
The Lone Drow The Hunter S Blades Trilogy Book II

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*The Lone Drow The Hunter S Blades
Trilogy Book II*

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BRICE SHEPARD

The Lone Drow Wizards of the Coast

Follows the power-hungry dark elf Jarlaxle and his assassin compatriot, Artemis Entreri, as they battle evil forces, in the second volume in a series chronicling the adventures of two characters from the Forgotten Realms universe. Reprint.

Luthien's Gamble Wizards of the Coast

The New York Times best-seller, now in paperback! This paperback edition of the New York Times best-selling title expands the civil upheaval among the drow, one of the most popular races in the Forgotten Realms setting. Best-selling author R.A. Salvatore wrote the prologue to Annihilation and continues to consult on the series, lending his expertise as the author who brought drow society to the forefront of the Forgotten Realms setting. From the Paperback edition.

Night of the Hunter Wizards of the Coast

The first volume in a new trilogy from the Forgotten Realms

universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions, as they take on a rampaging band of bloodthirsty orcs and their mysterious master. Reprint.

The Ghost King Wizards of the Coast

Enter the Forest of Shadows... In Sylvan Shadows follows Cadderly the scholar-priest, as he leaves his home to combat the evil unleashed by the Chaos Curse. To counter Castle Trinity's plans for conquest, the cleric and his friends enter the beautiful forest of Shilmista. But among the trees and glades of the forest, Cadderly must battle a monstrous evil. From the Paperback edition.

Drow of the Underdark Wizards of the Coast

This title is the second hardcover release in the latest trilogy from R.A. Salvatore, which once again features his popular dark elf signature character. The hardcover release of the first title in this trilogy, "The Thousand Orcs, had the highest debut ever for a Salvatore title on the "New York Times best-seller list, and it remained on the list for an unprecedented 10 weeks. "The Thousand Orcs hardcover was also the fastest-selling novel in the

history of Wizards of the Coast, Inc. Alone on the battlefield. Surrounded by death. Cornered by enemies. And ready to die. Drizzt Do'Urden has become an orc's worst nightmare: a lone drow with nothing to lose and nowhere to run. As the North spirals into chaos and war, one dark elf has decided to take it personally, and it will take an army to stop him. The Hunter's blades have been drawn, and Drizzt will never be the same.

The Lone Drow Wizards of the Coast

Now in a convenient collector's edition, this beautiful new hardcover presents the most recent Forgotten Realms(trilogy from acclaimed fantasy author R.A. Salvatore, featuring his signature character Drizzt Do'Urden.

Hand of Fire Wizards of the Coast

In the sequel to Showdown and Tantras, the gods seek the Tablets of Fate, while Cyric and Myrkul, god of death, plot to capture Midnight and use the Tablets for their own dark ends. Reprint.

Rise of the King Wizards of the Coast

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.

Twilight Falling Wizards of the Coast

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.

Echoes of the Fourth Magic Wizards of the Coast

From the beloved creator of the Legend of Drizzt comes the thrilling first adventure in the Cleric Quintet—the story of a young cleric who is destined for greatness High in the Snowflake Mountains sits the Edificant Library, a place of scholarly study for priests, bards, and anyone who seeks knowledge for the sake of the greater good. This mystical place is home to Cadderly, a young cleric who lives a peaceful life of scholarship and invention. When a vicious curse is unleashed on the library, Cadderly must set aside his pursuit of knowledge to lead a motley team of monks, dwarves, and druids—and one alluring young

warrior monk named Danica—into the catacombs of the library and a perilous fight against evil. There, the friends must join together as a group of unlikely heroes to save their home from the destruction already pulsing through its walls.

The Cleric Quintet Open Road Media

This supplement provides the definitive treatise on the drow, arguably the games most evocative evil race. Everything readers want to know about drow and their subterranean homeland can be found in this tome.

The Legend of Drizzt Wizards of the Coast

The extraordinary beginning of an epic series brimming with the unbridled action, adventure, and imagination that have made the name R. A. Salvatore synonymous with the best in fantasy! Jeff "Del" DelGuidice was proud of his assignment to the research submarine The Unicorn. But his mission had barely begun when the vessel was sucked into a mysterious underseas void where time stood still, before propelling it forward, through the centuries. The crew surfaced in a strange, magical world changed forever by nuclear holocaust. Here a race of angelic beings had taken pity on the remnants of humankind, offering a chosen few a precious second chance. Thus the Isle of Hope was raised from the poisoned seas and set like a jewel in Earth's ravaged crown. But the jewel had a flaw, a dark vein of evil. For a sinister expert of the mystical arts had embraced the forbidden third magic, the most deadly sorcery of all. Only Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

The Parched Sea HarperCollins

Short stories by Ed Greenwood, R. A. Salvatore, Elaine

Cunningham, and other notable authors provide a fantastical portrait of the realms of the underdark, the home of the drow and the other unspeakable monsters of the dark. Original. 100,000 first printing.

Sea of Swords Wizards of the Coast

From New York Times bestselling author R. A. Salvatore comes a new trilogy and adventure of Drizzt and fantasy's beloved characters from Dungeons & Dragons' Forgotten Realms. After the settling dust of the demon uprising and two years of peace, rumblings from the Menzoberranzan drow have Jarlaxle nervous. Worried his allies may be pulled into a Civil War between the great Houses, he is eager to ensure Zaknafein is armed with weapons befitting his skill, including one in particular: Khazid'hea. A powerful artifact, the sword known as "Cutter" has started wars, corrupted its users, and spilled the blood of many, many people. Nonetheless—or maybe because of that—the rogue Jarlaxle and a small group of friends will go on an expedition looking for the weapon's last wielder, Doum'wielle, in the freezing north, for she may be the key to unlocking the sword's potential...and perhaps the key to preventing the bloodshed looming over the Underdark. And as they explore the top of the world, Drizzt is on a journey of his own—both spiritual and physical. He wants to introduce his daughter Brie to Grandmaster Kane and the practices that have been so central to his beliefs. But, having only recently come back from true transcendence, the drow ranger is no longer sure what his beliefs mean anymore. He is on a path to determining the future, not just for his family, but perhaps the entire northlands of the Realms themselves. Two different roads. On one, Jarlaxle and Zaknefein are on a quest to

find pieces that could offer salvation to Menzoberranzan. On the other, Drizzt seeks answers that could offer salvation to not just his soul, but all souls. And no matter the outcome of either journey, the Realms will never be the same again.

Waterdeep Wizards of the Coast

The third book in Ed Greenwood's first Forgotten Realms trilogy. Author Ed Greenwood concludes the story of Shandril of Highmoon in this third 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.

The Lone Drow Wizards of the Coast

Devastated by the loss of his friends, Drizzt Do'Urden resumes his vicious battle against the orc army and King Obould Many-Arrows. Drizzt Do'Urden knows what it means to be alone. As a young drow, he was exiled from his home in the Underdark, reviled and feared by his own kind. Only after an arduous journey to Faerûn did he meet the surface dwellers who accepted him, befriended him, and became his steadfast allies. Now, those friends lie dead beneath a fallen tower, leaving Drizzt more alone than he has ever been before. Fueled by his rage and sorrow, Drizzt becomes the Hunter—the ultimate enemy of the orc hordes still ravaging the North under King Obould's command. Convinced that everything he loves has been destroyed, he vows to do nothing except kill, kill, and kill again until there are no enemies left. But in the midst of Drizzt's days of endless

slaughter, a pair of elves appear with their pegasi, a promise of aid—and a spark of hope. *The Lone Drow* is the second book in *The Hunter's Blades* trilogy and the eighteenth installment in the *Legend of Drizzt* series.

The Two Swords Wizards of the Coast

The sequel to *The Thousand Orcs*, this second volume in the new *Hunter's Blades* Trilogy from the Forgotten Realms universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions. Reprint.

The Lone Drow Wizards of the Coast

Determined to drive a trade route through Anauroch, the Zhentarim have sent an army to enslave the fierce nomads of the great desert. As tribe after tribe fall to the intruders, only a single woman, Rhua, sees the true danger—but what sheik will heed the advice of an outcast witch? Ruha finds help from an unexpected source. The Harpers, guardians of liberty throughout the Realms, have sent an agent to counter the Zhentarim. If she can help this stranger win the trust of the sheikhs, perhaps he can overcome the tribes' ancestral rivalries and drive the invaders from the desert.

Road of the Patriarch Wizards of the Coast

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

The Hunter's Blades Trilogy Wizards of the Coast

The second adventure in the New York Times–bestselling fantasy

trilogy from the legendary million-selling author and creator of Drizzt Do'Urden. Luthien Bedwyr vowed to free his beleaguered land of Eriador from its demonic ruler, Wizard-King Greensparrow. Cloaked in a scarlet cape that renders him invisible and wielding a magical sword, Luthien is known to Eriador's oppressed as the Crimson Shadow. With the rallying support of enslaved humans, defiant peasants, and Fairborn elves, he has forged a path for liberation—raid by insurgent raid. Even with a mighty battle-ready band of stalwart comrades—including halfling thief Oliver deBurrows; fierce elf warrior Katerin O'Hale; and the ancient and mysterious mage, Brind'Amour—the rebels are fighting an uphill

battle against the vile despot's escalating and bloodthirsty army of cyclopean soldiers. Then, Greensparrow makes an unexpected bid for peace. But why would a wizard so cunning and so evil suddenly concede? Though Eriador's slaves see the compromise as cause for celebration, Luthien and Brind'Amour recognize it as a calculated trap. The Crimson Shadow knows in his heart that the war for freedom has only just begun. Return to a rousing, magical quest in book two of a trilogy hailed by Terry Brooks as a "fine adventure filled with memorable characters and compelling action."