

[Books] The Halflings Gem The Legend Of Drizzt Book Vi

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The Halfling’s Gem-R.A. Salvatore 2009-06-23 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 otherworldy 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.

Dungeons & Dragons: The Legend of Drizzt, Vol. 6: The Halfling’s Gem-R.A. Salvatore 2017-05-03 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.

Starless Night-R.A. Salvatore 2009-06-23 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.

Streams of Silver-R.A. Salvatore 2009-06-23 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-R. A. Salvatore 2011 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 homeworld, Menzoberranzan, the City of Spiders, and ventures up into the unknown.

Passage to Dawn-R.A. Salvatore 2009-06-23 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.

The Icewind Dale Trilogy-R. A. Salvatore 2002-09-01 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 Companions-R. A. Salvatore 2013-08-06 "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.

Exile-R. A. Salvatore 2006-09-20 Drizzt Do’Urden has been exiled from his country and forced to wander the tunnel-mazes of the Underdark, which are haunted by the evil dark elves.

Sojourn-R.A. Salvatore 2009-06-23 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.

Siege of Darkness-R.A. Salvatore 2009-06-23 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.

The Silent Blade-R. A. Salvatore 1998 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.

Streams of Silver-R. A. Salvatore 2005-01 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.

Sea of Swords-R.A. Salvatore 2009-06-23 The Legend of Drizzt(R) comes to an end. . . . For now! The mighty warhammer Aegis-fang has found its way into the hands of the wicked pirate captain Sheila Kree, and Wulfgar is hot on her trail. When Drizzt and his companions leave Mithral Hall in search of Wulfgar, they find themselves on the trail of the warhammer as well, a trail that will lead them to a startling reunion, and the last battle for the heart and soul of Wulfgar. From the Paperback edition.

The Spine of the World-R.A. Salvatore 2009-06-23 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 Collected Stories, The Legend of Drizzt-R.A. Salvatore 2011-09-13 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.

The Dark Elf Trilogy-R. A. Salvatore 2009 Dungeons & Dragons: The Legend of Drizzt, Vol. 5: Streams of Silver-R.A. Salvatore 2016-11-16 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.

The Ghost King-R.A. Salvatore 2009-10-06 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 Two Swords-R.A. Salvatore 2009-06-23 DROW STALK THE SHADOWS. TROLLS INFEST THE LOWLANDS. ORCS HAVE CLAIMED THE MOUNTAINS. AND TIME IS RUNNING OUT. Mithral Hall is under siege, Nesmé is overrun, and even powerful Silverymoon braces for war. Through it all, Drizzt has fought alone, but as the conflict draws to a bloody conclusion, the Hunter will have to find allies both new and old-or die along with the rest of the civilized North. The conclusion of the New York Times best-selling trilogy decides the fate of Drizzt Do’Urden.

Song of the Risen God-R. A. Salvatore 2020-01-28 The thrilling conclusion to the Coven Trilogy from New York Times bestselling author, R. A. Salvatore. War has come to Fireach Speur. The once forgotten Xoconai Empire has declared war upon the humans west of the mountains, and their first target are the people of Loch Beag. Lead by the peerless general, Tzatzini, all that stands in the way of the God Emperor’s grasp of power is Aoelyn, Talmadge, and their few remaining allies. But not all hope is lost. Far away from Fireach Speuer, an ancient tomb is uncovered by Brother Thaddeus of the Abellican Church. Within it is the power to stop the onslaught of coming empire and, possibly, reshape the very world itself. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Legend of Drizzt-R. A. Salvatore 2008 Dark elf hero Drizzt Do’Urden confronts the underground, monster-infested civilization of the evil Drow elves, travels through the endless labyrinth of the Underdark, and battles to survive on the surface world, in a collector’s edition omnibus containing the first three novels in the Dark Elf series–Homeland, Exile, and Sojourn. 15,000 first printing.

Canticle-R.A. Salvatore 2011-08-16 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.

Citadel-John Ringo 2011-01-01 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 straight 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).

Neverwinter-R. A. Salvatore 2011 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.

The Legend of Drizzt-R. A. Salvatore 2013 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.

Homeland-R.A. Salvatore 2009-06-23 Drow ranger Drizzt Do’Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre’s standout characters. But Homeland first reveals the startling tale of how this one lone drow walked out of the shadowy depths of the Underdark, leaving behind a society of evil and a family who want him dead. It is here that the story of this amazing dark elf truly began.

The Thousand Orcs-R.A. Salvatore 2009-06-23 ONE DARK ELF. TWO ENCHANTED BLADES. ONE UNKNOWN ENEMY. AND A HORDE OF INVADERS. When a blood-thirsty banc of orcs led by an as-yet-unseen enemy, comes rampaging out of the Spine of the World, it lays waste to everything in its path. Dark elf ranger Drizzt Do’Urden and his most trusted friends find themselves in the path of destruction. As blades slash and feet trample, even the heroes may not survive a desperate stand. Daughter of the Drow-Elaine Cunningham 2011-08-23 As beautiful as she is deadly, Liriel Baerne flits through the shadows of Menzoberranzan, city of the dark elves. Amid the treachery and murder that are the drow’s daily fare, she feels something calling to her. . . . something beyond this dusky world far removed from the sun. Yet as she ventures toward the surface and the lands of light, enemies pursue her unceasingly. And one of those enemies may offer the only hope of salvation. "I have been a fan of Elaine Cunningham’s since I read Elfshadow because of her lyrical writing style" –R.A. Salvatore, New York Times best-selling author of Gauntlgrym

The Collected Stories, The Legend of Drizzt-R.A. Salvatore 2011-09-13 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.

Reckoning of Fallen Gods-R. A. Salvatore 2019-01-29 The new Coven series from the bestselling creator of Drizzt Do’Urden, continues with New York Times bestselling author R.A. Salvatore’s Reckoning of Fallen Gods. The winds of change are blowing upon Fireach Speur. Aoelyn risked her life to save the trader Talmadge and it cost her everything that is dear to her, but Talmadge survived and can’t forget the amazing woman that killed a god. Little do they realize, war is coming to the mountain. Far to the west, a fallen empire stirs. One that sees a solar eclipse as a call to war. Their empire once dominated the known world and they want it back. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Rise of the King-R.A. Salvatore 2014-09-30 In the second 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, the orcs of Many Arrows decide to take advantage of the chaos wrought by the Sundering to reignite a blood feud first brought to life in the phenomenal best seller The Thousand Orcs.

Servant of the Shard-R. A. Salvatore 2005 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.

Road of the Patriarch-R.A. Salvatore 2008-10-07 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.

The Legacy-R. A. Salvatore 2009-09-16 * Finally returning to the legendary Mithral Hall brings the unexpected to Drizzt’s life - in the form of his family! The Drow return! With them come thoughts of vengeance against their wayward son, a deep desire for bloodshed, and the corrupt influence of the dreaded Spider Queen! The stakes get higher in the next chapter of the Legend of Drizzt! * The first collection of the comic book adaptation of R.A. Salvatore’s Forgotten Realms saga, The Legacy! Vector Prime: Star Wars Legends (The New Jedi Order)-R.A. Salvatore 2003-06-03 An exciting new era of Star Wars history is about to begin–as fantasy and science fiction’s most acclaimed authors propel the legendary epic into the next millennium, introducing us to a rich cast of characters that features old favorites–Luke Skywalker, Han Solo, and Leia Organa Solo–along with the next generation of Jedi and never-before seen creatures, droids, and deadly agents of darkness. In Vector Prime, the launch novel for this thrilling new saga, New York Times bestselling author R. A. Salvatore takes the Star Wars universe to previously unscaled heights of action and imagination, expanding the beloved story of a galaxy far, far away. . . . Twenty-one years have passed since the heroes of the Rebel Alliance destroyed the Death Star, breaking the power of the Emperor. Since then, the New Republic has valiantly struggled to maintain peace and prosperity among the peoples of the galaxy. But unrest has begun to spread; tensions erupt in outbreaks of rebellion that, if unchecked, threaten to destroy the Republic’s tenuous reign. Into this volatile atmosphere comes Nom Anor, a charismatic firebrand who heats passions to the boiling point, sowing seeds of dissent for his own dark motives. In an effort to avert a catastrophic civil war, Leia travels with her daughter Jaina, her sister-in-law Mara Jade Skywalker, and the loyal protocol droid C-3PO, to conduct face-to-face diplomatic negotiations with Nom Anor. But he proves resistant to Leia’s entreaties–and, far more inexplicably, within the Force, where a being should be, was. . . . blank space. Meanwhile, Luke is plagued by reports of rogue Jedi Knights who are taking the law into their own hands. And so he wrestles with a dilemma: Should he attempt, in this climate of mistrust, to reestablish the legendary Jedi Council? As the Jedi and the Republic focus on internal struggles, a new threat surfaces, unnoticed, beyond the farthest reaches of the Outer Rim. An enemy appears from outside known space, bearing weapons and technology unlike anything New Republic scientists have ever seen. Suddenly Luke, Mara, Leia, Han Solo, and Chewbacca–along with the Solo children–are thrust again into battle, to defend the freedom so many have fought and died for. But this time, all their courage, sacrifice, and even the power of the Force itself may not be enough. . . . Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

The Last Threshold-R. A. Salvatore 2013-03-05 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 Baerne 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 Crystal Shard-R. A. Salvatore 1988-01 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 youn 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?

R. A. Salvatore’s War of the Spider Queen, Volume I-Richard Lee Byers 2012 Collects three stories in which elves try to save their race from extinction, drow adventurers travel through the Underdark under the threat of war, and a quest to locate the Spider Queen is underway.

Forgotten Realms-R. A. Salvatore 2009-04-22 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!

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