

The Pirate King Transitions Book II The Legend Of Drizzt 18

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

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.

And it is, it is a glorious thing to be a Pirate King! When murder makes an appearance at a dinner party, who should be called in but Adrien's former lover, handsome closeted detective Jake Riordan, now a Lieutenant with LAPD—which may just drive Adrien's new boyfriend, sexy UCLA professor Guy Snowden, to commit a murder of his own.

Sam Sykes' epic quest is full of razor-sharp wit and characters who leap off the page and into trouble. It will plunge you into a vivid new world of adventure. ADVENTURERS. Long loathed for their knowledge of nothing but murder and thievery, they are savages, zealots, heathens, monsters, thugs. And Lenk, a young man with a sword in his hand and a voice in his head, counts five of them as his sole and most hated companions. Lenk's otherwise trivial employment under an esteemed clergyman is interrupted when bloodthirsty pirates, led by an ageless demon risen from the depths of the ocean, pilfer the object they have been charged with protecting: the Tome of the Undergates, the key to a door that guards the mouths of hell. A hell full of demons who want out. Against titanic horrors from the deep, psychotic warrior women, and creatures forgotten by mankind, Lenk has only two weapons: a piece of steel and five companions who are as eager to kill each other as they are to retrieve the book that will save them.

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. . .

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.

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

The capable, confident, and occasionally ruthless heroine of Daughter of the Pirate King is back in this action-packed sequel that promises rousing high seas adventures and the perfect dash of magic. Alosa's mission is finally complete. Not only has she recovered all three pieces of the map to a legendary hidden treasure, but the pirates who originally took her captive are now prisoners on her ship. Still unfairly attractive and unexpectedly loyal, first mate Riden is a constant distraction, but now he's under her orders. And she takes great comfort in knowing that the villainous Vordan will soon be facing her father's justice. When Vordan exposes a secret her father has kept for years, Alosa and her crew find themselves in a deadly race with the feared Pirate King. Despite the danger, Alosa knows they will recover the treasure first . . . after all, she is the daughter of the Siren Queen. In Daughter of the Siren Queen, Tricia Levenseller brings together the perfect mix of thrilling action, tense battle scenes, and a heart-pounding romance.

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.

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 Pirate King Transitions Wizards of the Coast

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.

Set in Williams' New York Times bestselling fantasy world, the second book of The Last King of Osten Ard returns to the trials of King Simon and Queen Miriamele as threats to their kingdom loom... The kingdoms of Osten Ard have been at peace for decades, but now, the threat of a new war grows to nightmarish proportions. Simon and Miriamele, royal husband and wife, face danger from every side. Their allies in Hernystir have made a pact with the dreadful Queen of the Norns to allow her armies to cross into mortal lands. The ancient, powerful nation of Nabban is on the verge of bloody civil war, and the fierce nomads of the Thrithings grasslands have begun to mobilize, united by superstitious fervor and their age-old hatred of the city-dwellers. But as the countries and peoples of the High Ward bicker among themselves, battle, bloodshed, and dark magics threaten to pull civilizations to pieces. And over it all looms the mystery of the Witchwood Crown, the deadly puzzle that Simon, Miriamele, and their allies must solve if they wish to survive. But as the kingdoms of Osten Ard are torn apart by fear and greed, a few individuals will fight for their own lives and destinies—not yet aware that the survival of everything depends on them.

Collected together for the first time, the exciting conclusion to New York Times bestselling author R. A. Salvatore's Saga of the First Kings series, set in the world of the DemonWars In The Dame, Bransen Garibond, the Highwayman, believes that the two warring lairds are two sides of the same coin. But he soon learns that view is simplistic at best. Bransen's road becomes a quest for the truth, of Honce and of himself, a quest to put right over wrong. In The Bear, the war of Honce drags on, and Bransen rejoins his solo quest to extricate himself from the selfish goals of all combatants. But in an odd twist of fate and crossed loyalties, Bransen sees in his old nemesis, Bannagran—the Bear of Honce and the man who slew his adoptive father—a darker image of his own heart. Allies and battle lines become tangled, motives indistinguishable as old friends become enemies, and old enemies become allies. The Highwayman comes full circle to learn the truth of his journey and the responsibilities of his great power. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The war against the orcs is far from over in this opening installment of a bold new trilogy in the Legend of Drizzt series The end of

winter is near, and it seems the uneasy peace between the dwarves of Mithral Hall and the orcs of the newly established Kingdom of Many-Arrows will not last long. The orc tribes united under Obould are splintering, with some seeking to establish an alliance with a clan of half ogres-half orcs. Drizzt, too, feels himself torn apart, unsure which of the Companions needs him most: As Catti-brie recovers from a serious injury, Wulfgar mourns the death of his wife. Together, the broken pair leaves Mithral Hall for Silverymoon, hoping to find a trail that leads to Wulfgar's lost adopted daughter. Meanwhile, Bruenor begins his own desperate search. Determined to end the war that nearly cost him his life and everything he has built, he will stop at nothing until he finds the ancient dwarven city of Gauntlgrym. But to truly end the war, drastic changes must be made. Powerful individuals on both sides may have to alter the way they see each other—and perhaps even talk to one another—for it will take more than swords and axes to bring a lasting peace to the Spine of the World. The Orc King is the first book in the Transitions series and the twentieth installment in the Legend of Drizzt series.

The best-selling author of The Ghost King presents the first installment in a trilogy that brings together the Drizzt saga and the Neverwinter Nights video-game franchise. Reprint. Video game tie-in.

"Lira, a famous siren, must prove herself by stealing the heart of the man, a prince, threatening their race"--

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.”

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

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.

"Shadowbane is a perfect example of what is right and enduring about the Forgotten Realms: a tale of companionship, perseverance, faith, and self-exploration. With a monster and a fight scene here or there, too, in case you need a kick in the pants. You'll read it in one sitting, and then come back to see what you might have missed." ~ Brian Cortijo (Realms Designer,

Lothemaster of Cormyr) "If you like fast-paced, thrilling stories that explore the dark shadows and alleyways of cities in the Realms, and erupt into spectacular fights, in the company of wise-cracking heroes and anti-heroes, then a Erik Scott de Bie book is for you! SHADOWBANE takes the reader along for another ride with Kalen and Myrin, this time to lawless Luskan, and it's an adventure worth reading and rereading many times! First-rate fantasy!" ~ Ed Greenwood (Best-Selling Author, Father of the Forgotten Realms, Living Legend) "With its relentless pace and scenes of chilling horror and savage combat, Erik Scott de Bie's fiction evokes the work of old-school sword-and-sorcery masters like Robert E. Howard and Karl Edward Wagner, and Shadowbane is his best book yet. Don't miss it!" ~ Richard Lee Byers, author of the Forgotten Realms: Brotherhood of the Griffon series The city of Luskan has always been a den of pirates, thieves, and murderers. But lately, things have gotten much worse. A ship crashes offshore with nothing but corpses. Every day, people go crazy and brutalize those around them. And the only signs that even the most hardened criminals still walk the streets at night are bones. Luskan's sister city, Waterdeep, has sent a detachment to quarantine the unclean city—to let the filth within die, rather than infect the rest of the Realms. But Myrin has slipped inside, declaring that she will save Luskan. Shadowbane follows, determined to save Myrin and therefore her pet city—even if he has to kill every rat in Luskan to do it. Shadowbane features the triumphant return of popular, dark vigilante from Downshadow and carries forth the threads of the worlds-spanning Abyssal Plague series. This expanded e-book also includes a brand-new short story, entitled "A New Purpose", as well as links to an existing prequel and an original e-novella, featuring characters from Shadowbane. Also included are links to background information on the Abyssal Plague series and sample chapters from other books in the series.

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

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.

Drizzt returns to Luskan, and the Realms will never be the same! The Arcane Brotherhood has long held the city of Luskan in their

power, but when corruption eats away at their ranks, Captain Deudermont comes to the rescue of a city that has become a safe haven for the Sword Coast's most dangerous pirates. But rescuing a city from itself may not be as easy as Deudermont thinks, and when Drizzt can't talk him out of it, he'll be forced to help. Drizzt is back in action again, and bringing more changes to the Forgotten Realms setting. This all new hardcover adventure will keep Drizzt fans guessing the whole way, with edge-of-your-seat action and plot twists that even the most casual reader of the Forgotten Realms novel line can't afford to miss! From the Hardcover edition.

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

To her, to her dying breath, you were the untouchable one, the one whose flesh her dagger could not penetrate. THE ASSASSIN A cold and emotionless killer for whom every soul has a price, even his own, embarks on a path to find out just how high that price can be. THE MERCENARY A dark elf of limitless guile dares to challenge a king, and carve for himself a place in the inhospitable World Above. ILNEZHARA and TAZMIKELLA are ancient dragons of great power, accustomed to easily manipulating the humans around them. But not all humans are so easily led. When they pushed Entreri and Jarlaxle into the heart of the Bloodstone Lands, not even they could have imagined the strength of the human assassin's resolve, or the limitless expanse of the drow mercenary's ambition.

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.

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.

R.A. Salvatore's New York Times best-selling saga continues as dark elf Drizzt Do'Urden returns to Gauntlgrym with old friends by his side once again, as they seek to rescue Bruenor's loyal shield dwarf-turned-vampire. But not only do Drizzt and his allies face a perilous journey through the Underdark and the dangers of the undead that lie within, but they must cross through a colony of drow, who would like nothing better than to see Drizzt Do'Urden dead.

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.

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

to Jamaica...

In *The Highwayman*, New York Times–bestselling author R. A. Salvatore takes his readers back to his signature world of Corona, introducing a fascinating new hero in the *Saga of the First King* series. It is God's year 54, many years before the Demon Wars, in the land of Corona. The roads are unsafe to travel; goblins and bloodthirsty Powries search out human prey. Two religions struggle fiercely for control. Bran Dynard, a monk of the fledgling religion of Abelle, returns from his mission in a far-off land with a book of mystical knowledge and a beautiful and mysterious new wife. But he soon realizes that the world he left behind has changed, and his dream of spreading the wisdom he learned to his fellow monks is crushed. Forced to hide his wife and his precious book, Bran must decide whom he can trust and where he should now place his faith. Twenty years later, the situation has grown darker and more desperate. Only the Highwayman travels freely, his sword casting aside both Powries and soldiers. The people need a savior, but is the Highwayman on a mission of mercy...or vengeance? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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.

A compelling new account of history's most famous pirate. *The Pirate King* is the compelling true story of a Welshman who became one of the most ruthless and brutal buccaneers of the golden age of piracy. The inspiration for dozens of fictionalized pirates in film, television, and literature—as well the namesake of one of the world's most popular rum brands—Captain Sir Henry Morgan was matchless among pirates and privateers. Unlike most of his contemporaries, he was not hunted down and killed or captured by the authorities. Instead he was considered a hero in England and given a knighthood and eventually was made governor of Jamaica. As Graham Thomas reveals in this fresh biography of this complex and intriguing character, Morgan was an exceptional military leader whose prime motivation was to amass as much wealth as he could by sacking and plundering settlements, towns, and cities up and down the Spanish Main. Featuring graphic accounts of Morgan's exploits, eventually leading to an unparalleled rise to power and legitimacy, *The Pirate King* is a riveting read sure to become a key text in pirate literature. Thomas dispels myths and separates fact from fiction as he presents an intriguing new portrait of one of history's most compelling figures. Skyhorse Publishing, along with our Arcade, Good Books, Sports Publishing, and Yucca imprints, is proud to publish a broad range of biographies, autobiographies, and memoirs. Our list includes biographies on well-known historical figures like Benjamin Franklin, Nelson Mandela, and Alexander Graham Bell, as well as villains from history, such as Heinrich Himmler, John Wayne Gacy, and O. J. Simpson. We have also published survivor stories of World War II, memoirs about overcoming adversity, first-hand tales of adventure, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home.

“*The Companions* is the best novel [R.A.] Salvatore has ever written. It's insanely courageous, profoundly powerful, masterfully constructed, and easily Salvatore's most ambitious work to date.”—Paul Goat Allen, BarnesandNoble.com “After a quarter of a century, R.A. Salvatore just keeps getting better and better, and *The Companions* is another masterful leap forward for one of the greatest fantasy epics of all time.”—Philip Athans, best-selling author of *Annihilation* and *The Haunting of Dragon's Cliff* This latest installment in New York Times best-selling

author R.A. Salvatore's beloved fantasy saga, *The Companions* moves Salvatore's signature hero Drizzt into a new era of the Forgotten Realms. As Drizzt's fate hangs in the balance, he reflects on the lives of the trusted allies who stood by his side throughout his early life--the friends now known as the Companions of the Hall. Meanwhile, the first stirrings of the Sundering begin.

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.

The thrilling conclusion to the New York Times—bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do'Urden. Luthien Bedwyr, warrior leader of an elven rebellion and crusader for justice known as the Crimson Shadow, will not rest until he vanquishes the evil Wizard-King Greensparrow forever and wipes out the tyrant's cyclopean army. No less than the fate of Luthien's oppressed kingdom of Eriador hangs in the balance. But Luthien now faces his greatest challenge. His fierce alter ego may wield a magical sword and wear a scarlet cape that renders him invisible, but his formidable adversary has a counterpart of his own: an unstoppable and bloodthirsty colossus of a dragon. Hailed by Terry Brooks as a “fine adventure filled with memorable characters and compelling action,” this spellbinding series comes to a rousing finish, giving us “a world of depth and humanity, filled with color and sound and feeling and with heroes we can't help but admire” (Tracy Hickman, New York Times—bestselling author of the *Bronze Canticles Trilogy*).

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*.

Newly returned to the demon-infested Underdark, Drizzt Do'Urden faces his most dangerous adventure yet Drizzt is going home, but not to Mithral Hall or to Icewind Dale. He's going to Menzoberranzan, the very place he left as a young and outcast drow. Something terrible—immense—unspeakable, has come to the City of Spiders, leaving death and destruction in its wake. As the damage of the Darkening, of war, and of a demon-ravaged Underdark sends cracks out across the North, causing irreparable damage, Drizzt and his companions find their lives endangered once more. When the primordial of Gauntlgrym stirs, Catti-brie and Gromph venture to the ruins of the Host Tower of the Arcane in Luskan, seeking the only power that can keep the beast in check. Meanwhile, Jarlaxle holds the strings for them all, orchestrating a masterpiece of manipulation that brings old enemies together, and tears old friends apart. But even the wily and resourceful Jarlaxle may not realize just how narrow a path he walks. The City of Spiders might already have fallen to the demons and their wicked prince. What's to say the demons will stop there? *Maestro* is the second book in the *Homecoming* trilogy and the thirty-second book in the *Legend of Drizzt* series.

The *Man of His Word* series debut—a novel “with enough fresh ideas to allow it to sit unashamedly alongside the great fantasy books of recent times” (*Fantasy Book Review*). “Duncan's unique concept of goblins, fauns, and imps adds a new twist to this imaginative fantasy adventure” as Princess Inosolan is forced to leave behind her carefree childhood—as well as her dear friend, the stableboy Rap (*Library Journal*). Now of marriageable age, she is sent to a finishing school to hone the skills that all noble ladies should possess. Mystery, menace, and the gods appear in short order, as Inos and Rap begin to discover their magical powers, even as Inos is courted by a charming man with motives far more dangerous than the eye—and heart—can see . . . “Magic Casement has a charm and vibrant sense of humor. . . . If it's

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traditional fantasy adventure with a bit of nudge-nudge wink-wink you're after, Dave Duncan is your go-to guy." —SFReviews.net

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