

## The Legend Of Drizzt 25th Anniversary Edition Book I

TimelessNight of the HunterLegacy of the DrowThe SellswordsRoad of the PatriarchInsurrectionPassage to DawnHammered (with bonus short story)Forgotten RealmsBoundlessThe CompanionsVengeance of the Iron DwarfThe Orc KingHexedFast Forward, Play, and RewindThe Halfling's GemThe Art of Sensual MassageThe Legend of DrizztSiege of DarknessSojournThe Collected Stories, The Legend of DrizztRelentlessNeverwinterThe Annotated ElminsterStarless NightThe Last ThresholdA Little House of Their OwnThe Silent BladeDungeons & Dragons: The Legend of Drizzt, Vol. 5: Streams of SilverLegend of Drizzt Scenario PackDungeons & Dragons: The Legend of Drizzt, Vol. 6: The Halfling's GemStreams of SilverBLUE HIGHWAYS RevisitedNapoleon and HitlerArchmageBrandon Sanderson's White Sand Volume 3 (Signed Limited Edition)The Icewind Dale TrilogyThe Spine of the WorldHERO System 6th EditionThe Crystal Shard

### Timeless

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.

### Night of the Hunter

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.

### **Legacy of the Drow**

The War of the Spider Queen spreads A hand-picked team of the most capable drow adventurers begin a perilous journey through the treacherous Underdark, all the while surrounded by the chaos of war. Their path will take them through the very heart of darkness, and the Underdark will be shaken to its core. If the powerful dark elves falter, the world below is open for Insurrection.

### **The Sellswords**

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.

### **Road of the Patriarch**

The Doors, James Brown, the Grateful Dead, the Sir Douglas Quintet, David Bowie—the list goes on. . . . From 1967 to 1973, Michael Oberman interviewed more than three hundred top musical artists. Collected together for the first time, Fast Forward, Play and Rewind presents more than one hundred interviews Oberman conducted with the most important musical artists of the day Along the way, Oberman touches on the influence of his brother, who interviewed the Beatles and other top artists from 1964 to 1967. He also recounts stories from his later career working for the major Warner-Elektra Atlantic recording company and producing concerts for Cellar Door Productions and managing recording artists. Want to know the true story of how David Bowie became Ziggy Stardust? That and dozens more true tales that might seem like fiction are waiting inside the pages of Fast Forward, Play and Rewind. Each short interview is an invitation for readers to relive (or live for the first time) one of the greatest periods in rock 'n' roll history.

## **Insurrection**

Underpowered and overwhelmed, Kenton tries to hold the Sand Masters together as forces political and personal conspire against them. Now, in one final push, Kenton must tap the most dangerous depths of his own abilities to combat the enemies within his own guild, and discover the truth behind the ambush that killed his father and almost destroyed the Sand Masters for good.

## **Passage to Dawn**

Adapted from the famous book by R.A. Salvatore, *The Legend of Drizzt: The Halfling's Gem*. 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, Artemis Entreri.

## **Hammered (with bonus short story)**

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.

## **Forgotten Realms**

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

### **Boundless**

New York Times and USA Today Bestseller! R. A. Salvatore returns with one of fantasy's most beloved and enduring icons, the dark elf Drizzt Do'Urden, in an all-new trilogy full of swordplay, danger, and imaginative thrills. Centuries ago, in the city of Menzoberranzan, the City of Spiders, the City of Drow, nestled deep in the unmerciful Underdark of Toril, a young weapon master earned a reputation far above his station or that of his poor house. The greater nobles watched him, and one matron, in particular, decided to take him as her own. She connived with rival great houses to secure her prize, but that prize was caught for her by another, who came to quite enjoy the weapon master. This was the beginning of the friendship between Zaknafein and Jarlaxle, and the coupling of Matron Malice and the weapon master who would sire Drizzt Do'Urden. R. A. Salvatore reveals the Underdark anew through the eyes of Zaknafein and Jarlaxle-an introduction to the darkness that offers a fresh view of the opportunities to be found in the shadows and an intriguing prelude to the intriguing escapes that lie ahead in the modern-day Forgotten Realms. Here, a father and his son are reunited and embark on adventures that parallel the trials of centuries long past as the friends of old are joined by Drizzt, Hero of the North, trained by Grandmaster Kane in the ways of the monk. But the scourge of the dangerous

Lolth's ambitions remain, and demons have been foisted on the unwitting of the surface. The resulting chaos and war will prove to be the greatest challenge for all three.

### **The Companions**

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.

### **Vengeance of the Iron Dwarf**

Follows the power-hungry dark elf Jarlaxle and his assassin compatriot, Artemis Entreri, as they battle evil forces.

### **The Orc King**

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.

### **Hexed**

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.

## **Fast Forward, Play, and Rewind**

The war against the orcs is far from over in this opening installment of a bold new trilogy in the Legend of Drizzt series. The end of winter is near, and it seems the uneasy peace between the dwarves of Mithral Hall and the orcs of the newly established Kingdom of Many-Arrows will not last long. The orc tribes united under Obould are splintering, with some seeking to establish an alliance with a clan of half ogres-half orcs. Drizzt, too, feels himself torn apart, unsure which of the Companions needs him most: As Catti-brie recovers from a serious injury, Wulfgar mourns the death of his wife. Together, the broken pair leaves Mithral Hall for Silverymoon, hoping to find a trail that leads to Wulfgar's lost adopted daughter. Meanwhile, Bruenor begins his own desperate search. Determined to end the war that nearly cost him his life and everything he has built, he will stop at nothing until he finds the ancient dwarven city of Gauntlgrym. But to truly end the war, drastic changes must be made. Powerful individuals on both sides may have to alter the way they see each other—and perhaps even talk to one another—for it will take more than swords and axes to bring a lasting peace to the Spine of the World. The Orc King is the first book in the Transitions series and the twentieth installment in the Legend of Drizzt series.

## **The Halfling's Gem**

The Little House books have captivated millions of readers with their story of Laura Ingalls, a pioneer girl growing up on the American frontier. Now travel back to the generation before Laura's and read the story of Caroline Quiner, the girl who would grow up to be Ma Ingalls in the beloved Little House books. After earning her teaching certificate in Milwaukee, seventeen-year-old Caroline returns to Concord, Wisconsin, to live with her family and teach. She is delighted to repay Mother and Pa for sending her to college, and she enjoys the lively challenge of helping her students learn. Then Caroline runs into her fiddle-playing neighbor Charles Ingalls. He's full of plans to head west as soon as possible. As their friendship turns to courtship, Caroline realizes that she has a difficult decision ahead of her -- and a choice that may mean leaving behind her family and everything else she's ever known. A Little House of Their Own is the seventh and final book in The Caroline Years, a series about another girl from America's favorite pioneer family.

## **The Art of Sensual Massage**

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.

### **The Legend of Drizzt**

This second book in New York Times bestselling author R. A. Salvatore's all-new Forgotten Realms trilogy—full of swordplay, danger, and imaginative thrills—features one of fantasy's most beloved and enduring characters, Drizzt Do'Urden. Split between time and two worlds, Zaknafein had always been conflicted. That inner turmoil was magnified by his inferior position as a male dark elf in the matriarchal drow society. Only his status as one of the greatest warriors—as well as his friendship with the mercenary Jarlaxle—kept him sane. When he finally perished, he was content knowing he left behind a legacy as substantial as his son Drizzt. Except . . . someone isn't ready for Zaknafein to be dead. And now he's back, hundreds of years later, in a world he doesn't recognize. His son's companions are not the prideful—and bigoted—males the drow warrior was accustomed to in his previous life. Drizzt's circle includes dwarves, elves, and, perhaps worst of all, a human wife. Struggling to navigate this transformed new world, Zaknafein realizes that some things have not changed: the threat of demons and the machinations of a drow matron no longer content with her family's position in the ranks of Houses. Though he has been displaced in time, Zaknafein is still a warrior. And no matter what prejudices he must overcome, he knows he will do his duty and fight by Drizzt's side to stem the tide of darkness that threatens the Realms.

### **Siege of Darkness**

“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.

## Sojourn

Media Kit In 1978, William Least Heat-Moon made a 14,000-mile journey on the back roads of America, visiting 38 states along the way. In 1982, the popular *Blue Highways*, which chronicled his adventures, was published. Three decades later, Edgar Ailor III and his son, Edgar IV, retraced and photographed Heat-Moon's route, culminating in *Blue Highways Revisited*, released for publication on the thirtieth anniversary of *Blue Highways*. A foreword by Heat-Moon notes, "The photographs, often with amazing accuracy, capture my verbal images and the spirit of the book. Taking the journey again through these pictures, I have been intrigued and even somewhat reassured that America is changing not quite so fast as we often believe. The photographs, happily, reveal a recognizable continuity - but for how much longer who can say - and I'm glad the Ailors have recorded so many places and people from *Blue Highways* while they are yet with us. Through illustrative photography and text, Ailor and his son capture once more the local color and beauty of the back roads, cafes, taverns, and people of Heat-Moon's original trek. Almost every photograph in *Blue Highways Revisited* is referenced to a page in the original work. With side-by-side photographic comparisons of eleven of Heat-Moon's characters, this new volume reflects upon and develops the memoir of Heat-Moon's cross-country study of American culture and spirit. Photographs of Heat-Moon's logbook entries, original manuscript pages, Olympia typewriter, Ford van, and other artifacts also give readers insight into Heat-Moon's approach to his trip. Discussions with Heat-Moon about these archival images provide the reader insight into the travels and the writing of *Blue Highways* that only the perspective of the author could provide. *Blue Highways Revisited* reaffirms that the "blue highway" serves as a romantic symbol of the free and restless American spirit, as the Ailors lose themselves to the open road as Heat-Moon did thirty years previously. This book reminds readers of the insatiable attraction of the "blue highway"—"But in those brevities just before dawn and a little after dusk—times neither day or night—the old roads return to the sky some of its color. Then, in truth, they carry a mysterious cast of blue, and it's that time when the pull of the blue highway is strongest, when the open road is a beckoning, a strangeness, a place where a man can lose himself" (Introduction to *Blue Highways*).

## The Collected Stories, The Legend of Drizzt

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?

### **Relentless**

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

### **Neverwinter**

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.

### **The Annotated Elminster**

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.

### **Starless Night**

This D&D pack includes three figures in scale with other collectable figures; one fold-out, illustrated battle map; five full-color game stat cards; and a booklet containing a scenario that rekindles the classic battle between Drizzt, Wulfgar, and Icingdeath.

### **The Last Threshold**

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.

### **A Little House of Their Own**

First published in 1971, The Art of Sensual Massage has sold over a million copies worldwide and continues to be used as a standard reference book on massage. To celebrate its 40th anniversary, this updated edition includes 17 never-before-seen full-colour images from the original photo sessions, along with a matching DVD, shot in high-definition. The DVD follows each technique step-by-step, giving readers a comprehensive workshop in the comfort of their own homes.

### **The Silent Blade**

The unbelievable Legend of Drizzt continues! His journeys have taken the dark elf named Drizzt across many worlds to face threats beyond anything he has ever faced before. Yet, to protect the friends he has come to love as family, he's willing to put his life on the line and does! Collecting the comic book adaptations of R.A. Salvatore's The Crystal Shard, Streams of Silver, and The Halfling's Gem into one massive volume!

### **Dungeons & Dragons: The Legend of Drizzt, Vol. 5: Streams of Silver**

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!

## **Legend of Drizzt Scenario Pack**

BOOK 2 IN THE IRON DRUID CHRONICLES Atticus O'Sullivan, last of the Druids, doesn't care much for witches. Still, he's about to make nice with the local coven by signing a mutually beneficial nonaggression treaty—when suddenly the witch population in modern-day Tempe, Arizona, quadruples overnight. And the new girls are not just bad, they're badasses with a dark history on the German side of World War II. With a fallen angel feasting on local high school students, a horde of Bacchants blowing in from Vegas with their special brand of deadly decadence, and a dangerously sexy Celtic goddess of fire vying for his attention, Atticus is having trouble scheduling the witch hunt. But aided by his magical sword, his neighbor's rocket-propelled grenade launcher, and his vampire attorney, Atticus is ready to sweep the town and show the witchy women they picked the wrong Druid to hex. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED

## **Dungeons & Dragons: The Legend of Drizzt, Vol. 6: The Halfling's Gem**

Follows the wizard Elminster as he struggles to become a powerful mage, journeys to the elven city of Cormanthor, and emerges to make the most important decision of his life, and provides background details on the novels and their world.

## **Streams of Silver**

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.

## **BLUE HIGHWAYS Revisited**

The best has just gotten even better! The HERO System 6th Edition brings new levels of flexibility and creativity to the acclaimed HERO System, allowing players to create any sort of character, power,

gadget, spell, vehicle, monster, or weapon they can think of.

### **Napoleon and Hitler**

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.

### **Archmage**

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.

### **Brandon Sanderson's White Sand Volume 3 (Signed Limited Edition)**

At home on the World Above, Drizzt seeks peace, but instead finds a threat not only to his new home, but to the entire world itself: Crenshinibon, the demonic Crystal Shard.

### **The Icewind Dale Trilogy**

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

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

Can the Crystal Shard be destroyed at last? Drizzt is determined to destroy the evil Crystal Shard, and seeks out the help of the scholar-priest Cadderly. But instead, his worst fears are realized, and Crenshinibon falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. The Silent Blade is the book that brought Drizzt back to the Realms, and was a New York Times

best seller on its initial release--and has been in print every day since. Like the rest of the Legend of Drizzt(R) reissues, The Silent Blade features beautiful new cover art by award-winning illustrator Todd Lockwood. From the Paperback edition.

### **HERO System 6th Edition**

This ebook edition includes a special preview of Kevin Hearne's upcoming novel A Plague of Giants. Thor, the Norse god of thunder, is worse than a blowhard and a bully—he's ruined countless lives and killed scores of innocents. After centuries, Viking vampire Leif Helgarson is ready to get his vengeance, and he's asked his friend Atticus O'Sullivan, the last of the Druids, to help take down this Norse nightmare. One survival strategy has worked for Atticus for more than two thousand years: stay away from the guy with the lightning bolts. But things are heating up in Atticus's home base of Tempe, Arizona. There's a vampire turf war brewing, and Russian demon hunters who call themselves the Hammers of God are running rampant. Despite multiple warnings and portents of dire consequences, Atticus and Leif journey to the Norse plain of Asgard, where they team up with a werewolf, a sorcerer, and an army of frost giants for an epic showdown against vicious Valkyries, angry gods, and the hammer-wielding Thunder Thug himself. Don't miss any of Kevin Hearne's phenomenal Iron Druid Chronicles novels: HOUNDED | HEXED | HAMMERED | TRICKED | TRAPPED | HUNTED | SHATTERED | STAKED

### **The Crystal Shard**

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