

## **The Silent Blade The Legend Of Drizzt Book Xi | dbbe53ee9c5d99696da8a042f1affa37**

*The Temptation of Elminster*  
*Vengeance of the Iron Dwarf*  
*The Lone Drow*  
*Predator - Incursion*  
*The Spine of the World*  
*Rise of the King*  
*The Thousand Orcs*  
*Starless Night*  
*The Collected Stories, The Legend of Drizzt*  
*In Sylvan Shadows*  
*Echoes of the Fourth Magic*  
*True Legend*  
*Neverwinter*  
*Legend*  
*Dragon War*  
*If Ever They Happened Upon My Lair*  
*The Two Swords*  
*Paths of Darkness*  
*Gift Set*  
*Sea of Swords*  
*Servant of the Shard*  
*Charon's Claw*  
*The Silent Blade*  
*Archmage*  
*The Strain*  
*The Orc King*  
*Tales from the Hood (Sisters Grimm #6)*  
*Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales*  
*The Silent Blade*  
*Am Legend*  
*The Icewind Dale Trilogy*  
*The Dark Elf Trilogy*  
*The Silent Blade*  
*Passage to Dawn*  
*Elminster in Myth*  
*Drannor*  
*The Ghost King*  
*Siege of Darkness*  
*Intern Ambition*  
*Legacy of the Drow*  
*Dune*  
*Timeless*

### **The Temptation of Elminster**

**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.

### **Vengeance of the Iron Dwarf**

**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 Lone Drow**

**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.

### **Predator - Incursion**

**Predator ships stream into human space in unprecedented numbers.** The Colonial Marines, controlled by Weyland-Yutani, respond to the incursion, thus entering the Rage War. This terrifying assault by the Yautja cannot go unchallenged, yet the cost of combat is high. Predators are master combatants, and each encounter yields a high body count. Then when Lt. Johnny Mains and his marines—the VoidLarks—enter the fray, they discover an enemy deadlier than any could imagine. Book one in an epic trilogy that continues in *ALIEN: INVASION* and concludes in *ALIENS VS. PREDATOR: ARMAGEDDON*. The universe will forever be changed.

### **The Spine of the World**

**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 pall 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!*

### **Rise of the King**

*It is the time of the great elven city of Cormanthor, when the Heartlands are home to barbarians, wicked dragons rule the skies, and the elven people trust no one. Wizards and warriors alike threaten their civilization in vain, arrogant, and ignorant quests for glory. Thus it was that Elminster was guided to Cormanthor, the Towers of Song, where Eltargrim was Coronal. There he dwelt for twelve summers and more, studying with many mighty mages, learning to feel magic and know how it could be bent and directed to his will . . . It is recorded that when the Mythral was laid, and Cormanthor became Myth Drannor, Elminster was among those who devised and spun that mighty magic.*

### **The Thousand Orcs**

*Follows the adventures of Paul Atreides, the son of a betrayed duke given up for dead on a treacherous desert planet and adopted by its fierce, nomadic people, who help him unravel his most unexpected destiny.*

### **Starless Night**

*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 Collected Stories, The Legend of Drizzt**

*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.*

### **In Sylvan Shadows**

*A slip-covered box set contains the four best-selling Drizzt Do'Urden adventures The Silent Blade, The Spine of the World, Servant of the Shard, and Sea of Swords.*

### **Echoes of the Fourth Magic**

*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.*

### **True Legend**

*Fifteen-year-old Drew "True" Robinson loves being the best point-guard prospect on his high-school basketball team, but learns the consequences of fame through a former player, as well as through the man who expects to be his manager when True reaches the NBA.*

## **Neverwinter**

*In one week, Manhattan will be gone. In one month, the country. In two months . . . the world. At New York's JFK Airport an arriving Boeing 777 taxiing along a runway suddenly stops dead. All the shades have been drawn, all communication channels have mysteriously gone quiet. Dr. Eph Goodweather, head of a CDC rapid-response team investigating biological threats, boards the darkened plane . . . and what he finds makes his blood run cold. A terrifying contagion has come to the unsuspecting city, an unstoppable plague that will spread like an all-consuming wildfire—lethal, merciless, hungry . . . vampiric. And in a pawnshop in Spanish Harlem an aged Holocaust survivor knows that the war he has been dreading his entire life is finally here . . .*

## **Legend**

*A lone human survivor in a world that is overrun by vampires, Robert Neville leads a desperate life in which he must barricade himself in his home every night and hunt down the starving undead by day. Reissue. 100,000 first printing. (A Warner Bros. film, releasing December 2007, directed by Francis Lawrence, starring Will Smith). (Horror)*

## **Dragon War**

*In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to aid his friends. His lover, Dahlia Sin'felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizzt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon's Claw, Alegni's sentient sword, dominates Entreri's movements—if not his mind. And then there's the way Entreri looks at Dahlia. Can Drizzt trust his old foe? Praise for the Neverwinter Saga: "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 From the Hardcover edition.*

## **If Ever They Happened Upon My Lair**

*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 Two Swords**

*An epic series that fans of the Eberron(R) world will love. The Five Nations of Khorvaire stand on the brink of war. Gaven--exile, outlaw, and prophesied Storm Dragon--may be the one person able to stop it. But he can't remember who he is. Wounded, tormented, and hovering on the brink of madness, Gaven's friends--and even a few enemies--have to save him before it's too late. The Eberron world's first hardcover trilogy, James Wyatt's The Draconic Prophecies introduced readers to new lands and new cultures and brought about political changes to the hit setting. It tells the story of a once-proud hero fallen to disgrace and madness, who must learn to wield extraordinary powers to save those he loves, and to keep the world from sliding back into decades of warfare.*

## **Paths of Darkness Gift Set**

*In a dark future, when North America has split into two warring nations, 15-year-olds Day, a famous criminal, and June, the brilliant soldier hired to capture him, discover that they have a common enemy.P. Putnam's Sons.*

## **Sea of Swords**

*In the further adventures of Drizzt Do'Urden, the dark elf must confront the power of the evil-*

*spewing crystal artifact called Crenshinibon while Wulfgar escapes from the demon Errtu, and Drizzt's worst nemesis, master assassin Artemis Entreri returns to the streets of Calimport, in a new edition of the classic fantasy. Reprint.*

### **Servant of the Shard**

#### **Charon's Claw**

*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. . .*

#### **The Silent Blade**

*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.*

#### **Archmage**

*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 Strain**

**ONE DARK ELF. TWO ENCHANTED BLADES. ONE UNKNOWN ENEMY. AND A HORDE OF INVADERS.** *When a blood-thirsty banc 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 Orc King**

*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.*

#### **Tales from the Hood (Sisters Grimm #6)**

*New York Times and USA Today Bestseller! R. A. Salvatore returns with one of fantasy's most beloved and enduring icons, the dark elf Drizzt Do'Urden, in an all-new trilogy full of swordplay, danger, and imaginative thrills. Centuries ago, in the city of Menzoberranzan, the City of Spiders, the City of Drow, nestled deep in the unmerciful Underdark of Toril, a young weapon master earned a reputation far above his station or that of his poor house. The greater nobles watched him, and one matron, in particular, decided to take him as her own. She connived with rival great houses to secure her prize, but that prize was caught for her by another, who came to quite enjoy the weapon master. This was the beginning of the friendship between Zaknafein and Jarlaxle, and the coupling of Matron Malice and the weapon master who would sire Drizzt Do'Urden. R. A. Salvatore reveals the Underdark anew through the eyes of Zaknafein and Jarlaxle—an introduction*

*to the darkness that offers a fresh view of the opportunities to be found in the shadows and an intriguing prelude to the intriguing escapes that lie ahead in the modern-day Forgotten Realms. Here, a father and his son are reunited and embark on adventures that parallel the trials of centuries long past as the friends of old are joined by Drizzt, Hero of the North, trained by Grandmaster Kane in the ways of the monk. But the scourge of the dangerous Lolth's ambitions remain, and demons have been foisted on the unwitting of the surface. The resulting chaos and war will prove to be the greatest challenge for all three.*

### **Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales**

*Drizzt, a dark elf, must confront the power of Crenshinibon while Wulfgar escapes from the demon Errtu, and Drizzt's worst nemesis, master assassin Artemis Entreri, returns to the streets of Calimport.*

### **The Silent Blade**

*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.”*

### **I Am Legend**

*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.*

### **The Icewind Dale Trilogy**

*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.*

### **The Dark Elf Trilogy**

*Funny, suspenseful, and fast-paced, The Sisters Grimm continues to charm readers with its outrageous take on familiar fairy tales. In Ferryport Landing everyone gets a day in court—even the Big Bad Wolf, a.k.a. Mr. Canis. When Canis is put on trial for past crimes, Mayor Heart's kangaroo court is determined to find him guilty. It's up to the Grimms to uncover evidence to save their friend, though Sabrina starts to wonder whether they would all be safer with the Wolf in jail. Despite her misgivings, Sabrina and her sister, Daphne, investigate what actually happened in the Big Bad Wolf's most famous tale—and the real story is full of surprises! F&P level: U*

### **The Silent Blade**

*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.*

## **Passage to Dawn**

**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.**

## **Elminster in Myth Drannor**

**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.**

## **The Ghost King**

**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.**

## **Siege of Darkness**

**Chloe is beyond excited to be back in New York City after winning Teen Design Diva and can't wait to start her dream internship with famed designer, Stefan Meyers. But the rivalry and drama she thought she left behind in the competition is back when the other interns begin to question her abilities. Can Chloe prove to everyone, including herself, that she truly belongs?**

## **Intern Ambition**

**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, it's 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.**

## **Legacy of the Drow**

**Drizzt and his elf companion Dahlia realize that they may have to break the law if they are ever going to help those the law has abandoned, and soon are making new enemies and are plunged headlong into battle.**

## **Dune**

**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.**

## **Timeless**

**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.**

Copyright code : [dbbe53ee9c5d99696da8a042f1affa37](#)