

## Legacy Of The Crystal Shard Sundering Adventure 2

"There's only one rule...don't get hit." Ryan's life sucks. His brother is a jerk, his mom is sick, and his legs are next to useless thanks to a neurological disorder. Plus the world ended two centuries ago from nuclear war. Now, what's left of humanity live below ground, with the only escape from reality being the massive VR world of Crystal Shards Online. But even ingame, Ryan's life sucks. Unable to condition, he works as a miner, earning barely enough to get by and not nearly enough to afford the operation that will save his mom's life. When Ryan discovers an item that grants the ability to dodge any attack, however, he has the chance to become one of the game world's most elite and sought after players: a Dodge Tank. But for someone who's never played a combat class, success isn't Ryan will have to overcome his disability and level his way to the top. But the real-world consequences are more far reaching than he ever could have imagined and the fate of not just his mother, but humanity itself, may be resting in his hands...
WARNING: Contains RPG mechanics, detailed party combat and giant boss fights. If these things do not interest you, then this is not the book for you!
El-basguitarskole.

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.

A postscript to the #1 New York Times bestseller 28 Summers – Jake McCloud returns to Nantucket for Labor Day weekend 2023, this time without Mallory.

Paths of Darkness

Streams of Silver

The Sellswords

Dungeons & Dragons

The Complete Guide to Crystal Astrology

The Dark Elf Trilogy

**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.**

**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 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.**

**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.**

**Bunny Brunel's Power Bass**

**Ghosts of Dragonspear Castle**

**Darkwalker on Moonshae**

**The Cleric Quintet**

**Shattered Keeps Map Pack**

**The Legacy**

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.

Feel the cold touch of death in this adventure for the world's greatest roleplaying game. Beneath the unyielding night sky, you stand before a towering glacier and recite an ancient rhyme, causing a crack to form in the great wall of ice. Beyond this yawning fissure, the Caves of Hunger await. And past this icy dungeon is a secret so old and terrifying that few dare speak of it. The mad wizards of the Arcane Brotherhood long to possess that which the god of winter's wrath has so coldly preserved--as do you! What fantastic secrets and treasures are entombed in the sunless heart of the glacier, and what will their discovery mean for the denizens of Icelwind Dale? Can you save Ten-Towns from the Frostmaiden's everlasting night? Brave the frozen North of Faerun in this Dungeons & Dragons adventure for characters level 1-12. Explore the frontier of Icelwind Dale! Maps and guides will aid you on your journey through a land of isolation, paranoia, and deadly cold. Venture into the Ten Towns and other beloved D&D locations made famous by Drizzt Do'Urden and the Companions of the Hall. Encounter the hazards of a frozen wilderness. This book provides DMs with rules for running D&D adventures in icy tundras and wintery climes. Discover long-lost treasures, magic items, and long-forgotten spells in the icy depths of a truly unforgettable Dungeons & Dragons adventure.

Lone drow Drizzt Do'Urden emerges from the Underdark into the blinding light of day in this epic final chapter in the 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.

R.A. Salvatore's The Cleric Quintet tells the tale of the scholar-priest Cadderly, who is plucked from the halls of the Edificant Library to fulfill a heroic quest across the land of Faerûn. The assassins of the Night Masks stalk the shadowy streets of the city of Carradoon, led by the sinister killer known as Ghost. Cadderly struggles against the dreaded Chaos Curse in these dark, evil-haunted alleyways, with a silent death around every corner. From the Paperback edition.

Passage to Dawn

Promise of the Witch-King

Relentless

Starless Night

The Halfling's Gem

A Litrpg Novel

**A new mass market edition of the New York Times best-selling sword and sorcery classic, The Legacy is Drizzt at his scimitar-wielding best! Having found a measure of peace among the dwarves in the reclaimed Mithral Hall, Drizzt begins to know contentment for perhaps the first time in his tumultuous life. But for a dark elf renegade from a city ruled by priestesses of a demon goddess, no peace can long last. It is Loth herself, the dreaded Queen of the Demonweb Pits, who musters her followers to pour up from the black depths of the Underdark to reclaim for their goddess the one soul that had managed to elude her. The soul of Drizzt Do'Urden.**

**Legacy of the Crystal ShardAn Adventure for Characters of 1st - 3rd LevelAdvanced Dungeons & DragonsThe Crystal ShardThe Legend of DrizztWizards of the Coast**

**You almost certainly know your personal zodiac sign which is based upon the position of the sun at your birth. But did you know that each of these signs is composed of 30 different degrees each representing a different energy or character shape? The Complete Guide to Crystal Astrology assigns a crystal element to each of the 360 degrees of the zodiac. This is the base for a very individual association between the stars of your birth and crystals. Look up which of the 360 crystal elements can be associated to the position of the sun at your birthday. Translate your whole birth chart into crystals by looking up which ones are associated to the different planets at your birth. Find out how your personal crystal elements are connected to numerology, Marc Edmund Jones key words, Sabian symbols and Jane Ridder-Patrick healing body points. Discover the message of crystals about your life path, your hidden and aware abilities.**

**The epic conclusion to the long-awaited trilogy featuring one of the most beloved characters in all of fantasy—Drizzt Do'Urden—a rollicking tale of life, death, intrigue, magic, danger, and the timeless bonds of family and friendship from New York Times bestselling author R. A. Salvatore. Displaced in time and unexpectedly reunited with his son Drizzt Do'Urden, Zaknafein has overcome the prejudices ingrained in him as a drow warrior to help his son battle the ambitious Spider Queen and stem the tide of darkness that has been unleashed upon the Forgotten Realms. Though Zaknafein has endured the most difficult battles, survival has come at a terrible cost, and the fight is far from over. Facing demons and driders, Zaknafein carries the entire weight of Menzoberranzan surrounding Gauntlgym on his shoulders once more. But the chances of survival for him and his old friend and mercenary Jarlaxle look bleak. Trapped in a desperate and seemingly hopeless situation, the legendary warriors must reach deep inside themselves to face the impossible. While the burdens Zaknafein bears are more than enough for one of Menzoberrazan’s greatest warriors, fate holds further challenges. When circumstances take an unexpected turn, Zaknafein discovers he must not only conquer the darkness but learn to accept the uncontrollable: life itself. The stakes have never been higher for R. A. Salvatore’s most beloved creations in this final volume of his latest bestselling trilogy begun with Timeless and Boundless. A story of brave heroes filled with dangerous thrills, Relentless also considers eternal questions about morality, purpose, sacrifice, and the definition of harmony. Exciting, imaginative, and thought-provoking, it takes fans on an action-packed ride that will challenge their assumptions and leave them breathless and satisfied.**

**A Drizzt Novel**

**The Silent Blade**

**The Legend of Drizzt 25th Anniversary Edition, Book I**

**360 crystals and sabian symbols for personal health, astrology and numerology**

**The Legend of Drizzt**

This accessory includes three double-sided 21" x 30" tactical battle maps -- a total of six beautifully rendered encounter locations, each one suitable for any D&D game. Each map is laid out on a one-inch-scale square grid, allowing it to be used with D&D miniatures and/or card stock tokens. Two of the mapped locations are new, depicting a ruined keep and a besieged cliffside fortress built by dwarves. The remaining four map locations are picked up from out-of-print D&D products and present adventure locations tied to the "shattered keeps" theme.

Drizzt Do ' Urden finds new friends and foes in the windswept towns of Icelwind 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 Icelwind 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 Icelwind Dale Trilogy and the fourth book in the Legend of Drizzt series.

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.

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 Icelwind 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 1 “ 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 1 “ 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 1

An Exclusive DandD Next Preview

Neverwinter Saga

Homeland

Servant of the Shard

The Adversary

Murder in Baldur's Gate

*"Originally published by Devil's Due as The crystal shard issues #1-3"--Title page verso.*

*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.*

*Drow ranger Drizzt Do'Urden, first introduced in The Icelwind 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.*

*Baldur's Gate is a fantastic medieval city with a long and storied history -- a city on the verge of tearing itself asunder. Murder in Baldur's Gate presents the city in the time of the Sundering, a period that will define the future of the Forgotten Realms. In addition to providing 64 pages of in-depth information on the city and its inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Baldur's Gate against an ancient evil long thought slain.*

A 28 Summers Story

Dodge Tank

*Icelwind Dale: Rime of the Frostmaiden (D&D Adventure Book) (Dungeons & Dragons)*

*Homeland, Exile, Sojourn*

*Echoes of the Fourth Magic*

*Night's Daughter*

***The book was hidden well. It's pages promised the power of the Witch-King himself. And now that it's been found, even the fact that it kills anyone foolish enough to crack its cover won't stop people from fighting over it. Welcome to the Bloodstone Lands! Human assassin Artemis Entreri and his dark elf companion Jarlaxle have come to the demon-haunted wastelands of the frozen north at the request of their dragon patron. It doesn't take long for them to find themselves caught in the middle of a struggle between powerful forces that would like nothing more than to see them both dead . . . or worse. But Entreri and Jarlaxle aren't just any wandering sellswords, and the ancient evils and bitter blood-feuds of the wild Bloodstone Lands may have finally met their match. From the Paperback edition.***

***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.***

***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.***

***He journeyed to the end of the world in search of peace - but now, Drizzt Do'urden's home is on the brink of annihilation! With the ancient power of the Crystal Shard in the hands of a mad wizard, only Drizzt and his closest companions - Bruenor and Wulfgar - stand between Icewind Dale and utter destruction!***

***Night Masks***

***Rise of the King***

***Legacy of the Crystal Shard***

***The Crystal Shard***

***Vengeance of the Iron Dwarf***

***Transitions***

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. . .

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.

Since time immemorial, the Kingdoms of Sun and of Night have been at war. Pamina, daughter of the Starqueen, supreme symbol of the Night, and of Sarastro, King of the Royal House of the Sun, must now choose which of her parents' ways she will follow. Together with her love, Prince Tamino, she must face the Ordeals at the Court of Wisdom, of Earth and Air, of Fire and Water. Only if she and Tamino pass all these trials can they have a life together. If this sounds like the plot of the opera Die Zauberflöte (The Magic Flute), that's because it was one of MZB's favorite operas - and the inspiration for this book.

Bloody war rages across the Forgotten Realms world in the third 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. In the evolving world of the Forgotten Realms setting, the Sundering has given way to months of cloud-cloaked darkness, and war rages under that oppressive sky. The orcs have broken a hard-fought treaty that's held, however tentatively, for a hundred years, and the time to settle old scores has devolved into an all-out brawl for control of the ancient realms of the North.

Soloing Secrets

Companion Codex, II

The Sixth Wedding

The Demon Awakens

Sojourn

The Last Threshold

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 otherworldly 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.

In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells. From the Hardcover edition.

The first Forgotten Realms title ever published, now available as an eBook! Darkwalker on Moonshae was the very first novel ever published in the Forgotten Realms setting. Appearing in 1987, this title launched what has now become a robust and ever-expanding land of adventure for millions of readers.

An omnibus volume chronicles the epic adventures of elf Drizzt Do'Urden in four fantasy novels.

The Icewind Dale Trilogy

An Adventure for Characters of 1st - 3rd Level

Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales

The Ghost King

A Dungeons and Dragons Accessory

**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.**