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DRIZZT RETURNS TO THE UNDERDARK! “After a quarter of a century, R.A. Salvatore just keeps getting better and better, and The Companions is another masterful leap forward for one of the greatest fantasy epics of all time.” —Philip Athans, best-selling author of Annihilation and Writing Monsters R.A. Salvatore Archmage The pall that had descended over the North is gone, and a new day has dawned on a victorious Mithral Hall, but no matter how bright things seem on the surface, Drizzt and his companions know that what lurks just under their feet remains steeped in evil and charged with unimaginable power. The dark elves of Menzoberranzan, including the powerful Archmage Gromph, aren’t done with Drizzt yet. And consumed by their own power struggles, feeling backed into a corner, the drow may just be desperate enough to call on demonic forces from the deepest reaches of the Abyss, and unleash a disaster even the Underdark could never have prepared for. Archmage has everything Drizzt’s fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves! The 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. A world-shaping event revives old favorites, introduces new complications—and moves hero Drizzt Do’Urden into a restored era of the Forgotten Realms Alone and with his fate hanging in the balance, Drizzt Do’Urden reflects on the lives of the trusted allies who stood by his side throughout his early life—the friends now known as the Companions of the Hall. Unbeknownst to him, the goddess Mielikki has given Bruenor, Catti-brie, Regis, and Wulfgar the chance to return to the world they left behind. Reborn as children but with their memories still intact, the friends must find a way back to one another—and to their lone Companion, Drizzt. Meanwhile, three seemingly unrelated commoners, growing up across the far reaches of the Forgotten Realms, display incredible feats of power. Against all odds, they hold the fate of Drizzt Do’Urden in their hands—a fate that is far from certain. For in the shadows, a cunning cabal of wizards is watching, intent on hunting the "Chosen" mortals who have been blessed by the gods. These wizards know something mere commoners do not: Long-forgotten gods have begun to stir. Long-lost lands have begun to tremble. The world around them is about to change—and these wizards will do whatever it takes to turn the coming chaos to their advantage. The Companions is the first book in the Sundering series and the twenty-seventh book in the Legend of Drizzt series. The second book in Ed Greenwood’s first Forgotten Realms trilogy. Author Ed Greenwood continued the story of Shandril of Highmoon in this second volume of the Shandril’s Saga trilogy. This mass market edition of the trade paperback features new cover art by Jon Sullivan. AUTHOR BIO: A resident of Ontario, Ed Greenwood created the Forgotten Realms setting nearly 30 years ago and has written hundreds of novels, articles, and game products in the setting. His most recent novel is Elminster’s Daughter. From the Paperback edition. Reduced to ruins by supernatural cataclysms, Neverwinter rises from the ashes to reclaim its title as the Jewel of the North. Yet even as its citizens return and rebuild, hidden forces pursue their own goals and vendettas, any one of which could tear the city apart. Neverwinter has long been one of the most popular locations in the Forgotten Realms® campaign world. This book presents a complete heroic-tier campaign setting that plunges players into the politics, skullduggery, and peril of a city on the brink of destruction or greatness. A wealth of information about Neverwinter and its environs is provided: maps, quests, encounters, and statistics -- everything a Dungeon Master needs for his heroic tier adventures. 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. Years have passed since the great miracle atop Mount Aida--a miracle known as the Covenant of Avelyn. Corona is a different place. Avelyn is about to be elevated to sainthood by the very church that once proclaimed him a heretic. And King Danube has asked Jilseponie Wyndon--the outlaw hero of the Demon War--to become his queen. Jilseponie is torn. She can never love any man as completely as she did the Ranger Elbryan, the father of the child she lost. But she cannot deny that she has feelings for the wise and kindly king. And she could do so much good at his side. . . . Yet threat looms, one Jilseponie could never have anticipated. For the child that she lost never died--as she believes--but was stolen away by the queen of the elves. Raised in secret by the queen, he has grown to be a headstrong boy who shows every promise of being as skilled in the arts of combat as his father before him, and as powerful with the gemstone magic as his mother. They called him Aydrian. Aydrian: a boy raised to be a weapon. A boy who has never known the love of a human mother. A boy so hungry for fame and the sound of his name on human tongues that he will pay any price for a chance to wrest immortality from an uncaring world. Aydrian: a boy on a collision course with destiny! 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. . . . 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. The thrilling first adventure in the classic D&D fantasy series, the Dark Elf Trilogy—perfect for fans of the tabletop RPG and Dungeons & Dragons: Honor Among Thieves. Discover the origin story of one of the greatest heroes of the Forgotten Realms: drow ranger Drizzt Do’Urden. As the third son of Mother Malice and weaponmaster Zaknafein, Drizzt Do’Urden must be sacrificed to Lolth, the evil Spider Queen, per the traditions of their matriarchal drow society. But with the unexpected death of his older brother, young Drizzt is spared—though still at the mercy of his abusive sisters. As Drizzt grows older, and proves himself to be a formidable warrior at Melee-Magthere Academy, he realizes his idea of good and evil does not match up with those of his fellow drow, who show only cruelty to the other races of the Underdark. . . . Can Drizzt stay true to himself in a such an unforgiving, unprincipled world? 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 fascinating tale of how this hero came to be—how this one lone drow walked out of the shadowy depths of the Underdark to leave behind an evil society and a family that wanted him dead. Homeland is the first book in the Dark Elf Trilogy and the Legend of Drizzt series. Bransen Garibond is tricked into a desperate war against the brutal Samhaist, Ancient Badden. 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. Drizzt and his elf companion Dahlia realize that they may have to break the law if they are ever going to help those the law has abandoned, and soon are making new enemies and plunging headlong into battle. New trouble comes to the enchanted land of Corona when Pony, whose gemstone magic saved the world before, goes on a quest that draws the interest of both the elves and of Pony’s greatest enemy. 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. 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. “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. 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. When Yesnik 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. In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to aid his friends. His lover, Dahlia Sin’felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizzt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon’s Claw, Alegni’s sentient sword, dominates Entreri’s movements—if not his mind. And then there’s the way Entreri looks at Dahlia. Can Drizzt trust his old foe? Praise for the Neverwinter Saga: “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 From the Hardcover edition. In this third installment of the New York Times–bestselling Neverwinter Saga, Drizzt draws his sword once more for the sake of his friends Drizzt and Dahlia Sin’felle have defeated the sorceress Sylora Salm, but Dahlia’s thirst for revenge is far from slaked. Now, she speaks of nothing but the moment she will face the evil Netherese lord Herzgo Alegni—a moment she has been waiting for since she was just a child. Though Drizzt and Dahlia’s bond is no longer just one of friendship, there is much he does not know about his new lover. What is the driving force behind the darkness he’s seen within her? Can he justify another battle to settle a grudge he does not understand? But Dahlia isn’t the only one seeking vengeance against Alegni. Artemis Entreri, Drizzt’s former enemy, offers to aid Dahlia in her mission, hoping it will win him his freedom. But partnering with Entreri poses new challenges: Charon’s Claw, Algeni’s sentient sword, dominates Entreri’s movements—if not his mind. And then there’s the way Entreri looks at Dahlia, causing Drizzt to wonder if the cunning assassin is still more foe than friend. Charon’s Claw is the third book in the Neverwinter Saga and the twenty-fifth installment in the Legend of Drizzt series. Following close on the heels of The Mark of Nerath, Don Bassingthwaite picks up the action and takes the characters into the eye of a new kind of Dungeons & Dragons® adventure... Imprisoned in the void of a ruined universe by vengeful gods, Tharizdun—the Chained God, the Elder Elemental Eye—shares his exile with the Progenitor, a pool of liquid crystal that is all that remains of the Abyss that destroyed his universe. Enter our heroes Albanon, Shara and Uldane—all three adventurers readers will know from The Mark of Nerath. They thought their quests were over and done with, but danger still burns like the embers of a smoldering fire in the tall grass. The Progenitor was locked safely away, guarded by Albanon’s dead master, but early on our heroes realize it was stolen and released in the presence of the green dragon Vestapalk as he fell at Shara’s sword. Now, alerted to the danger of the liquid crystal by a mysterious cleric who claims allegiance to an order that has protected the substance for time immemorial, they must go in search of the dragon’s body, to ensure his demise has not been exaggerated. What they discover has consequences that could change the world... From the Paperback edition. 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

trailer?load of trouble. One 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. 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. Praise for Erin M. Evans’s first book, The God Catcher: “Extremely entertaining, The God Catcher was a great surprise for me. Evans' fluent style glues this book in the reader's hands. With an action-packed story and vivid characters, it quickly becomes a page-turner.” –Speculative Book Review [The story] flowed wonderfully and it was fast paced and exciting. . . . Every subplot or side story all seemed natural and fitting. . . .I loved the characters. Everything was described well enough to give you an idea and it allowed for your imagination to create the rest. It’s as vivid and as abstract as you can get, all thanks to the descriptions. –Read Between the Lines “Under Evans’ pen, the city of Waterdeep really comes to life on the page; full of everything that a city needs to be a thriving home for a great story. . . . Evans proves to be a bit of a master at laying the seeds for one plot and then having it turn into something else when you’re not expecting it (even though it ends up looking like it was going that way the whole time).”—Graeme’s Fantasy Book Review Overview: Rejected at birth and raised in a village of tiefling misfits, Farideh expects a life without friends, love, or control over her destiny. Then she makes a pact with a devil named Lorcan, and everything changes. Lorcan promises all she ever dreamed of and asks for nothing in return. Her twin sister Havilar urges Farideh to resist the devil’s sway. But Farideh’s not so sure. Lorcan may be dangerous but the power he offers is exhilarating. In the ruins of Neverwinter, Farideh’s doubts get tangled up in a devilish snare six layers deep. A succubus playing human pawns against an otherworldly foe sees the twins as obstacles in her path. And Lorcan’s monstrous sisters have their eyes on the city—and on Farideh. There’s no time to question her pact with Lorcan—it will take every ounce of Farideh’s newfound powers to get out of Neverwinter alive. Read More: If you are looking for more from Erin M. Evans, search for “The God Catcher” her debut novel about a woman who may be a dragon—or who may just be criminally insane. If you are looking for more kickass heroines, search for “Gauntlgrym” by R.A. Salvatore, featuring the alluring and powerful Dahlia Sin`Felle who squares off against the legendary Drizzt Do`Urden. If you are looking for more epic fantasy series, search for “Homeland” by R.A. Salvatore, the first book in the epic Legend of Drizzt. If you are looking for more sword and sorcery, search for “Sword of the Gods” by Bruce R. Cordell, the story of an angel given mortal flesh to act as an assassin for gods who no longer exist. If you are looking for more stories set in the Forgotten Realms, search for “Twilight Falling” by Paul Kemp, about Erevis Cale, an assassin with a conscience. For more about Erin M. Evans, go to Dungeonsanddragons.com From the Paperback edition. Features three graphic novels in the "Icewind Dale Trilogy": "The Crystal Shard", "Streams of Silver", and "The Halfling's Gem". 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 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 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. Drizzt and his elf companion Dahlia realize that they may have to break the law if they are ever going to help those the law has abandoned, and soon are making new enemies and are plunged headlong into battle. Salvatore's cast of exciting new characters, sure to become as iconic as his Forgotten Realms crew, continue the story in war-torn Corona. Don't miss the gripping conclusion to Salvatore's New York Times best-selling Transitions trilogy! When the Spellplague ravages Faerûn, Drizzt and his companions are caught in the chaos. Seeking out the help of the priest Cadderly—the hero of the recently reissued series The Cleric Quintet—Drizzt finds himself facing his most powerful and elusive foe, the twisted Crenshinibon, the demonic crystal shard he believed had been destroyed years ago. The MOST POPULAR CHARACTER from the MOST POPULAR FANTASY WORLD of all time comes to life in his FIRST ORIGINAL comic book tale! Drizzt leads this massive thriller into R.A. Salvatore's next blockbuster novel! 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. 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. With nothing left to lose, Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do`Urden is at his side, ready to make the most of his friend’s final years. But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can’t stop it on their own. They’ll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. Gauntlgrym is the first book in the Neverwinter Saga and the twenty-third installment in the Legend of Drizzt series. The prequel series to The Ghost King comes to an explosive end! Cadderly journeys home to the Edificant Library, hoping to rebuild his shattered life--but the chaos curse has one last surprise in store for him. Failure means the loss of his beloved Danica, success might usher in a new era for the followers of Denier. As Entreri and Jarlaxle continue their journey through the monster-infested Bloodstone Lands, Jarlaxle's ambitions endanger them both, and Entreri confronts a difficult choice between friendship and survival when they confront a fierce paladin king and the ghosts of his own past. Reprint. 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. Fantasy-roman.

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