

## The Pirate King Transitions Book II The Legend Of Drizzt 18

Long ago, in a distant land, a lonely young man struggles to discover who he is and where he belongs. He carries the blood and magic of two peoples, a sword of unimaginable power, and a staggering potential for great good . . . or greater evil. In the land of Corona, the roads are unsafe to travel, as goblins and bloodthirsty Powries seek out human prey; and, in this savage world, princes feast while peasants starve, and two religions battle for control. A monk, Bran Dynard, returns from his mission in a far-off land with two prizes: a book of mystical knowledge and a new wife, the beautiful and mystical Sen Wi. But the world he left behind has changed, and Bran must now decide who he can trust, and where he should place his faith . . .

Drizzt returns to Luskan, and the Realms will never be the same! The Arcane Brotherhood has long held the city of Luskan in their power, but when corruption eats away at their ranks, Captain Deudermont comes to the rescue of a city that has become a safe haven for the Sword Coast's most dangerous pirates. But rescuing a city from itself may not be as easy as Deudermont thinks, and when Drizzt can't talk him out of it, he'll be forced to help. Drizzt is back in action again, and bringing more changes to the Forgotten Realms setting. This all new hardcover adventure will keep Drizzt fans guessing the whole way, with edge-of-your-seat action and plot twists that even the most casual reader of the Forgotten Realms novel line can't afford to miss! From the Hardcover edition.

The prequel series to The Ghost King comes to an explosive end! Cadderly journeys home to the Edificant Library, hoping to rebuild his shattered life--but the chaos curse has one last surprise in store for him. Failure means the loss of his beloved Danica, success might usher in a new era for the followers of Denier.

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.

See the Grishaverse come to life on screen with *Shadow and Bone*, now a Netflix original series. The much-anticipated first book in a brand-new duology by New York Times bestselling author, Leigh Bardugo. Face your demons . . . or feed them. Nikolai Lantsov has always had a gift for the impossible. No one knows what he endured in his country's bloody civil war - and he intends to keep it that way. Now, as enemies gather at his weakened borders, the young king must find a way to refill Ravka's coffers, forge new alliances, and stop a rising threat to the once-great Grisha Army. Yet with every day a dark magic within him grows stronger, threatening to destroy all he has built. With the help of a young monk and a legendary Grisha Squaller, Nikolai will journey to the places in Ravka where the deepest magic survives to vanquish the terrible legacy inside him. He will risk everything to save his country and himself. But some secrets aren't meant to stay buried--and some wounds aren't meant to heal.

Alone on the battlefield. Surrounded by death. Cornered by enemies. And ready to die. Drizzt Do'Urden has become the Hunter, the bane of the orc hordes still ravaging the North. Cut off, alone, convinced that everything he ever valued has been destroyed, all that's left is to kill, and kill, and kill, until there are no enemies left. But there are a lot of enemies, and even the Hunter is just one lone drow.

With nothing left to lose, Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym. The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do'Urden is at his side, ready to make the most of his friend's final years. But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can't stop it on their own. They'll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. *Gauntlgrym* is the first book in the *Neverwinter Saga* and the twenty-third installment in the *Legend of Drizzt* series.

"A fast-paced fantasy romance with a strong female protagonist...it will appeal as much to adult readers as to a YA audience. The main characters in this tale are true to themselves in the face of unending surprises and plot twists." --Publisher's Weekly BookLife Prize  
 Danger and romance await across the sea. In search of a cure for her dying people, Princess Cali travels to an elusive land perfumed with moonlight and magic. But war is brewing on the horizon. Soraya, the land's princess, owes a great debt to the pirate king, and Cali is about to pay it when she reluctantly agrees to court his son, Bae Kelsey, in Soraya's place. The ruse is her only way to access the palace rumored to contain the magical cure she needs. Bae is alluring and enigmatic. He weaves himself deeper into the threads of her every time they're together. But she knows the façade can't last. It's only a matter of time before Bae and his father find out they've been deceived. If Cali isn't careful, this pirate will not only be her people's downfall... He'll be hers too. *Princess of Death* is a darkly enchanting fairy tale with hints of "The Little Mermaid" and "The Prince and the Pauper." Tense and imaginative, it's perfect for fantasy romance fans looking for heart-pounding, enemies-to-lovers, page-turning escape. Read it today!

Lenk can barely keep control of his mismatched adventurer band at the best of times (Gariath the dragon man sees humans as little more than prey, Kataria the Shict despises most humans, and the humans in the band are little better). When they're not insulting each other's religions they're arguing about pay and conditions. So when the ship they are travelling on is attacked by pirates things don't go very well. They go a whole lot worse when an invincible demon joins the fray. The demon steals the Tome of the Undergates - a manuscript that contains all you need to open the undergates. And whichever god you believe in you don't want the undergates open. On the other side are countless more invincible demons, the manifestation of all the evil of the gods, and they want out. Full of razor-sharp wit, characters who leap off the page (and into trouble) and plunging the reader into a vivid world of adventure this is a fantasy that kicks off a series that could dominate the second decade of the century.

The third volume of Stan Nicholls' critically acclaimed fantasy *War is Drowning Maras Dantia*. Stryke and his warband have recovered the five instrumentalities but now they must work out how to use them while there is still a world to save. And in the meantime they are being hunted from every corner and the three sisters are close to forming an unholy alliance that will overturn history. Full of action, with a pace that never lets up and a tongue firmly placed in cheek, Stan Nicholls' epic trilogy nevertheless manages to hit home hard about religion, the way we treat the natural world, how we see those who are different from us. Praised by all the reviewers and by writers as diverse as David Gemmell and Tad Williams, it is a major achievement in the genre.

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 *Man of His Word* series debut—a novel “with enough fresh ideas to allow it to sit unashamedly alongside the great fantasy books of recent times” (*Fantasy Book Review*). “Duncan’s unique concept of goblins, fauns, and imps adds a new twist to this

imaginative fantasy adventure” as Princess Inosolan is forced to leave behind her carefree childhood—as well as her dear friend, the stableboy Rap (Library Journal). Now of marriageable age, she is sent to a finishing school to hone the skills that all noble ladies should possess. Mystery, menace, and the gods appear in short order, as Inos and Rap begin to discover their magical powers, even as Inos is courted by a charming man with motives far more dangerous than the eye—and heart—can see . . . “Magic Casement has a charm and vibrant sense of humor. . . . If it’s traditional fantasy adventure with a bit of nudge-nudge wink-wink you’re after, Dave Duncan is your go-to guy.” —SFReviews.net

The Pirate King Wizards of the Coast

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.

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

Set in Williams' New York Times bestselling fantasy world, the second book of The Last King of Osten Ard returns to the trials of King Simon and Queen Miriamele as threats to their kingdom loom . . . The kingdoms of Osten Ard have been at peace for decades, but now, the threat of a new war grows to nightmarish proportions. Simon and Miriamele, royal husband and wife, face danger from every side. Their allies in Hernystir have made a pact with the dreadful Queen of the Norns to allow her armies to cross into mortal lands. The ancient, powerful nation of Nabban is on the verge of bloody civil war, and the fierce nomads of the Thrithings grasslands have begun to mobilize, united by superstitious fervor and their age-old hatred of the city-dwellers. But as the countries and peoples of the High Ward bicker among themselves, battle, bloodshed, and dark magics threaten to pull civilizations to pieces. And over it all looms the mystery of the Witchwood Crown, the deadly puzzle that Simon, Miriamele, and their allies must solve if they wish to survive. But as the kingdoms of Osten Ard are torn apart by fear and greed, a few individuals will fight for their own lives and destinies—not yet aware that the survival of everything depends on them. Praise for Tad Williams 'One of my favourite fantasy series' - George R. R. Martin, author of A Game of Thrones 'Ground-breaking . . . changed how people thought of the genre and paved the way for so much modern fantasy, including mine' - Patrick Rothfuss, author of The Kingkiller Chronicle 'One of the main reasons I started writing fantasy . . . Tad Williams' work is an essential part of any science fiction and fantasy library' - Christopher Paolini, author of the Inheritance Cycle series

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.

Drawn into a battle against nefarious pirates, Drizzt questions if ‘the greater good’ is worth the cost of innocent lives. A shadowy organization of mages and pirates known as the Arcane Brotherhood has long held the city of Luskan in their power, but corruption now eats away at their ranks. Seeing this as an opportunity to finally defeat their leader, Arklem Greeth, legendary pirate hunter Captain Deudermont hatches a plot that will free the city of the Brotherhood's iron grip. Elsewhere, Drizzt and Regis depart for Icewind Dale, where they suspect Wulfgar—having returned his adopted daughter to her biological mother—now lives in isolation. When they cross paths with Captain Deudermont on their journey, the pirate hunter reveals his plans and recruits the duo to fight against the Arcane Brotherhood. But rescuing Luskan from itself proves more difficult—and more violent—than anyone anticipated, leaving all to question if they will destroy the city before they can actually save it. The Pirate King is the second book in the Transitions trilogy and the twenty-first installment in the Legend of Drizzt series.

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 five popular novels featuring Cadderly, the heroic scholar priest, come together in a giant omnibus edition that includes *Canticle*, *In Sylvan Shadows*, *Night Masks*, *The Fallen Fortress*, and *The Chaos Curse*. Reprint.

*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.

Dark and romantic YA fantasy for fans of Sarah J Maas - about the siren with a taste for royal blood and the prince who has sworn to destroy her. Princess Lira is siren royalty and the most lethal of them all. With the hearts of seventeen princes in her collection, she is revered across the sea. Until a twist of fate forces her to kill one of her own. To punish her daughter, the Sea Queen transforms Lira into the one thing they loathe most - a human. Robbed of her song, Lira has until the winter solstice to deliver Prince Elian's heart to the Sea Queen or remain a human forever. The ocean is the only place Prince Elian calls home, even though he is heir to the most powerful kingdom in the world. Hunting sirens is more than an unsavoury hobby - it's his calling. When he rescues a drowning woman in the ocean, she's more than what she appears. She promises to help him find the key to destroying all of sirenkind for good. But can he trust her? And just how many deals will Elian have to barter to eliminate mankind's greatest enemy?

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*.

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 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 undersea 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 *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 Secrets of the Shadow-Men Magic?* It's for the rich, the powerful...the Archmage and his elite wizards and cloud-masters. Livak is not among them. She haunts the back taverns of the realm, careful to appear neither rich nor poor, neither tall nor short . . . neither man nor woman. Obscurity is her protection, thievery her livelihood, and gambling her weakness. Alas, some bets are hard to resist. Particularly when they offer a chance to board a ship for Hadrumal, the fabled city of the Archmage. So Livak follows a minor wizard, Shiv, in an attempt to turn a rune or two, never dreaming that the stolen tankard she wants to sell contains the secrets of an ancient magic far more powerful, and infinitely darker, than any mortal mage's spells.

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.

R.A. Salvatore, best-selling author of the Legend of Drizzt, unveils the backstory of the Witch King—the lich whose powerful magic ensnares Jarlaxle and Artemis Entreri in the *Sellswords* trilogy. As part of his scheme to rule the Bloodstone Lands, Zhengyi the Witch King offers a black dragon life immortal in exchange for allegiance. But black dragons cannot be so easily bought. Unwilling to take no for an answer, Zhengyi hatches a plan to force the dragon into battle—with battle lines drawn inside the dragon's own lair. In this action-packed novella, *Legend of Drizzt* fans can find out more about the events leading up to *Promise of the Witch King* (*Sellswords Trilogy, Book II*) and new fans can find out why Booklist calls Salvatore the "best series writer working in the *Forgotten Realms*."

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.

War is coming to London. A daimyo of the Neon Court is dead and all fingers point towards their ancient enemy -- The Tribe. And when magicians go to war, everyone loses. But Matthew Swift has his own concerns. He has been summoned abruptly, body and soul, to a burning tower and to the dead body of Oda, warrior of The Order and known associate of Swift. There's a hole in her heart and the symbol of the Midnight Mayor drawn in her own blood. Except, she is still walking and talking and has a nasty habit of saying 'we' when she means 'I.' Now, Swift faces the longest night of his life. Lady Neon herself is coming to London and the Tribe is ready to fight. Strange things stalk this night: a rumored 'chosen one,' a monster that burns out the eyes of its enemies, and a walking dead woman. Swift must stop a war, protect his city, and save his friend -- if she'll stop trying to kill him long enough for him to try.

Drizzt joins Bruenor on his quest for the fabled dwarven kingdom of Gauntlgrym: ruins said to be rich with ancient treasure and arcane lore. But before they even get close, another drow and dwarf pair stumbles across it first: Jarlaxle and Athrogate. In their search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can't stop it on their own. They'll need help, and from the last people they ever thought to fight alongside again: Drizzt and Bruenor.

Cassandra Leung's been a sea monster trainer ever since she could walk, raising genetically engineered beast to defend ships crossing the NeoPacific ... until pirates snatch her from the blood-stained decks.

In *The Demon Awakens*, bestselling author R. A. Salvatore creates an astonishing new world for readers to explore--and an intrepid hero to lead the way: Elbryan Wynden, who must confront the dark tides of destiny in his epic search for justice and peace . . . A great evil has awakened in the land of Corona, a terrible demon determined to spread death and misery. His goblin armies and fearsome giants ravage the settlements of the frontier, and in the small village of Dundallis their merciless attack leaves behind two shattered orphans: Pony and her lifelong friend, the youth Elbryan. Taken in by elves, Elbryan is raised to become a formidable ranger--a fateful role that will lead him into harrowing confrontation. Meanwhile, on a far-off island, a shower of gemstones will fall onto the black sand shores. These heaven-sent stones carry within them an incredible power--the key to all that is good in the world and all that is evil, and it is up to one young monk to liberate them from the corrupt monastery that harvests them. Pray that they don't fall into the wrong, clawed hands . . .

The first book from LA Times Book Prize and Printz Honor winner A.S. King--a witty, snarky tale of love and family, revenge and reincarnation, and pirates. In the late seventeenth century, famed teenage pirate Emer Morrisey was on the cusp of escaping the pirate life with her one true love and unfathomable riches when she was slain and cursed with "the dust of one hundred dogs," dooming her to one hundred lives as a dog before returning to a human body-with her memories intact. Now she's a contemporary American teenager and all she needs to escape her no-good family and establish a luxurious life of her own is a shovel and a ride to Jamaica...

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.

On the Scottish island of Skua, friendship develops between the lonely and mysterious Perdita and a blind girl, Janey. Both possess a kind of second sight - Janey's is the ability to hear, feel and remember more than others, and Perdita's is the ominous legacy of her being a witch's daughter. When Janey's brother, Tom, starts investigating a cluster of mysterious events and suspicious characters, all three become entwined in an adventure of hidden jewels, desperate criminals and dangerous detection. Written in 1963, *The Witch's Daughter* showcases Nina Bawden's innate regard for the integrity of her young characters. As she has said: 'I like writing for children. It seems to me that most people underestimate their understanding and the strength of their feelings and in my books for them I try to put this right.' Hugely admired on publication by both reviewers and readers, it was described as 'thrilling' by the Times Literary Supplement.

During a tumultuous period in the Four Lands, young Druid Aphenglow stumbles on a dangerous secret about an Elven girl's heartbreak and the vanished Elfstones.

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.

Video games aren't just for kids anymore. This book will describe the "why" and "how" to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons.

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