

## Legacy Of The Crystal Shard Sundering Adventure 2

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### The Collected Stories, The Legend of Drizzt

#### The Godborn

Baldur's Gate is a fantastic medieval city with a long and storied history -- a city on the verge of tearing itself asunder. Murder in Baldur's Gate presents the city in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the city and its inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Baldur's Gate against an ancient evil long thought slain.

#### Streams of Silver

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.

#### Darkwalker on Moonshae

Synopsis coming soon.

## **Streams of Silver**

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

## **The Crystal Shard**

In the 2nd book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, the shadow legacy of Erevis Cale lives on even as his old foe Mephistopheles seeks to stamp it out at any cost. Cale's son Vasen—unmoored in time by the god Mask—has thus far been shielded from the archdevil's dark schemes, alone among the servants of the Lord of Light who have raised him since birth. Living in a remote abbey nestled among the Thunder Peaks of Sembia, Vasen is haunted by dreams of his father, trapped in the frozen hell of Cania. He knows the day will come when he must assume his role in the divine drama unfolding across Faerûn. But Vasen knows not what that role should be . . . or whether he is ready to take it on. He only knows what his father tells him in dreams—that he must not fail. Enter Drasek Riven, a former compatriot of Erevis Cale, now near divine and haunted by dreams of his own—he too knows the time to act is near. Shar, the great goddess of darkness, looks to cast her shadow on the world forever. Riven has glimpsed the cycle of night she hopes to complete, and he knows she must be stopped. At the crossroads of divine intrigue and mortal destiny, unlikely heroes unite to thwart the powers of shadow and hell, and the sundering of worlds is set on its course.

## **The Halfling's Gem**

In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical,

Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells. From the Hardcover edition.

## **Superman Returns**

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!

## **Siege of Darkness**

Revenge and Resurrection in a Frozen Wasteland! Drizzt and Catti-brie have been away from Mithral Hall for six long years, but the pain of a lost companion still weighs heavily on their strong shoulders. Chasing pirates aboard Captain Deudermont's Sea Sprite is enough to draw their attention away from their grief. Then a mysterious castaway on an uncharted island sends them back to the very source of their pain, and into the clutches of a demon with vengeance on his mind. From the Paperback edition.

## **Sojourn**

## **Road of the Patriarch**

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.

## **Timeless**

R.A. Salvatore's *The Cleric Quintet* tells the tale of the scholar-priest Cadderly, who is plucked from the halls of the Edificant Library to fulfill a heroic quest across the land of Faerûn. The assassins of the Night Masks stalk the shadowy streets of the city of Carradoon, led by the sinister killer known as Ghost. Cadderly struggles against the dreaded Chaos Curse in these dark, evil-haunted alleyways, with a silent death around every corner. From the Paperback edition.

## **Shattered Keeps Map Pack**

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 Crystal Shard**

One of the first *Forgotten Realms* titles ever published, now available as an eBook! Released in 1988, *Black Wizards* was the second novel in the first trilogy ever published in the *Forgotten Realms* setting.

## **Awakening**

*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.

## **Homeland**

A mass market expanded edition of Ed Greenwood's first *Forgotten Realms* novel. Author Ed Greenwood has returned to his first novel set in the *Forgotten Realms* world. Working from his original notes, he has revised and expanded the novel, developing characters and scenes that were cut from the original edition published in 1988. Fans will enjoy this mass market edition of the "director's cut" of the first novel in Greenwood's story of Shandril of Highmoon. 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.

## **The Ghost King**

Salvatores chronicle of the adventures of Drizzt Do'Urden, Wulfgar, and their greatest foe, the assassin Artemis Entreri, comes alive in this paperback reprint of the novel.

## **Archmage**

This accessory provides a wealth of highly detailed information about one of the most popular regions of the Forgotten Realms world. In addition to new spells, monsters, magic items, and prestige classes native to the region, "Silver Marches" also includes a poster map and many detailed adventure sites.

## **Canticle**

As a malevolent power threatens to overwhelm Cadderly, a scholar-priest, he must struggle with himself to save his brothers and his own soul from the terrifying forces of evil, when his brothers are trapped in the catacombs beneath the Edificant Library. Reprint. 20,000 first printing.

## **Silver Marches**

To her, to her dying breath, you were the untouchable one, the one whose flesh her dagger could not penetrate. THE ASSASSIN A cold and emotionless killer for whom every soul has a price, even his own, embarks on a path to find out just how high that price can be. THE MERCENARY A dark elf of limitless guile dares to challenge a king, and carve for himself a place in the inhospitable World Above. ILNEZHARA and TAZMIKELLA are ancient dragons of great power, accustomed to easily manipulating the humans around them. But not all humans are so easily led. When they pushed Entreri and Jarlaxle into the heart of the Bloodstone Lands, not even they could have imagined the strength of the human assassin's resolve, or the limitless expanse of the drow mercenary's ambition.

## **Starless Night**

The Man of Steel returns to Earth after a mysterious absence of several years, only to find that Lois Lane has moved on with

her life, and old enemy Lex Luthor is plotting to render Superman powerless once and for all!

## **The Chaos Curse**

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.

## **Dungeons & Dragons**

Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders. Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, its certain death ever to set foot there again. But Drizzt Do'Urden and his companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

## **Legacy of the Crystal Shard**

Of all the hosts of Eurotas the Troias were the most fell. For they were born of Winter. Between the Solar Array Pumped Laser and Troy, the two trillion ton nickel-iron battlestation created by eccentric billionaire Tyler Vernon, Earth has managed to recapture the Sol system from their Horvath conquerors and begin entering the galactic millieu. But when the Rangora Empire rapidly crushes humanity's only ally it becomes clear the war is just beginning. At the heart of nickel iron and starlight are the people, Marines, Navy and civilians, who make Troy a living, breathing, engine of war. Survivors of apocalypse, they know the cost of failure. If this Troy falls, no one will be left to write the epic. Citadel continues the saga begun in Live Free or Die, following the paths of several characters during the first years of The Spiral Arm Wars culminating in the First Battle of E Eridani. At the publisher's request, this title is sold without DRM (Digital Rights Management).

## **The Demon Awakens**

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.

### **Black Wizards**

Antanasia knows better than anyone that being royal comes with lots of expectations. Born into war as a Vampyre Witch, she has to battle the ultimate enemy: her own blood. When she has a terrifying Vision, Antanasia fights harder than ever to prevent it from coming to pass. Will she succeed? Or does she die trying? Nadia is an average teenager celebrating her nineteenth birthday. But her day turns upside down when she starts developing unusual abilities that make her question everything she knew. Searching for answers to her predicament, she finds herself trusting Nicolae, a stranger with a familiar presence. Why does she feel so drawn to him? Will Nadia find answers to the questions about her past and take on her new role willingly? Or will she choose to remain in the dark and deny her destiny?

### **Relentless**

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.

### **Servant of the Shard**

This accessory includes three double-sided 21" x 30" tactical battle maps -- a total of six beautifully rendered encounter

locations, each one suitable for any D&D game. Each map is laid out on a one-inch-scale square grid, allowing it to be used with D&D miniatures and/or card stock tokens. Two of the mapped locations are new, depicting a ruined keep and a besieged cliffside fortress built by dwarves. The remaining four map locations are picked up from out-of-print D&D products and present adventure locations tied to the "shattered keeps" theme.

### **Night Masks**

Akar Kessel, a weak-willed apprentice mage sets in motion events leading to the rediscovery of the magical device, the crystal shard. But is it merely an inanimate device . . . or is it capable of directing the defeat of Ten-Towns? Or have the barbarians already arranged for that themselves? Their brutal attack on the villages of Ten-Towns seals their fate, and that of the young barbarian Wulfgar. Left for dead, Wulfgar is rescued by the dwarf, Bruenor, in exchange for five years of service . . . and friendship. With the help of the dark elf, Drizzt, Bruenor reshapes Wulfgar into a warrior with both brawn and brains. But is Wulfgar strong enough to reunite the barbarian tribes? Can an unorthodox dwarf and renegade dark elf persuade the people of Ten-Towns to put aside their petty differences in time to stave off the forces of the crystal shard? Akar Kessel, a weak-willed apprentice mage sets in motion events leading to the rediscovery of the magical device, the crystal shard. But is it merely an inanimate device . . . or is it capable of directing the defeat of Ten-Towns? Or have the barbarians already arranged for that themselves? Their brutal attack on the villages of Ten-Towns seals their fate, and that of the young barbarian Wulfgar. Left for dead, Wulfgar is rescued by the dwarf, Bruenor, in exchange for five years of service . . . and friendship. With the help of the dark elf, Drizzt, Bruenor reshapes Wulfgar into a warrior with both brawn and brains. But is Wulfgar strong enough to reunite the barbarian tribes? Can an unorthodox dwarf and renegade dark elf persuade the people of Ten-Towns to put aside their petty differences in time to stave off the forces of the crystal shard?

### **The Spine of the World**

He journeyed to the end of the world in search of peace - but now, Drizzt Do'urden's home is on the brink of annihilation! With the ancient power of the Crystal Shard in the hands of a mad wizard, only Drizzt and his closest companions - Bruenor and Wulfgar - stand between Icewind Dale and utter destruction!

### **The Last Threshold**

The first Forgotten Realms title ever published, now available as an eBook! Darkwalker on Moonshae was the very first novel ever published in the Forgotten Realms setting. Appearing in 1987, this title launched what has now become a robust and ever-expanding land of adventure for millions of readers.

## Forgotten Realms

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.

## The Little Book of Market Wizards

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 Adversary

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 Silent Blade**

*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.

### **Passage to Dawn**

An accessible look at the art of investing and how to adopt the practices of top professionals. What differentiates the highly successful market practitioners—the Market Wizards—from ordinary traders? What traits do they share? What lessons can the average trader learn from those who achieved superior returns for decades while still maintaining strict risk control? Jack Schwager has spent the past 25 years interviewing the market legends in search of the answers—a quest chronicled in four prior *Market Wizards* volumes totaling nearly 2,000 pages. In *The Little Book of Market Wizards*, Jack Schwager seeks to distill what he considers the essential lessons he learned in conducting nearly four dozen interviews with some of the world's best traders. The book delves into the mindset and processes of highly successful traders, providing insights that all traders should find helpful in improving their trading skills and results. Each chapter focuses on a specific theme essential to market success. Describes how all market participants can benefit by incorporating the related traits, behaviors, and philosophies of the Market Wizards in their own trading. Filled with compelling anecdotes that bring the trading messages to life, and direct quotes from the market greats that resonate with the wisdom born of experience and skill. Stepping clearly outside the narrow confines of most investment books, *The Little Book of Market Wizards* focuses on the value of understanding one's self within the context of successful investing.

### **Spellfire**

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.

### **The Dark Elf Trilogy**

In *The Demon Awakens*, bestselling author R. A. Salvatore creates an astonishing new world for readers to explore—and an intrepid hero to lead the way: Elbryan Wynden, who must confront the dark tides of destiny in his epic search for justice and peace . . . A great evil has awakened in the land of Corona, a terrible demon determined to spread death and misery. His goblin armies and fearsome giants ravage the settlements of the frontier, and in the small village of Dundallis their merciless attack leaves behind two shattered orphans: Pony and her lifelong friend, the youth Elbryan. Taken in by elves, Elbryan is raised to become a formidable ranger—a fateful role that will lead him into harrowing confrontation. Meanwhile, on a far-off island, a shower of gemstones will fall onto the black sand shores. These heaven-sent stones carry within them an incredible power—the key to all that is good in the world and all that is evil, and it is up to one young monk to liberate them from the corrupt monastery that harvests them. Pray that they don't fall into the wrong, clawed hands . . .

### **The Icewind Dale Trilogy**

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.

### **Citadel**

When the dark elf Jarlaxle gets his hands on the Crystal Shard, the dark forces soon begin to overcome him and he is forced to seek help from the virtuous Cadderly.

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