

The Dark Elf Trilogy Homeland Exile Sojourn Forgotten Realms

Salvatore's cast of exciting new characters, sure to become as iconic as his Forgotten Realms crew, continues the story in war-torn Corona.

Nineteen-year-old Anakin Skywalker is torn between his personal dreams and his Jedi responsibilities, while he and his master, Obi-Wan Kenobi, face a world of danger and intrigue that threatens to destroy the Republic.

Adapting the endearing, fan-favorite series by R.A. Salvatore, beginning with Book 1 of the Dark Elf Trilogy, "Homeland." Travel back to strange and exotic Menzoberranzan, the vast city of the drow and homeland to Icewind Dale hero Drizzt Do'Urden. The young prince of a royal house, Drizzt grows to maturity in the vile world of his dark kin. Possessing honor beyond the scope of his unprincipled society, young Drizzt faces an inevitable dilemma. Can he live in a world that rejects integrity?

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.

Journeying across the Gulf of Corona to the wild lands of Vanguard in search of his long-lost father, Bransen Garibond becomes caught up in a desperate and dangerous battle against the brutal Samhaist, Ancient Badden, as several societies, caught up in their own conflicts, remain unaware of Ancient Badden's plots to destroy them all, in the first volume in a tetralogy. Reprint.

Determined to free her homeland, ranger Brynn Dharlelle begins a quest to earn her sword, unite the elves with their long-lost dark-elf cousins, and destroy a powerful and brutal tyrant.

Drizzt Do'Urden leaves his homeland, the Underdark, and emerges into the World Above seeking a new beginning.

A comprehensive bibliography of books and short fiction published in the English language.

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.

In The Highwayman, New York Times–bestselling author R. A. Salvatore takes his readers back to his signature world of Corona, introducing a fascinating new hero in the Saga of the First King series. It is God's year 54, many years before the Demon Wars, in the land of Corona. The roads are unsafe to travel; goblins and bloodthirsty Powries search out human prey. Two religions struggle fiercely for control. Bran Dynard, a monk of the fledgling religion of Abelle, returns from his mission in a far-off land with a book of mystical knowledge and a beautiful and mysterious new wife. But he soon realizes that the world he left behind has changed, and his dream of spreading the wisdom he learned to his fellow monks is crushed. Forced to hide his wife and his precious book, Bran must decide whom he can trust and where he should now place his faith. Twenty years later, the situation has grown darker and more desperate. Only the Highwayman travels freely, his sword casting aside both Powries and soldiers. The people need a savior, but is the Highwayman on a mission of mercy...or vengeance? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"The 14 essays in this book encompass diverse theoretical perspectives and are grouped loosely around distinct functions of medievalism, including the exposure of recent social concerns; the use of medieval images in modern political contexts; and the med

Collected together for the first time, Demonwars: First Heroes is the exciting start to New York Times–bestselling author R. A. Salvatore's Saga of the First Kings series! In The Highwayman, Salvatore takes his readers back to his signature world of Corona many years before the DemonWars, introducing a fascinating new hero. The roads are unsafe to travel; goblins and bloodthirsty Powries search out human prey. Two religions struggle fiercely for control. Only the Highwayman travels freely, his sword casting aside both Powries and soldiers. The people need a savior, but is the Highwayman on a mission of mercy...or vengeance? In The Ancient, Bransen Garibond is tricked into journeying across the Gulf of Corona to the wild lands of Vanguard, where he is pressed into service in a desperate war. If Branson fails, all who live on the lake will perish, and all of northern Honce will fall under the shadow of the merciless and vengeful Samhaists. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

This volume will convince readers that the swift ascent of the tabletop role-playing game Dungeons and Dragons to worldwide popularity in the 1970s and 1980s is "the most exciting event in popular culture since the invention of the motion picture." Dungeons and Dragons and Philosophy presents twenty-one chapters by different writers, all D&D aficionados but with starkly different insights and points of view. It will be appreciated by thoughtful fans of the game, including both those in their thirties, forties, and fifties who have rediscovered the pastime they loved as teenagers and the new teenage and college-student D&D players who have grown up with gaming via computer and console games and are now turning to D&D as a richer, fuller gaming experience. The book is divided into three parts. The first, "Heroic Tier: The Ethical Dungeon-Crawler," explores what D&D has to teach us about ethics and about how results from the

philosophical study of morality can enrich and transform the game itself. Authors argue that it's okay to play evil characters, criticize the traditional and new systems of moral alignment, and (from the perspective of those who love the game) tackle head-on the recurring worries about whether the game has problems with gender and racial stereotypes. Readers of Dungeons and Dragons and Philosophy will become better players, better thinkers, better dungeon-masters, and better people. Part II, "Paragon Tier: Planes of Existence," arouses a new sense of wonder about both the real world and the collaborative world game players create. Authors look at such metaphysical questions as what separates magic from science, how we express the inexpressible through collaborative storytelling, and what the objects that populate Dungeons and Dragons worlds can teach us about the equally fantastic objects that surround us in the real world. The third part, "Epic Tier: Leveling Up," is at the crossroads of philosophy and the exciting new field of Game Studies. The writers investigate what makes a game a game, whether D&D players are artists producing works of art, whether D&D (as one of its inventors claimed) could operate entirely without rules, how we can overcome the philosophical divide between game and story, and what types of minds take part in D&D.

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.

Dark elf Drizzt Do'Urden and his companions, Bruenor, Wulfgar, and Regis, dwarven warriors each with their own special tribulation, fight for their ancestral home, Mithral Hall.

Homeland

Wizards of the Coast
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® Collector's 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 the Legend of Drizzt.

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 Spaur. 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. Travel back to strange and exotic Menzoberranzan, the vast city of the drow and homeland to Icewind Dale hero Drizzt Do'Urden. The young prince of a royal house, Drizzt grows to maturity in the vile world of his dark kin. Possessing honor beyond the scope of his unprincipled society, young Drizzt faces an inevitable dilemma. Can he live in a world that rejects integrity?

Dungeons & Dragons: Forgotten Realms - Legends of Drizzt Omnibus Volume 1 delivers the first three graphic novel adaptations of R.A. Salvatore's beloved Dark Elf Trilogy - *Homeland*, *Exile*, and *Sojourn* - into one tome! This story takes readers from the moments before the birth of Drizzt to the point where he leaves his Drow heritage and homeland, Menzoberranzan, the City of Spiders, and ventures up into the unknown.

This title focuses on the behaviors necessary to succeed in the dog-eat-dog world of fiction writing by asking successful authors how they practice their craft. Readers will learn how to adopt those habits on their quest to become novelists. The book will inspire, nourish, and provide the needed kick in the pants to turn the wannabes into doers! *The 101 Habits of Highly Successful Novelists* is full of "aha" experiences as the reader uncovers the collected wisdom from the cream of today's fiction writers.

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"When Aoelyn loses her parents, she is left to fend for herself among a tribe of vicious barbarians. Bound by rigid traditions, she dreams of escaping to the world beyond her mountain home. The only hope for achieving the kind of freedom she searches for is to learn how to wield the mysterious power used by the tribe's coven known as the Song of Usgar"--]cProvided by publisher.

Collected together for the first time, the exciting conclusion to New York Times bestselling author R. A. Salvatore's *Saga of the First Kings* series, set in the world of the *DemonWars* In *The Dame*, Bransen Garibond, the Highwayman, believes that the two warring lairds are two sides of the same coin. But he soon learns that view is simplistic at best. Bransen's road becomes a quest for the truth, of Honce and of himself, a quest to put right over wrong. In *The Bear*, the war of Honce drags on, and Bransen rejoins his solo quest to extricate himself from the selfish goals of all combatants. But in an odd twist of fate and crossed loyalties, Bransen sees in his old nemesis, Bannagran—the Bear of Honce and the man who slew his adoptive father—a darker image of his own heart. Allies and battle lines become tangled, motives indistinguishable as old friends become enemies, and old enemies become allies. The Highwayman comes full circle to learn the truth of his journey and the responsibilities of his great power. At the Publisher's request, this title is being sold

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Presents information on contemporary and popular fantasy authors, including biographical sketches, author quotes, major works and awards, criticism, websites and blogs, research guides, and author "read-alike" lists.

When Yeslnik the Fool unexpectedly tips the war of Honce in his favor to become the realm's most bloody and merciless ruler, Dame Gwydre and Father Artolivan desperately attempt to join forces with Laird Ethelbert while Bransen struggles to extricate himself from his allies.

A ready reference for teenagers who seek information about well-known writers, either for school work, out of curiosity, to find more books by a favorite author, or to learn about the writing process.

Travel back to strange and exotic Menzoberranzan, the vast city of the drow and homeland to Icewind Dale hero Drizzt Do' Urden.

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.

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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.

Discover the origin story of one of the greatest heroes of the Realms—Drizzt Do'Urden—in this thrilling first installment of 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.

Exile Hostile in ways that a surface-dweller could never know, the tunnel-mazes of the Underdark challenge all who tread there. Among these souls are Drizzt Do'Urden and his magical cat, Guenhwyvar. Exiled from his drow homeland, Drizzt must fight for a new home in the boundless labyrinth. Meanwhile, he must watch for signs of pursuit -- for the dark elves are not a forgiving race.

Adapting the famous series by R.A. Salvatore, beginning with Book 1 of the Dark Elf Trilogy, Homeland. Travel back to strange and exotic Menzoberranzan, the vast city of the Drow and homeland to Icewind Dale hero Drizzt Do'Urden. The young prince of a royal house, Drizzt grows to maturity in the vile world of his dark kin. Possessing honor beyond the scope of his unprincipled society, young Drizzt faces an inevitable dilemma. Can he live in a world that rejects integrity? Elbryan Wynden, Pony, and their allies do battle to save the land of Corona from the spirit of a demonic monster.

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