could fight.

Passage to Dawn Jan 31 2020 Danger awaits Drizzt Do'Urden and Catti-brie on the high seas in this fourth and final installment in the Legacy of the Drow series It has been six years since the fateful Battle of Mithral Hall; six long years during which Drizzt Do'Urden and Catti-brie have been away from the only place they ever truly felt at home. The pain of a lost companion still weighs heavily on their strong shoulders, but chasing pirates aboard Captain Deudermont's Sea Sprite has been enough to draw their attention away from their grief. But when a mysterious castaway on an uncharted island appears bearing a strange message, Drizzt and Catti-brie are sent back to the very source of their pain—and into the clutches of a demon with vengeance on his mind. Passage to Dawn is the fourth book in the Legacy of the Drow series and the tenth book in the Legend of Drizzt series.

The Crystal Shard Jan 13 2021 Drizzt Do'Urden finds new friends and foes in the windswept towns of Icewind Dale, also the setting of the D&D adventure book Rime of the Frostmaiden With his days in the Underdark far behind him, drow ranger Drizzt Do'Urden sets down roots in the windswept Ten-Towns of Icewind Dale. A cold and unforgiving place, Ten-Towns sits on the

brink of a catastrophic war, threatened by the barbarian tribes of the north. It's in the midst of battle that a young barbarian named Wulfgar is captured and made the ward of Bruenor, a grizzled dwarf leader and a companion to Drizzt. 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 corrupt wizard who wields the demonic power of Crenshinibon—the fabled Crystal Shard. The Crystal Shard is first book in the Icewind Dale Trilogy and the fourth book in the Legend of Drizzt series.

Dungeons & Dragons The Legend of Drizzt Visual Dictionary May 05 2020 A visually stunning exploration of a legendary fantasy world The Forgotten Realms offer D&D players an endless array of secrets to uncover, foes to fight, and treasures to be taken. But there is one name that has always stood out from the rest: Drizzt. Drizzt Do'urden. This legendary drow elf ranger has been adventuring across the Forgotten Realms for decades, whether through New York Times bestselling fantasy novels or award-winning video games. Now Drizzt will take readers on a spectacular journey through his world. This book showcases Drizzt and his travels through the Forgotten Realms in never-before-seen detail, with the glorious artwork produced by Wizards of the Coast put centre stage. From the glaciers of Icewind Dale to the teeming cities of the Sword Coast, and the sinister shadows of the Underdark to the chambers of Mithral Hall, fans can explore the Realms through Drizzt's eyes as never before with this immersive, extraordinary guide to their favourite fantasy setting. © and (tm) 2023 Wizards of the Coast

Dungeons & Dragons Dec 12 2020

Homeland Apr 27 2022 Discover the origin story of one of the greatest heroes of the Forgotten Realms—Drizzt Do'Urden—in this thrilling first installment in the classic Dungeons & Dragons series, 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 Legend of Drizzt 25th Anniversary Edition, Book II Dec 24 2021 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.

Dungeons & Dragons: The Legend of Drizzt Volume 6 - The Halfling's Gem Oct 10 2020 At long last, Drizzt D'ourden has found a surrogate family to love and stand by through all. However, in the aftermath of the battle for Mithral Hall, Drizzt finds this family in pieces. Bruenor Battlehammer is lost, thought to be dead; Guenwhyvar—his loyal, magical panther—is missing; and Regis the halfling has been kidnapped by Drizzt's archenemy, the master assassin Artemis Entreri. Adapted by Andrew Dabb (Supernatural) from R.A. Salvatore's famous book, The Legend of Drizzt: The Halfling's Gem, with art by Tim Seeley (Hack/Slash, Revival).

Forgotten Realms: the Legend of Drizzt Set 3 Aug 20 2021 A legendary gift from the pen of R.A. Salvatore! This new four-book slipcase gift set includes the newly recovered mass market editions of The Legacy, Starless Night, Siege of Darkness, and Passage to Dawn. The Legend of Drizzt(TM) Boxed Set III replaces the existing Legacy of the Drow Gift Set and is a must have for existing Drizzt fans and readers who are just now discovering the greatest fantasy hero of our generation.

A Reader's Guide to R.A. Salvatore's The Legend of Drizzt Jul 19 2021 Honoring the twentieth anniversary of fantasy fiction's most popular character, a definitive overview of R. A. Salvatore's Dark Elf saga follows Drizzt Do'Urden as he battles his way from the monster-infested evil of the Underdark to forge a new life on the surface world, struggling with his own inner demons and the prejudices of others to become a hero. 28,000 first printing.

Streams of Silver Apr 15 2021 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 Legend of Drizzt 25th Anniversary Edition, Book I Jun 29 2022 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.

Homeland Jul 31 2022 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.

The Crystal Shard Jun 05 2020 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.

Siege of Darkness Aug 08 2020 The conflict between the drow of the Underdark and the dwarves of Mithral Hall comes to a head While Mithral Hall teems with whispers of the war to come, chaos erupts both above and below ground. On the surface of Faerûn, the first signs of the Time of Troubles make themselves known, forcing deities to assume their mortal forms. Beneath them in the Underdark, all but one drow house has lost their magical powers, and Lolth has handed the reins of leadership over to the demon Errtu. But even this turmoil cannot keep the drow from rising up from the black depths of the Underdark to battle the dwarves of Mithral Hall. Bruenor Battlehammer, with Drizzt at his side, will not go down without a fight—but they will have to fight without Wulfgar and Catti-brie at their sides. *Siege of Darkness* is the third book in the *Legacy of the Drow* series and the ninth book in the *Legend of Drizzt* series.

The Silent Blade Jul 27 2019 A new chapter in the *Legend of Drizzt* saga begins: Can the Crystal Shard be destroyed at last? Determined to destroy the evil Crystal Shard, Drizzt seeks out the help of a scholar-priest named Cadderly. But instead, his worst fears are realized when the artifact falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. Drizzt's friends also experience their own hardships: Wulfgar, now freed from Errtu's clutches, struggles with anger and bloodlust. Only in the far reaches of Luskan can he find solace from the torments that haunt him. Meanwhile, Regis' ruby pendant—once the property of his old master, Pasha Pook—seems to be a magnet for all things evil and wicked . . . *The Silent Blade* is the first book in the *Paths of Darkness* series and the eleventh book in the *Legend of Drizzt* series.

The Legend of Drizzt Collector's Edition Feb 11 2021 Collects books seven through ten of R. A. Salvatore's *Forgotten Realms* "The Legend of Drizzt" series, which includes "The Legacy," "Starless Night," "Siege of Darkness," and "Passage to Dawn."

Archmage Sep 20 2021 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!

Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt Omnibus Volume 1 Oct 02 2022 Discover the origins of renegade dark elf Drizzt Do'Urden, the most popular character to come out of the Dungeons & Dragons universe. *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—in one tome! This story takes readers from the moments before the birth of Drizzt in the dark elf capital of Menzobarranzan, the City of Spiders, to the point where he forsakes his Drow heritage and leaves his home in the Underdark to venture up into the unknown.

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