

Siege Of Darkness The Legend Of Drizzt Book Ix

Heart of Black Ice is the climactic conclusion to Terry Goodkind's New York Times bestselling Nicci Chronicles. In the wake of the brutal war that swept the Old World in Siege of Stone, a new danger is forming along the coast. Taken captive by their enemies, King Grieve, along with Lila and Bannon are about to discover the terrifying force that threatens to bring destruction to the Old World. The Norukai, barbarian raiders and slavers, have been gathering an immense fleet among the inhospitably rocky islands that make up their home. With numbers greater than anyone could have imagined, the Norukai are poised to launch their final and most deadly war. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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 Gauntigrym 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.

Revenge and Resurrection in a Frozen Wasteland! Drizzt and Catti-brie have been away from Mithral Hall for six long years, but the pain of a lost companion still weighs heavily on their strong shoulders. Chasing pirates aboard Captain Deudermont's Sea Sprite is enough to draw their attention away from their grief. Then a mysterious castaway on an uncharted island sends them back to the very source of their pain, and into the clutches of a demon with vengeance on his mind. From the Paperback edition.

The new Legacy of the Drow... This trade paperback omnibus collects the complete texts of The Legacy, Starless Night, Siege of Darkness, and Passage to Dawn—New York Times best sellers all—in a great value package. The Legend of Drizzt® 25th Anniversary Editions are perfect for both longtime fans and collectors, and readers new to the action and adventure of The Legend of Drizzt.

The Crystal Shard

The Rise and Fall of an American Myth

White House, Inc.

Legend

The Dark Elf Trilogy

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. . .

Orphaned by the Border Wars, Alina Starkov is taken to become the protégée of the mysterious Darkling, who trains her to join the magical elite in the belief that she is the Sun Summoner, who can destroy the monsters of the Fold.

In the subterranean city of Menzoberranzan, Drizzt Do'Urden faces his ultimate challenge, as the matron of a powerful ruling house prepares an assault on Mithral Hall and Liolt, the Spider Queen, is unleashed on the metropolis.

David Gemmell tells a tale of very real adventure, the stuff of true epic fantasy:R. A. Salvatore Druss, Captain of the Ax, is the stuff of legends. Tales of his battles are told throughout the land, and the stories expand with each telling. But Druss himself grows older, until finally, the warrior turns his back on glory and retreats to his mountain lair. There he awaits his old enemy: death. But far below, the barbarian Nadir hordes are on the march. All that stands between them and the Drenai people is a mighty six-walled fortress. Dros Delnoch,a great citadel that seems destined to fall. If it does, the Nadir will sweep inexorably across the land, killing all who oppose them. Reluctantly Druss agrees to come down from his mountaintop to lead this last, hopeless fight. Lost causes mean nothing to him;he has fought in such battles a thousand times in a thousand lands. And he is a hero to inspire a new generation of warriors. He is Druss the Legend. Thus begins David Gemmell's most celebrated novelian unrivaled classic of mythic heroism and magnificent adventure. . . .

The Age of Darkness

Odyssey

Forgotten Realms: the Legend of Drizzt Set 3

Homeland, Exile, Sojourn

Rent

The essential classic 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 DarknessWizards of the Coast

DRIZZT RETURNS TO THE UNDERDARK! “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 Writing Monsters R.A. Salvatore Archmage The pal 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 has everything Drizzt's fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves!

A new anthology of short stories delving into the secret history of the Hous Heresy. After the betrayal at Issvan, Hous begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Hous Heresy, and revelations will surface that will shake the Imperium to its very foundation...

The Siege (Guardians of Ga'Hoole, Book 4)

Forgotten Realms

The Legend of Drizzt

Sea of Swords

Download the first five chapters of the widely anticipated SIEGE & STORM, book two in The Grisha Trilogy! Darkness never dies... Hunted across the True Sea, haunted by the lives she took on the Fold, Alina must try to make a life with Mal in an unfamiliar land, all while keeping her identity as the Sun Summoner a secret. But she can't outrun her past or her destiny for long. The Darkling has emerged from the Shadow Fold with a terrifying power and a dangerous plan that will test the very boundaries of the natural world. With the help of a notorious privateer, Alina returns to the country she abandoned, determined to fight the forces gathering against Ravka. But as her power grows, Alina slips deeper into the Darkling's game of dark magic and control-and farther away from Mal. Now, she will have to choose between her country, her power, and her heart, or risk losing everything to the oncoming storm.

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 Entrenn's first encounter with the dragon sisters, the tales in The Collected Stories enrich this epic series, and many are available here for the first time in years.

The 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.

After finding the mark of Aegis-fang branded on the back of an outlaw, dark elf Drizzt Do'Urden fears that his long-missing friend Wulfgar is in danger and sets out with Cattie-brie and Bruenor to find Wulfgar and ensure his safety. Reprint.

Heart of Black Ice

The Icewind Dale Trilogy

The Legend of Drizzt 25th Anniversary Edition, Book IV

Shadow and Bone

Passage to Dawn

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 miserful 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 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.

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 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.

***io9's New Sci-Fi and Fantasy Books You Need to Put On Your Radar Set in the world of the Sword of Truth saga, the ramifications of New York Times bestseller Terry Goodkind's Shroud of Eternity extend throughout all of the Old World as familiar allies, dangerous magic, and creatures created by twisted sorcery all work at cross purposes to either save or destroy Ildakar in Siege of Stone The Sorceress Nicci, the Wizard Nathan Rahl, and the young swordsman Bannon remain in the legendary city of Ildakar after a great internal revolt has freed the slaves and brought down the powerful wizards council. But as he fled the city, capricious Wizard Commander Maxim dissolved the petrification spell that had turned to stone the invading army of General Utros fifteen centuries earlier. Now, hundreds of thousands of half-stone soldiers from the ancient past have awakened, led by one of the greatest enemy commanders in history. Nicci, Nathan, and Bannon have to help Ildakar survive this unbreakable siege, using all the magical defenses of the legendary city. Even as General Utros holds Ildakar hostage and also unleashes his incredible army on the unsuspecting Old World, an equally powerful threat arises out in the sea. Nicci knows the battle won't remain in the city; if she can't stop this threat, two invincible armies can sweep across the Old World and destroy D'Hara itself. The Nicci Chronicles 1. Death's Mistress 2. Shroud of Eternity 3. Siege of Stone**

Wicked Like a Wildfire

The Gathering Dark

Archmage

Vengeance of the Iron Dwarf

Sister of Darkness: The Nicci Chronicles

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.

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.

This slip-covered gift box set contains the first three books published by Salvatore: "The Crystal Shard, Streams of Silver," and "The Hafling's Gem." These titles introduced the author's signature character, Drizzt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

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.

Transitions

Starless Night

63 Documents the Government Doesn't Want You to Read

The Sea Demons

Sister of Darkness: The Nicci Chronicles, Volume IV

Analyzes a series of public domain documents which demonstrate how the government has misled the public, engaging in deception about the objectives and scope of some of its programs and perpetuating wasteful spending and harmful cover-ups.

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.

Fourth title in a mythic adventure series in which the heroes are owls!

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

The Legend of Drizzt 25th Anniversary Edition, Book III

Forget the Alamo

Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales

Siege and Storm: Chapters 1-5

Hero

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.

“ Lush. Delicious. Bewildering. And darkly magical. Popovic has created a world that you tumble into from the very first words and wish you could stay in forever. ” —Evelyn Skye, author of The Crown’s Game “ Wicked Like a Wildfire was like devouring a succulent fairy fruit—it will rob your time, settle into your dreams, and leave you starving for more. ” —Roshani Chokshi, New York Times bestselling author of The Star-Touched Queen Fans of Holly Black and Leigh Bardugo will be bewitched by Lana Popovic’s debut YA fantasy novel about a bargain that binds the fates—and hearts—of twin sisters to a force larger than life. All the women in Iris and Malina ’s family have the unique magical ability or “ gleam ” to manipulate beauty. Iris sees flowers as fractals and turns her kaleidoscope visions into glasswork, while Malina interprets moods as music. But their mother has strict rules to keep their gifts a secret, even in their secluded sea-side town. Iris and Malina are not allowed to share their magic with anyone, and above all, they are forbidden from falling in love. But when their mother is mysteriously attacked, the sisters will have to unearth the truth behind the quiet lives their mother has built for them. They will discover a wicked curse that haunts their family line—but will they find that the very magic that bonds them together is destined to tear them apart forever? Wicked Like a Wildfire is the first in a two-book series. Readers will be rapt with anticipation for the sequel.

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.

A New York Times bestseller! “ Lively and absorbing. . . ” — The New York Times Book Review “Engrossing.” —Wall Street Journal “ Entertaining and well-researched. . . ” —Houston Chronicle Three noted Texan writers combine forces to tell the real story of the Alamo, dispelling the myths, exploring why they had their day for so long, and explaining why the ugly fight about its meaning is now coming to a head. Every nation needs its creation myth, and since Texas was a nation before it was a state, it's no surprise that its myths bite deep. There's no piece of history more important to Texans than the Battle of the Alamo, when Davy Crockett and a band of rebels went down in a blaze of glory fighting for independence from Mexico, losing the battle but setting Texas up to win the war. However, that version of events, as Forget the Alamo definitively shows, owes more to fantasy than reality. Just as the site of the Alamo was left in ruins for decades, its story was forgotten and twisted over time, with the contributions of Tejanos—Texans of Mexican origin, who fought alongside the Anglo rebels—scrubbed from the record, and the origin of the conflict over Mexico's push to abolish slavery pappered over. Forget the Alamo provocatively explains the true story of the battle against the backdrop of Texas's struggle for independence, then shows how the sausage of myth got made in the Jim Crow South of the late nineteenth and early twentieth century. As uncomfortable as it may be to hear for some, celebrating the Alamo has long had an echo of celebrating whiteness. In the past forty-some years, waves of revisionists have come at this topic, and at times have made real progress toward a more nuanced and inclusive story that doesn't alienate anyone. But we are not living in one of those times; the fight over the Alamo's meaning has become more pitched than ever in the past few years, even violent, as Texas's future begins to look more and more different from its past. It's the perfect time for a wise and generous-spirited book that shines the bright light of the truth into a place that's gotten awfully dark.

How Donald Trump Turned the Presidency into a Business

Siege of Darkness

The Legend of Drizzt 25th Anniversary Edition, Book I

The Silent Blade

The Collected Stories, The Legend of Drizzt

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 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 Shadow Fold, a swathe of impenetrable darkness, crawling with monsters that feast on human flesh, is slowly destroying the once-great nation of Ravka. Alina, a pale, lonely orphan, discovers a unique power that thrusts her into the lavish world of the kingdom's magical elite - the Grisha. Could she be the key to unravelling the dark fabric of the Shadow Fold and setting Ravka free? The Darkling, a creature of seductive charm and terrifying power, leader of the Grisha. If Alina is to fulfil her destiny, she must discover how to unlock her gift and face up to her dangerous attraction to him. But what of Mal, Alina's childhood best friend? As Alina contemplates her dazzling new future, why can't she ever quite forget him? Glorious. Epic. Irresistible. Romance.

In these pages, Rent offers what most theater books can't: a chance to step behind the curtain and feel the electricity of a stage phenomenon as it unfolds. Rent has single-handedly reinvigorated Broadway and taken America by storm. Sweeping all major theater awards, including the 1996 Pulitzer Prize for drama, as well as four 1996 Tony Awards including Best Musical, Best Book, and Best Score for a Musical, Rent captures the heart and spirit of a generation, reflecting it onstage through the emotion of its stirring words and music, and the energy of its young cast. Now, for the first time, Rent comes to life on the page – through vivid color photographs, the full libretto, and an utterly compelling behind-the-scenes oral history of the show's creation. Here is the exclusive and absolutely complete companion to Rent, told in the voices of the extraordinary talent behind its success: the actors, the director, the producers, and the librettist and composer himself, Jonathan Larson, whose sudden death, on the eve of the first performance, has made Rent's life-affirming message all the more poignant.

Echoes of the Fourth Magic

The Spine of the World

The Legacy/Starless Night/Siege of Darkness/Passage to Dawn

Neverwinter

The Legend of Drizzt

An in-depth investigation into Donald Trump's business—and how he used America's top job to service it. White House, Inc. is a newsmaking exposé that details President Trump's efforts to make money off of politics, taking us inside his exclusive clubs, luxury hotels, overseas partnerships, commercial properties, and personal mansions. Alexander tracks hundreds of millions of dollars flowing freely between big businesses and President Trump. He explains, in plain language, how Trump tried to translate power into profit, from the 2016 campaign to the ramp-up to the 2020 campaign. Just because you turn the presidency into a business doesn't necessarily mean you turn it into a good business. After Trump won the White House, profits plunged at certain properties, like the Doral golf resort in Miami. But the presidency also opened up new opportunities. Trump's commercial and residential property portfolio morphed into a one-of-a-kind marketplace, through which anyone, anywhere, could pay the president of the United States. Hundreds of customers—including foreign governments, big businesses, and individual investors—obliged. The president's disregard for norms sparked a tickle-down ethics crisis with no precedent in modern American history. Trump appointed an inner circle of centillionaires and billionaires—including Ivanka Trump, Jared Kushner, Wilbur Ross, and Carl Icahn—who came with their own conflict-ridden portfolios. Following the president's lead, they trampled barriers meant to separate their financial holdings from their government roles. White House, Inc. is a page-turning, hair-raising investigation into Trump and his team, who corrupted the U.S. presidency and managed to avoid accountability. Until now.

Siege of Stone

The Ghost King