

Starless Night The Legend Of Drizzt VIII

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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.

Vengeance of the Iron Dwarf - R. A. Salvatore
2015-08-04

The War of the Silver Marches rages across the Forgotten Realms in this unforgettable final episode in the Companions Codex The reunited Companions of the Hall are separated once more—thrown to the far corners of a war that's bigger than any of them realized. They fight for the safety of Mithral Hall, but it's their own souls, and the soul of Faerûn itself, that truly hangs in the balance. In the dreaded depths of the Underdark, Regis and Wulfgar seek shelter in the fabled Silverymoon, from which they can launch a series of daring new raids. The rest of the Companions reside at the besieged Mithral Hall, where new friends arrive on a mission of mercy—if such an emotion can rest in the heart of a dragon. Meanwhile, the orc warlord Hartusk turns his savage horde on Everlund, one of the great cities of the Silver Marches. Though it stretches his forces thin, it's a move that could help him achieve his goal of becoming the master of the North. But Hartusk's treacherous drow allies have a different goal. They want

nothing except the death of Drizzt

Do'Urden—even if it comes at the cost of human, dwarf, elf, and orc lives. The world is cloaked in darkness and blood runs in rivers across the North; orc hordes rage on and cities fall under brutal siege; old friendships are tested and new alliances are forged. But in the end, it may come down to a single dark elf choosing life over death, forgiveness over vengeance, law over chaos . . . peace over war. *Vengeance of the Iron Dwarf* is the third book in the Companions Codex and the thirtieth book in the Legend of Drizzt series.

The Legacy - R.A. Salvatore 2008-04-01

A goddess of the Underdark sets her sights on the famous drow who escaped her grasp in this continuation of the beloved Drizzt saga Having found a measure of peace among the dwarves in Mithral Hall, Drizzt Do'Urden begins to know contentment for the first time in his tumultuous life. Bruenor has reclaimed his throne, Regis has been freed from Artemis Entreri, and Wulfgar is to be wed. But for a dark elf renegade that hails from the Underdark—a city of ruthless drows, all ruled by priestesses of the demon goddess Lolth—no peace can last forever. It is Lolth herself, the dreaded Queen of the Demonweb Pits, who musters her followers to pour up from the black depths of the Underdark to reclaim the one soul that managed to elude her: the soul of Drizzt Do'Urden. *The Legacy* is the first book in the Legacy of the Drow series and the seventh book in the Legend of Drizzt series.

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.

Passage to Dawn - R.A. Salvatore 2008-08-05
Danger awaits Drizzt Do'Urden and Catti-brie on the high seas in this fourth and final installment in the Legacy of the Drow series. It has been six years since the fateful Battle of Mithral Hall; six long years during which Drizzt Do'Urden and Catti-brie have been away from the only place they ever truly felt at home. The pain of a lost companion still weighs heavily on their strong shoulders, but chasing pirates aboard Captain Deudermont's Sea Sprite has been enough to draw their attention away from their grief. But when a mysterious castaway on an uncharted island appears bearing a strange message, Drizzt and Catti-brie are sent back to the very source of their pain—and into the clutches of a demon with vengeance on his mind. *Passage to Dawn* is the fourth book in the Legacy of the Drow series and the tenth book in the Legend of Drizzt series.

Starless Night - R.A. Salvatore 2008-05-06
To protect his friends from harm, Drizzt Do'Urden returns to the place he left behind long ago—the City of Spiders. Though Drizzt is still reeling from the death of his barbarian friend, he is allowed little time to grieve. Dark elves are gathering in the caverns deep under Mithral Hall, hell-bent on destruction. To keep his adopted home and family safe, Drizzt must now return to the dreadful drow city of his birth. Nicknamed the City of Spiders, Menzoberranzan is one of the most dangerous places in the already perilous Underdark. For Drizzt, a rogue elf with a price on his head, stepping foot inside the city is no small risk—it's certain death. But Drizzt Do'Urden and his companions are no strangers to such dire circumstances. Driven by their love and loyalty to the dwarves of Mithral Hall, they will engage the dark elves in combat and willingly lay down their lives . . . *Starless Night* is the second book in the Legacy of the Drow series and the eighth book in the Legend of Drizzt series.

The Legend of Drizzt 25th Anniversary

Edition, Book II - R. A. Salvatore 2013-10-01
An outstanding value for Drizzt fans everywhere! A demonic artifact, hurled by an angel through the spaces between planes of existence to keep it out of the hands of a demon prince, has found its way to Faerûn. There it corrupts a young wizard, turning him into a power-mad invader. Only a small band of heroes, including the exiled dark elf Drizzt Do'Urden, can stand in his way—and stir up a long list of enemies in the process. The Legend of Drizzt® 25th Anniversary Edition, Book II collects the fourth, fifth, and sixth novels in this best-selling series: *The Crystal Shard*, *Streams of Silver*, and *The Halfling's Gem* in a trade paperback edition that is a great value for anyone who's ready to continue the experience of the Legend of Drizzt. *The Legend of Drizzt 25th Anniversary Edition, Book I* - R. A. Salvatore 2013-09-03

The legend starts here! The Legend of Drizzt® 25th Anniversary Edition, Book I collects the first three novels in this best-selling series: *Homeland*, *Exile*, and *Sojourn* in a new trade paperback edition. A great value for anyone who's ready to experience the Legend of Drizzt. Drizzt Do'Urden made his first mistake the moment he was born: he was a boy. In the rigid matriarchy of the dark elf city of Menzoberranzan, that makes his life forfeit. But when his own mother tries but fails to kill him, Drizzt's path is set. He must find a way to escape the treacherous Underdark, even if that means setting out alone into the no less dangerous World Above.

Hero - R.A. Salvatore 2017-10-03
New York Times–bestselling series: The saga of one of fantasy's most beloved heroes reaches a sweeping, epic climax in this conclusion to the Homecoming trilogy. Something akin to "peace" has come to the Underdark. The demon hordes have receded, and now the matron mothers argue over the fate of Drizzt Do'Urden. Even so, it becomes clear to one matriarch after another that while the renegade drow may come and go from Menzoberranzan, the City of Spiders will crawl forever on. And so Drizzt is free to return to his home on the surface once again. Scores are settled as lives are cut short, yet other lives move on. For the lone drow there is only a single final quest: a search for peace, for family, for home—for the future. *Hero* is the third book in

the Homecoming trilogy and the thirty-third book in the Legend of Drizzt series.

The Crystal Shard - R.A. Salvatore 2007-01-09
Drizzt Do'Urden finds new friends and foes in the windswept towns of Icewind Dale, also the setting of the D&D adventure book Rime of the Frostmaiden With his days in the Underdark far behind him, drow ranger Drizzt Do'Urden sets down roots in the windswept Ten-Towns of Icewind Dale. A cold and unforgiving place, Ten-Towns sits on the brink of a catastrophic war, threatened by the barbarian tribes of the north. It's in the midst of battle that a young barbarian named Wulfgar is captured and made the ward of Bruenor, a grizzled dwarf leader and a companion to Drizzt. With Drizzt's help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the corrupt wizard who wields the demonic power of Crenshinibon—the fabled Crystal Shard. The Crystal Shard is first book in the Icewind Dale Trilogy and the fourth book in the Legend of Drizzt series.

Homeland - R.A. Salvatore 2005-12-01
Discover the origin story of one of the greatest heroes of the Forgotten Realms—Drizzt Do'Urden—in this thrilling first installment in the classic Dungeons & Dragons series, the Dark Elf Trilogy Drow ranger Drizzt Do'Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre's standout characters. With *Homeland*, Salvatore pulls back the curtain to reveal the startling tale of how this hero came to be—how this one lone drow walked out of the shadowy depths of the Underdark; how he left behind an evil society and a family that wanted him dead. As the third son of Mother Malice and weaponmaster Zaknafein, Drizzt Do'Urden is meant to be sacrificed to Lolth, the evil Spider Queen, per drow tradition. But with the unexpected death of his older brother, young Drizzt is spared—and, as a result, further ostracized by his family. As Drizzt grows older, developing his swordsmanship skills and studying at the Academy, he begins to realize that his idea of good and evil does not match up with those of his fellow drow. Can Drizzt stay true to himself in a such an unforgiving, unprincipled world? *Homeland* is the first book in the Dark Elf

Trilogy and the Legend of Drizzt series.

Servant of the Shard - R.A. Salvatore 2009-06-23

New York Times–bestselling author: The much-awaited story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. *Servant of the Shard* is the first book in the Sellswords trilogy and the fourteenth book in the Legend of Drizzt series.

Sojourn - R.A. Salvatore 2006-06-13

Lone drow Drizzt Do'Urden emerges from the Underdark into the blinding light of day in this epic final chapter in the Dungeons & Dragons-inspired Dark Elf Trilogy. After years spent in the ruthless confines of the Underdark, Drizzt Do'Urden has emerged from the subterranean society of his youth to start a new life. Accompanied by his loyal panther, Drizzt begins exploring the surface of Faerûn, a world unlike any he has ever known. From skunks to humanoids to shapeshifters, Faerûn is full of unfamiliar races and fresh dangers, which Drizzt must better understand if he is to survive. But while Drizzt acts with the best intentions, many of the surface dwellers regard him with fear and distrust. Can he manage to find faithful allies in this foreign land—or is he doomed to be a lonely outsider, just as he was in the Underdark? *Sojourn* is the third book in the Dark Elf Trilogy and the Legend of Drizzt series.

The Silent Blade - R.A. Salvatore 2009-06-23
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.

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.

Forgotten Realms: the Legend of Drizzt Set 3 - R. A. Salvatore 2008-10-07

A legendary gift from the pen of R.A. Salvatore! This new four-book slipcase gift set includes the newly recovered mass market editions of The Legacy, Starless Night, Siege of Darkness, and Passage to Dawn. The Legend of Drizzt(TM) Boxed Set III replaces the existing Legacy of the Drow Gift Set and is a must have for existing Drizzt fans and readers who are just now discovering the greatest fantasy hero of our generation.

The Legend of Drizzt 25th Anniversary Edition, Book IV - R. A. Salvatore 2013-12-03

The essential classics of New York Times bestselling R.A. Salvatore's Legend of Drizzt continue. Though they've managed to save Wulfgar's body from captivity in the Abyss, Drizzt and his companions come to realize that a part of the barbarian's soul may have been left behind--but all they can do is let Wulfgar take his own path. And that path will take him to the bottom of a bottle, into the arms of a woman, through the windswept reaches of the Spine of the World, and to a new life as a father.

[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.

Echoes of the Fourth Magic - R.A. Salvatore 2010-10-27

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 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 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

Siege of Darkness - R. A. Salvatore 1995-08-01
Preparing to launch an assault on Drizzt Do'Urden and Mithril Hall, Matron Baenre, the head of a powerful ruling house, offsets the balance of the land's magical laws and releases Lloth, the Spider Queen, throwing the dark elf metropolis into chaos. Reprint.

Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales - R. A. Salvatore
2013-05-14

The most popular character from the most popular fantasy world of all time comes to life in his first original comic book tale. Drizzt and his companion, Dahlia, hunt for something that seems part vampire and part elite dwarven warrior, and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.

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.

The Collected Stories: The Legend of Drizzt
- R.A. Salvatore 2011-02-01

New York Times-bestselling author: Classic short stories that expand the epic Legend of Drizzt, perfect for new and long-time collectors For years, the Legend of Drizzt has included short stories published in the Forgotten Realms Dungeons & Dragons anthologies and Dragon™ magazine. Collected here for the first time are all the classic stories—and one all new tale—by fantasy legend R.A. Salvatore, including: • "The First Notch" • "Dark Mirror" • "The Third Level" • "Guenhwyvar" • "That Curious Sword" • "Wickless in the Nether" • "The Dowery" • "Comrades at Odds" • "If Ever They Happened Upon My Lair" • "Bones and Stones" • "Iruladon" • "To Legend He Goes" 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 and beloved series.

Neverwinter - R.A. Salvatore 2012-07-03
Against all odds, Drizzt and Dahlia join forces in the aftermath of battle, united in their desire for vengeance against the sorceress who destroyed Neverwinter The last of the Companions has fallen. Now Drizzt Do'Urden is alone—and free—for the first time in almost one hundred years. Guilt mingles with relief, leaving Drizzt uniquely vulnerable to the persuasions of Dahlia, a darkly alluring elf and the only other member of their Gauntlgrym search party to survive the cataclysm at Mount Hotenow. But traveling with Dahlia is challenging in more ways than one. As the pair seeks revenge on the sorceress responsible for leveling Neverwinter—and nearly Luskan as well—Drizzt finds his usual moral certainty swept away by her unconventional views. Forced to see the dark deeds to which circumstance may drive a common man, Drizzt

begins to find himself on the wrong side of the law in an effort to protect those the law has failed. As old enemies acquire deadly allies, Drizzt and Dahlia quickly find themselves embroiled in battle—a state he's coming to enjoy a little too much. *Neverwinter* is the second book in the *Neverwinter Saga* and the twenty-fourth installment in the *Legend of Drizzt* series.

Archmage - R.A. Salvatore 2017-02-07

In the aftermath of the War of the Silver Marches, the combatants take stock as a new tale begins in the *Legend of Drizzt* series. 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* is the first book in the *Homecoming* trilogy and the thirty-first book in the *Legend of Drizzt* series.

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.

Road of the Patriarch - R. A. Salvatore 2007-07-10

As Entreri and Jarlaxle continue their journey through the monster-infested Bloodstone Lands, Jarlaxle's ambitions endanger them both, and Entreri confronts a difficult choice between friendship and survival when they confront a fierce paladin king and the ghosts of his own past. Reprint.

The Dark Elf Trilogy - R. A. Salvatore 2009

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 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.

Legacy of the Drow - R. A. Salvatore 2001-01-01
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.

Siege of Darkness - R.A. Salvatore 2008-06-03
The conflict between the drow of the Underdark and the dwarves of Mithral Hall comes to a head. While Mithral Hall teems with whispers of the war to come, chaos erupts both above and below ground. On the surface of Faerûn, the first signs of the Time of Troubles make themselves known, forcing deities to assume their mortal forms. Beneath them in the Underdark, all but one drow house has lost their magical powers, and Lolth has handed the reins of leadership over to the demon Errtu. But even this turmoil cannot

keep the drow from rising up from the black depths of the Underdark to battle the dwarves of Mithral Hall. Bruenor Battlehammer, with Drizzt at his side, will not go down without a fight—but they will have to fight without Wulfgar and Catti-brie at their sides. *Siege of Darkness* is the third book in the *Legacy of the Drow* series and the ninth book in the *Legend of Drizzt* series.

The Crystal Shard - R.A. Salvatore 2009-06-23
Drizzt Do'Urden has settled in the windswept towns of Icewind Dale. There, he encounters a young barbarian named Wulfgar, captured in a raid and made the ward of a grizzled dwarf name Bruenor. With Drizzt's help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the demonic power of Crenshinibon, the fabled Crystal Shard.

The Legend of Drizzt Collector's Edition - R. A. Salvatore 2010

Collects books seven through ten of R. A. Salvatore's *Forgotten Realms "The Legend of Drizzt"* series, which includes "The Legacy," "Starless Night," "Siege of Darkness," and "Passage to Dawn."

Night of the Hunter - R. A. Salvatore 2014-09-02
Drizzt and the Companions of the Hall join forces to rescue an old friend and battle drow intrigue in this new chapter in the *New York Times*-bestselling saga *The beloved Companions of the Hall* have been restored, thanks to the workings of the goddess Mielikki. With his most faithful friends at his side once more, Drizzt Do'Urden returns to Gauntlgrym to rescue Thibbledorf Pwent, Bruenor's loyal shield dwarf-turned-vampire. But in order to return Pwent back to his mortal form, Drizzt and the Companions must first undertake a perilous journey through the Underdark—a journey made all the more dangerous by the political turmoil that has erupted among drow society. House Baenre, the most prestigious of the ruling drow houses, wants to increase its power over Menzoberranzan even further. While their leaders race to erect a sister city in Gauntlgrym, a Baenre noble seeks to tear down Drizzt Do'Urden once and for all. *Night of the Hunter* is the first book in the *Companions Codex* and the twenty-eighth book in the *Legend of Drizzt* series.

Maestro - R.A. Salvatore 2017-06-06

Newly returned to the demon-infested Underdark, Drizzt Do'Urden faces his most dangerous adventure yet Drizzt is going home, but not to Mithral Hall or to Icewind Dale. He's going to Menzoberranzan, the very place he left as a young and outcast drow. Something terrible—immense—unspeakable, has come to the City of Spiders, leaving death and destruction in its wake. As the damage of the Darkening, of war, and of a demon-ravaged Underdark sends cracks out across the North, causing irreparable damage, Drizzt and his companions find their lives endangered once more. When the primordial of Gauntlgrym stirs, Catti-brie and Gromph venture to the ruins of the Host Tower of the Arcane in Luskan, seeking the only power that can keep the beast in check. Meanwhile, Jarlaxle holds the strings for them all, orchestrating a masterpiece of manipulation that brings old enemies together, and tears old friends apart. But even the wily and resourceful Jarlaxle may not realize just how narrow a path he walks. The City of Spiders might already have fallen to the demons and their wicked prince. What's to say the demons will stop there?
Maestro is the second book in the *Homecoming* trilogy and the thirty-second book in the *Legend of Drizzt* series.

Summers at Castle Auburn - Sharon Shinn 2001-04-01

A woman blessed, or cursed, with a talent for witchcraft returns to Castle Auburn where she spent her childhood in joy—only to find an aura of dread awaiting her.

The Silent Blade - R.A. Salvatore 2009-02-03
A new chapter in the *Legend of Drizzt* saga begins: Can the Crystal Shard be destroyed at last? Determined to destroy the evil Crystal Shard, Drizzt seeks out the help of a scholar-priest named Cadderly. But instead, his worst fears are realized when the artifact falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. Drizzt's friends also experience their own hardships: Wulfgar, now freed from Errtu's clutches, struggles with anger and bloodlust. Only in the far reaches of Luskan can he find solace from the torments that haunt him. Meanwhile, Regis' ruby pendant—once the property of his old master, Pasha Pook—seems to be a magnet for all things

evil and wicked . . . The Silent Blade is the first book in the Paths of Darkness series and the eleventh book in the Legend of Drizzt series.

Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt Omnibus Volume 1 - Andrew Dabb 2011-09-20

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