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KEY=4 - JORDYN ERICKSON

PATHS OF DARKNESS

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

LEGACY OF THE DROW

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.

STREAMS OF SILVER

Wizards of the Coast 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.

THE DARK ELF TRILOGY

HOMELAND, EXILE, SOJOURN

SERVANT OF THE SHARD

Wizards of the Coast 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.

THE ICEWIND DALE TRILOGY

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.

THE CLERIC QUINTET

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.

SIEGE OF DARKNESS

THE LEGEND OF DRIZZT

Wizards of the Coast *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.

FORGOTTEN REALMS

THE LEGEND OF DRIZZT

Idea & Design Works Llc *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.

THE TEMPTATION OF ELMINSTER

ELMINSTER

Wizards of the Coast From a dark and dusty tomb, Elminster emerges, seeking the guidance of Mystra, and finds only silence. He is drawn into the clutches of the mysterious and sinister Lady of Shadows. The path he takes will lead to a Realms-shaking confrontation where Elminster has to make the most important choice of his long life. Whatever he decides, the Realms will be forever changed . . .

THE CRYSTAL SHARD

THE LEGEND OF DRIZZT

Wizards of the Coast 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.

PASSAGE TO DAWN

THE LEGEND OF DRIZZT

Wizards of the Coast *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 LEGEND OF DRIZZT COLLECTOR'S EDITION

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

THE GHOST KING

TRANSITIONS

Wizards of the Coast 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.

FORGOTTEN REALMS

ANTHOLOGY COLLECTION

Devil's Due Pub Originally presented in the Worlds of Dungeons & Dragons anthology series, now all of the series' Forgotten Realms tales are compiled in one collectible graphic novel! Explore the Realms with the adaptations of "Dark Mirror," "Elminster at the Magefair," "The Great Hunt," and the classic tale, "Guenhwyvar."

THE SILENT BLADE

THE LEGEND OF DRIZZT

Wizards of the Coast 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.

NIGHT MASKS

THE CLERIC QUINTET

Wizards of the Coast 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.

HOMELAND

THE LEGEND OF DRIZZT

Wizards of the Coast 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.

SOJOURN

Wizards of the Coast 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.

FORGOTTEN REALMS PLAYERS GUIDE

ROLEPLAYING GAME SUPPLEMENT

The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

THE LEFT HAND OF DARKNESS

50TH ANNIVERSARY EDITION

Penguin 50TH ANNIVERSARY EDITION—WITH A NEW INTRODUCTION BY DAVID MITCHELL AND A NEW AFTERWORD BY CHARLIE JANE ANDERS Ursula K. Le Guin's groundbreaking work of science fiction—winner of the Hugo and Nebula Awards. A lone human ambassador is sent to the icebound planet of Winter, a world without sexual prejudice, where the inhabitants' gender is fluid. His goal is to facilitate Winter's inclusion in a growing intergalactic civilization. But to do so he must bridge the gulf between his own views and those of the strange, intriguing culture he encounters... Embracing the aspects of psychology, society, and human emotion on an alien world, The Left Hand of Darkness stands as a landmark achievement in the annals of intellectual science fiction.

THE HALFLING'S GEM

Wizards of the Coast 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.

THE SPINE OF THE WORLD

Wizards of the Coast 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.

CHANGELING

A STORY TELLING GAME OF BEAUTIFUL MADNESS. THE LOST

White Wolf Pub "For use with the World of Darkness rulebook"--P. [4] of cover.

DUNGEONS & DRAGONS: INFERNAL TIDES

IDW Publishing A new D&D® campaign begins as the odyssey following the Baldur's Gate heroes continues in this graphic novel adventure! Minsc and his friends are caught in the middle of devil-tainted corruption that has taken hold of Baldur's Gate. Unravelling the secret of its source will take our heroes to unexpected places and threaten the sanctity of their very souls. Even if they survive this perilous

journey, there will be hell to pay!

PROMISE OF THE WITCH-KING

THE SELLSWORDS

Wizards of the Coast 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.

THE LAST THRESHOLD

NEVERWINTER SAGA

Wizards of the Coast 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

BOOK OF VILE DARKNESS

DUNGEONS AND DRAGONS ACCESSORY

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.

THE ANNOTATED ELMINSTER

Follows the wizard Elminster as he struggles to become a powerful mage, journeys to the elven city of Cormanthor, and emerges to make the most important decision of his life, and provides background details on the novels and their world.

THE DARK ELF TRILOGY

HOMELAND/EXILE/SOJOURN

Drizzt Do'Urden, the dark elf, confronts the underground civilization of the evil Drow elves, travels through an endless labyrinth, and battles to survive on the surface world.

THE THOUSAND ORCS

THE HUNTER'S BLADES TRILOGY

Wizards of the Coast ONE DARK ELF. TWO ENCHANTED BLADES. ONE UNKNOWN ENEMY. AND A HORDE OF INVADERS. When a blood-thirsty band of orcs led by an as-yet-unseen enemy, comes rampaging out of the Spine of the World, it lays waste to everything in its path. Dark elf ranger Drizzt Do'Urden and his most trusted friends find themselves in the path of destruction. As blades slash and feet trample, even the heroes may not survive a desperate stand.

THE SWORD OF BEDWYR

Hachette UK Young nobleman Luthien Bedwyr lives far away from the evildoings of Wizard-King Greensparrow. But when a friend is murdered, Luthien's desire for revenge pits him against the King's terrifying power and forces him to become a fugitive, an outlaw who will discover the power to fight Greensparrow with a newfound magic to match his own.

STREAMS OF SILVER

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.

THE LEGEND OF DRIZZT 25TH ANNIVERSARY EDITION, BOOK I

Wizards of the Coast 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.

MENZOBERRANZAN

THE FAMED CITY OF THE DROW, REVEALED AT LAST!

The ancestral home of R.A. Salvatore's famous Drizzt Do'Urden and the nefarious city of the drow of the Underdark come alive in this classic boxed set -- available again for a limited time! No "Forgotten Realms" campaign is complete without an epic visit to this land of fear and treachery. Menzoberranzan can also be utilized in any AD&D campaign that includes the evil drow elves. One of the most-requested reprints of all returns to the shelves.

CANTICLE

Wizards of the Coast From the beloved creator of the Legend of Drizzt comes the thrilling first adventure in the Cleric Quintet—the story of a young cleric who is destined for greatness High in the Snowflake Mountains sits the Edificant Library, a place of scholarly study for priests, bards, and anyone who seeks knowledge for the sake of the greater good. This mystical place is home to Cadderly, a young cleric who lives a peaceful life of scholarship and invention. When a vicious curse is unleashed on the library, Cadderly must set aside his pursuit of knowledge to lead a motley team of monks, dwarves, and druids—and one alluring young warrior monk named Danica—into the catacombs of the library and a perilous fight against evil. There, the friends must join together as a group of unlikely heroes to save their home from the destruction already pulsing through its walls.

SEA OF SWORDS

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.

THE HUNTER'S BLADES TRILOGY

Brer Rabbit will never learn! He loves to play jokes, tricks and set traps for his friends - but once in a while, they beat him at his own game! These timeless stories of the briar patch trickster are re-told in Blyton's hugely popular and successful style. This collection contains many Brer Rabbit stories from the books Enid Blyton's Brer Rabbit Book, Brer Rabbit Again and Brer Rabbit's a Rascal.

THE COLLECTED STORIES: THE LEGEND OF DRIZZT

Wizards of the Coast New York Times-bestselling author: Classic short stories that expand the epic Legend of Drizzt, perfect for new and long-time collectors For years, the Legend of Drizzt has included short stories published in the Forgotten Realms Dungeons & Dragons anthologies and Dragon™ magazine. Collected here for the first time are all the classic stories—and one all new tale—by fantasy legend R.A. Salvatore, including: • “The First Notch” • “Dark Mirror” • “The Third Level” • “Guenhwyvar” • “That Curious Sword” • “Wickless in the Nether” • “The Dowry” • “Comrades at Odds” • “If Ever They Happened Upon My Lair” • “Bones and Stones” • “Iruladon” • “To Legend He Goes” From the startling origin of Drizzt’s panther companion, to the tale of Jarlaxle and Entreri’s first encounter with the dragon sisters, the tales in The Collected Stories enrich this epic and beloved series.

THE CHAOS CURSE

THE CLERIC QUINTET

Wizards of the Coast 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.