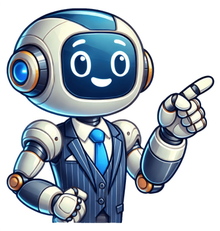
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The titular hero of The Legend of Drizzt series has headlined 39 fantasy novels across a period of more than 30 years. Created by R.A. Salvatore, the dark elf ranger Drizzt Do'Urden is easily the most recognizable character associated with the Dungeons & Dragons tabletop game. Existing in a world based on the Forgotten Realms campaign setting, Drizzt has enjoyed numerous adventures, battling all sorts of Dungeons & Dragons monsters and visiting a long list of established locations from the game. The character has accumulated dozens of roles in D&D media. He's been featured in D&D campaigns, comic books, and iconic fantasy RPG video games like Baldur's Gate II: Shadows of Amn. Drizzt even came close to a Honor Among Thieves cameo, which would have marked his live-action debut. Before that, he was heavily rumored to be leading a Dungeons & Dragons TV show, and could still wind up taking that route. Unsurprisingly, the foundation of Drizzt's fame is his prolific catalog of book appearances. How To Read The Drizzt Books In Release Order The Legend Of Drizzt Consists Of 13 Book Series Since Drizzt's story didn't officially start at the beginning, there's more than one way to dive into the Drow hero's world. To experience it the way book readers were originally introduced to him in the 1980s, the book to pick up first would be The Crystal Shard. Published in 1988, Salvatore's novel featured the debuts of Drizzt and several of his most well-known companions, including Catti-brie, Bruenor, Regis, Wulfgar, and of course, Guenwyvar, the magical panther that follows him throughout his journeys. The Crystal Shard leads directly into the sequel, Streams of Silver, followed by the third and final installment in the Icewind Dale trilogy, The Halfling's Gem. After concluding the Icewind Dale trilogy, Salvatore began a new Drizzt series, called the Dark Elf trilogy, which explored the dark elf's days in the Underdark. From there, Salvatore penned several more series, including The Legacy of the Drow, Paths of Darkness, and Transitions. The most recent series was Way of the Drow, which wrapped up in 2023. The Legend of Drizzt follows a rather consistent release and story formula. Typically, Drizzt's Dungeons & Dragons stories are grouped into trilogies or sets of four to five books. Most of his books are complete stories, but each installment in a series is typically connected by a theme or a setting. Or, they end in a way that sets up the sequel. With some series, though, like Legacy of the Drow, individual entries are basically chapters in a wider narrative. Book Series Release Year The Crystal Shard Icewind Dale 1988 Streams of Silver Icewind Dale 1989 The Halfling's Gem Icewind Dale 1990 Homeland Dark Elf 1990 Exile Dark Elf 1990 Sojourn Dark Elf 1991 The Legacy Legacy of the Drow 1992 Starless Night Legacy of the Drow 1993 Sige of Darkness Legacy of the Drow 1994 Passage to Dawn Legacy of the Drow 1996 The Silent Blade Paths of Darkness 1998 The Spine of the World Paths of Darkness 1999 Servant of the Shard The Sellswords 2000 Sea of Swords Paths of Darkness 2001 The Thousand Orcs The Hunter's Blades 2002 The Two Swords The Hunter's Blades 2003 The Lone Drow The Hunter's Blades 2004 Promise of the Witch King The Sellswords 2005 Road of the Patriarch The Sellswords 2006 The Orc King Transitions 2007 The Pirate King Transitions 2008 The Ghost King Transitions 2009 Gauntlgrym Neverwinter Saga 2010 Neverwinter Neverwinter Saga 2011 Charon's Claw Neverwinter Saga 2012 The Last Threshold Neverwinter Saga 2013 The Companions The Sundering 2013 Night of the Hunter Companions Codex 2014 Rise of the King Companions Codex 2014 Vengeance of the Iron Dwarf Companions Codex 2015 Archmage Homecoming 2015 Maestro Homecoming 2016 Hero Homecoming 2016 Timeless Generations 2018 Boundless Generations 2019 Relentless Generations 2020 Starlight Enclave Way of the Drow 2021 Glacier's Edge Way of the Drow 2022 Lolth's Warrior Way of the Drow 2023 To enjoy Drizzt's story from the beginning, the ideal starting point would be Homeland. Homeland, book 1 in the Dark Elf trilogy, was the fourth Drizzt book written by Salvatore, but is retroactively considered the first book in The Legend of Drizzt. The reason for this is because at the start of The Crystal Shard, Drizzt was already a highly skilled warrior with a rich backstory. By this point, he already knew Catti-brie and Bruenor. And while Drizzt didn't have his iconic scimitars yet, he did have his panther companion, Guenwyvar. Book Series Release Year Homeland Dark Elf 1990 Exile Dark Elf 1990 Sojourn Dark Elf 1991 The Crystal Shard Icewind Dale 1988 Streams of Silver Icewind Dale 1989 The Halfling's Gem Icewind Dale 1990 The Legacy Legacy of the Drow 1992 Starless Night Legacy of the Drow 1993 Sige of Darkness Legacy of the Drow 1994 Passage to Dawn Legacy of the Drow 1996 The Silent Blade Paths of Darkness 1998 The Spine of the World Paths of Darkness 1999 Servant of the Shard The Sellswords 2000 Promise of the Witch King The Sellswords 2005 Road of the Patriarch The Sellswords 2006 Sea of Swords Paths of Darkness 2001 The Thousand Orcs The Hunter's Blades 2002 The Two Swords The Hunter's Blades 2003 The Lone Drow The Hunter's Blades 2004 The Orc King Transitions 2007 The Pirate King Transitions 2008 The Ghost King Transitions 2009 Gauntlgrym Neverwinter Saga 2010 Neverwinter Neverwinter Saga 2011 Charon's Claw Neverwinter Saga 2012 The Last Threshold Neverwinter Saga 2013 The Companions The Sundering 2013 Night of the Hunter Companions Codex 2014 Rise of the King Companions Codex 2014 Vengeance of the Iron Dwarf Companions Codex 2015 Archmage Homecoming 2015 Maestro Homecoming 2016 Hero Homecoming 2016 Timeless Generations 2018 Boundless Generations 2019 Relentless Generations 2020 Starlight Enclave Way of the Drow 2021 Glacier's Edge Way of the Drow 2022 Lolth's Warrior Way of the Drow 2023 All of these things are covered in the Dark Elf trilogy, which essentially acts as a prequel to the Icewind Dale trilogy. Salvatore offers glimpses into Drizzt's past over the course of the Icewind Dale trilogy, but saves the full story for the Dark Elf trilogy. If avoiding the mystery of Drizzt's backstory and having an understanding of who he is and how he formed his relationships with his friends before investing in the Icewind Dale trilogy's story is preferred, it would be best to start with the Dark Elf series, and then proceed to The Crystal Shard, and so on. Complicating the chronology of the series is The Sellswords trilogy. Officially, they're counted as books 14, 15, and 16 in the series, which correctly dictates where they fit into The Legend of Drizzt's timeline. However, they weren't published in this order. The Sellswords trilogy takes place between the events of the second Paths of Darkness book and its third installment, even though two of The Sellswords' entries weren't published until after Salvatore had already published the full Hunter's Blades trilogy. Four books in The Legend of Drizzt series, including those in The Sellswords trilogy, aren't about the character, hence why some may be interested in potentially skipping them. After all, The Sellswords were once regarded as spinoffs in the first place, and were only designated as The Legend of Drizzt entries years after publication. As for the other one, The Spine of the World, it's the third book in Drizzt's Paths of Darkness trilogy and is intertwined with the overarching story. The Spine of the World shifts the focus to Wulfgar, one of Drizzt's most important allies. Meanwhile, The Sellwords follows Jarlaxle and Artemis Entreri, two recurring characters in Drizzt's books. Since he doesn't appear in them at all, none are necessarily crucial to Drizzt's personal arc. Their relevance pertains mostly to the developments in the lives of his supporting characters, as what happens in those three novels to Jarlaxle Entreri do come into play in later Drizzt books since they shape the duo's dynamic. Published in 2023, Lolth's Warrior was the final installment in the Way of the Drow trilogy and is currently the last published book in The Legend of Drizzt series. However, it's too soon to say if it should be classified as Drizzt's swan song in the Forgotten Realms. It properly ended that book's specific adventure, but didn't close the door on Drizzt's story for good. While there's so much that he's already overcome in his long career as a sword-fighting ranger, the world of D&D is so expansive that it's not hard to imagine Drizzt one day embarking on another journey. Custom image by Katarina Cimbaljevic Generally speaking, the chronological order is the best approach for tackling The Legend Of Drizzt novels, as they provide a cohesive timeline for the character. However, there are some considerations to take before embarking on this lengthy literary quest. Some existing knowledge of Dungeons & Dragons definitely helps, not so much in terms of gameplay mechanics, but definitely of its various settings, such as the Forgotten Realms. The novels do explain a great deal of this, but they're definitely much easier to enjoy with some pre-existing knowledge (similarly to the various Star Wars or Halo novels that exist, they're written with fans of an existing franchise in mind). Many fans online have also put forward a key point that, since Drizzt's stories tend to be divided into trilogies, it is possible to start a trilogy that occurs later in the character's timeline, then jump back to an earlier one, and still follow what's going on. While it's ultimately subjective, there does seem to be many fans who see the Icewind Dale trilogy as the best books in The Legend Of Drizzt series. This was the first trilogy of Drizzt novels released, and as a cohesive story they're definitely the most approachable and self-contained. This is perhaps why so many fans of the franchise rank them highly, as these three Drizzt books The Crystal Shard, Stream of Silver, and The Halfling's Gem were written by R. A. Salvatore with no goal beyond telling a good story about an interesting character. Everything that followed was still of an exceptionally high quality, but they were also the stories constructed to exist as part of a much wider franchise. The Halfling's Gem also made it to the New York Times bestseller list, and of all The Legend Of Drizzt novels, the Icewind Dale trilogy is perhaps still the only segment of the wider saga with broader appeal beyond Dungeons & Dragons players and fans. The Dungeons & Dragons franchise is a fantasy adventure series based on the iconic tabletop role-playing game. The franchise includes both live-action and animated adaptations, with the most notable being the recent film Dungeons & Dragons: Honor Among Thieves (2023), which brought the fantasy world of D&D to a broader audience with its blend of humor, action, and classic D&D elements. The franchise explores themes of heroism, friendship, and the unpredictable nature of adventuring in a magical world filled with dragons, wizards, and mythical creatures. Find the perfect list to answer a question, research a purchase, or get the job done. Sign up for a free account to follow your favorites or create your own lists.Listium is the only platform that combines the best elements of spreadsheets, articles, galleries, slideshows, maps, and more, so you can keep all your lists in one place.For content creators, or anyone who wants to share a list, Listium has powerful publishing features to get your list out to the world.Loading...Find more book lists Loading...Find more gaming lists Loading...Find more travel lists Loading...Find more featured lists Loading...Find more featured lists FeaturesTable, board, article, map, slideshow, list, and more coming. Seperate desktop and mobile views so lists always look great.Choose the fields that you need to make every list perfect. Text, numbers, icons, links, images, locations, and more to come.We make it easy for search engines to find your public lists and for Google to create featured snippets.Published lists can embedded on other websites, including features such as sorting and filtering.Lists are easy to share on social media and in forums. The best lists will be featured on our social media accounts.Private, shared, hidden or published lists. You control who can see your list and who can edit it. As an Amazon Associate I earn from qualifying purchases. First published almost 40 years ago, R.A. Salvatores Legend of Drizzt has since become one of the most popular fantasy book series of all time, selling over 35 million copies worldwide and earning numerous top spots on The New York Times bestsellers list. Today, the series encompasses 40 novels and a slew of tie-in books, with the popular dark elf ranger and his companions also appearing in toys, comic books, video games and memorabilia. Many new readers, however, can sometimes feel a bit overwhelmed given the extensive number of books. Thats why weve put together this guide to help new and returning fans explore the Legend of Drizzt books in order. We break out all the novels by chronological order and publication date, dig into some of the tie-ins and supplemental materials, and offer a few tips for new readers interested in meeting the famed drow warrior for the first time. So hold onto your scimitars as we slice into the ultimate readers guide to R.A Salvatores The Legend of Drizzt books. What is the Legend of Drizzt series? The Drizzt Books in Chronological Order The Drizzt Books in Order of Publication Date Related Drizzt Books Advice for new readers Written by award-winning fantasy author R.A Salvatore, The Legend of Drizzt currently consists of 40 novels that follow the adventures of Drizzt DoUrden, a dark elf (also known as a Drow) who turns his back on his evil, subterranean race, eventually making his way to the surface world where he becomes a noble ranger. The novels are set in the world of Faern, better known as the Forgotten Realms, which was first created as a campaign setting for Dungeons & Dragons RPG, and as such the books are closely tied-in to the games concepts, monsters, magic and locations. Over the course of the series, Drizzt befriends a group of heroes in the remote frozen wilds of Icewind Dale. These individuals are eventually known simply as The Companions and include the mighty barbarian Wulfgar, the mischievous halfling thief Regis, the surly dwarven warrior Bruenor Battlehammer, and Catti-brie a fearless human archer and Bruenors adopted daughter. Drizzt is also joined by his faithful companion Guenhwyvar, a magical panther which he can summon using a small enchanted figurine. Throughout the series, Drizzt also often finds himself facing a number of familiar enemies, including the forces of the drow city of Menzoberranzan, the human assassin Artemis Entreri and the dark elf mercenary known as Jarlaxle, not to mention an army of deadly monsters and other creatures. In more recent years, author R.A Salvatore has also introduced the character of Drizzts daughter Breezy DoUrden, who is the central protagonist in a new series of novels. Naturally with 40 novels in published to date, the series has become fairly complex, with Drizzt and his companions experiencing significant changes and growth over the course of the novels. That being said, its still surprisingly accessible to new readers and there are a number of jumping on points. The series, however, is really known for its introspective philosophy, unique characters and creatures, high fantasy setting, and incredible action. The following is a list of The Legend of Drizzt books in chronological order, detailing Drizzts adventures from his early days in Menzoberranzan to his many adventures in the surface world. Notably, this isnt actually the order in which the books were first written by R.A. Salvatore, but for many new and returning readers it remains the best order in which to enjoy the series. 7.The Legacy8.Starless Night9.Siege of Darkness10.Passage to Dawn 11.The Silent Blade12.The Spine of the World13.Sea of Swords 17.The Thousand Orcs18.The Lone Drow19.The Two Swords 20.The Orc King21.The Pirate King22.The Ghost King 23.Gauntlgrym24.Neverwinter25.Charons Claw26.The Last Threshhold 28.Night of the Hunter29.Rise of the King30.Vengeance of the Iron Dwarf 31.Archmage32.Maestro33.Hero 34.Timeless35.Boundless36.Relentless 37.Starlight Enclave38.Glaciers Edge39.Lolths Warrior 40. The Finest Edge of Twilight Back to top While some readers may choose to read The Legend of Drizzt books in order of publication date, this may not be the best approach. Thats because R.A. Salvatore often published books from two different series at the same time. For example, the first book of the Sellswords Trilogy series was published before the third book of the Paths of Darkness Trilogy. Similarly, some of the books occur in different time periods throughout Drizzts life. For example, the Dark Elf trilogy takes place before the events of The Icewind Dale Trilogy, despite being published afterwards. That being said, if you are interested in taking this approach, below are the Drizzt books in order of publication date. Back to top There are also a number of books that arent part of The Legend of Drizzt series, but which are closely related to R.A Salvatores novels. While almost all of the 40 novels in the Legend of Drizzt series are also available as audio books, R.A Salvatore also wrote two short novellas which were published exclusively as audio books on Amazons Audible service. The first follows the adventures of the drow mercenary Jarlaxle, while the second introduces Drizzts daughter Breezy. One-Eyed Jax Betwixt Two Worlds Comic books fans will also be happy to learn that The Legend of Drizzt books have also been adapted as a number of graphic novels, which can be purchased in single volumes or as larger omnibuses. Legend of Drizzt Omnibus Vol. 1 Back to top With almost 40 books in total, The Legend of Drizzt series is quite extensive and can be a little daunting for new readers. Our advice is to start reading them in chronological order, beginning with The Dark Elf trilogy and moving into The Icewind Dale Trilogy (although there is some debate on this approach, with some fans suggesting starting with The Icewind Dale Trilogy, then moving into The Dark Elf Trilogy). The Hunters Blades trilogy can also be a good starting point for new readers and doesnt require any knowledge of previous books to enjoy it. We also recommend pacing yourself. Not all of these books need to be read one after the other, so taking a bit of time in between is really the best way to get the most enjoyment from the series (sometimes there really is too much of a good thing). In fact, there are plenty of other amazing Forgotten Realms books out there that are also worth picking up. Ultimately, theres a lot to love with The Legend of Drizzt and, if youre a new reader, you can expect a ton of fantasy action and adventure ahead. Happy reading! Back to top Visit our D&D Books page for more reviews of the latest novels and game books. Get exclusive D&D news, reviews and rules updates delivered right to your inbox. HomelandExileSojournThe Crystal ShardStreams of SilverThe Halfling's GemThe StowawayThe ShadowmaskThe SentinelsCanticleIn Sylvan ShadowsNight MasksThe Fallen FortressThe Chaos CurseThe LegacyStarless NightSiege of DarknessPassage to DawnThe Silent BladeThe Spine of the WorldSea of SwordsServant of the ShardPromise of the Witch KingRoad of the PatriarchThe Thousand OrcsThe Lone DrowThe Two SwordsThe Orc KingThe Pirate KingThe Ghost KingGauntlgrymNeverwinterCharons ClawThe Last ThreshholdThe CompanionsNight of the HunterRise of the KingVengeance of the Iron DwarfArchmageMaestroHeroTimelessBoundlessRelentlessStarlight EnclaveGlaciers EdgeThe Collected Stories: The Legend of DrizztThe Dao of DrizztDrow ranger Drizzt DoUrden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genres standout characters. WithHomeland, Salvatore pulls back the curtain to reveal the startling tale of how this hero came to behow this one lone drow walked out of the shadowy depths of the Underdark; how he left behind an evil society and a family that wanted him dead.As the third son of Mother Malice and weaponmaster Zaknafein, Drizzt DoUrden is meant to be sacrificed to Lolth, the evil Spider Queen, per drow tradition. But with the unexpected death of his older brother, young Drizzt is sparedand, as a result, further ostracized by his family. As Drizzt grows older, developing his swordsmanship skills and studying at the Academy, he begins to realize that his idea of good and evil does not match up with those of his fellow drow. Can Drizzt stay true to himself in a such an unforgiving, unprincipled world?Ten years have passed since we last saw Drizzt DoUrden and his magical feline companion, Guenhwyvarand much has changed. Exiled from Menzoberranzan, the city of his childhood and the hub of drow society, Drizzt now wanders the subterranean maze of the Underdark in search of a new home.As I became a creature of the empty tunnels, survival became easier and more difficult all at once. I gained in the physical skills and experience necessary to live on. I could defeat almost anything that wandered into my chosen domain. It did not take me long, however, to discover one nemesis that I could neither defeat nor flee. It followed me wherever I wentindeed, the farther I ran, the more it closed in around me. My enemy was solitude, the interminable, incessant silence of hushed corridors.But loneliness is not the only thing that preys on Drizzt: His drow enemies, including his own siblings, would like nothing more than to see him dead. They begin their own search of the Underdark tunnels with murder on their minds, forcing Drizzt to watch his back at every turn.After years spent in the ruthless confines of the Underdark, Drizzt DoUrden 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 Faern, a world unlike any he has ever known. From skunks to humanoids to shapeshifters, Faern 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 landor is he doomed to be a lonely outsider, just as he was in the Underdark?With his days in the Underdark far behind him, drow ranger Drizzt DoUrden sets down roots in the windswept Ten-Towns of Icewind Dale. A cold and unforgiving place, Ten-Towns sits on the brink of a catastrophic war, threatened by the barbarian tribes of the north.Its in the midst of battle that a young barbarian named Wulfgar is captured and made the ward of Bruenor, a grizzled dwarf leader and a companion to Drizzt. With Drizzts help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the corrupt wizard who wields the demonic power of Crenshininbonthe fabled Crystal Shard.Drizzt Do'Urden still struggles with his own inner voices, voices that call him back to the pitless depths of the Underdark. But louder still are the voices of his newfound friends Bruenor, Wulfgar, and Regisand 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 fighttogether.Artemis Entreri has taken Regis back to his former master, Pasha Pookbut Drizzt DoUrden and Wulfgar are fast on the assassins heels. Armed with the scimitar Twinkle, Drizzt defeats a banshee and acquires an enchanted artifact that masks its wearers true identity. With Drizzt now disguised as a normal elf, the duo continues their journey, traveling from Waterdeep to Baldurs 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 Wulfgars mission at every turn, cornering them into battles with pirates, treks through the Calimshan deserts, and encounters with otherwordly monsters. But will it be enough to stop them from rescuing Regis?The Stone of TymoraYoung AdultBarely a teen and already guarding a secret that could jeopardize his young life, Maimun is marked for death. With the help of a mysterious stranger, the boy escapes his village and flees out to sea, stowing away on the pirate hunting ship, Sea Sprite, where he comes across a most unlikely ally: the dark elf Drizzt Do'Urden. With a half-demon determined to destroy him, and a crew of sailors resentful of the trouble he's caused, Maimun must find the courage to prove his worth, both to his friends and to himself.Nearly two decades ago, R.A. Salvatore introduced the world to Drizzt D'Urden in a series that has since become a fantasy classic and a consistent presence on best seller lists. Now, for the first time, Salvatore partners with his son Geno to craft a brand-new story just for young readers, featuring a cameo of the most beloved fantasy character of all time.The Stone of TymoraYoung AdultThough robbed by a masked spellcaster and left for dead by a demon, twelve-year-old Maimun refuses to give up the magic that rightfully belongs to him. After reuniting with dark elf Drizzt Do'Urden and Captain Deudermont's crew, Maimun sets off on a sea-faring chase that will test both the strength of his spirit and of his friendships. As perilous storms rock Sea Sprite and vicious pirates bombard its decks, a mysterious force gathers in the Moonshaes, determined to bring Deudermont's ship - and Maimun's quest - crashing to an end on its shores.The Stone of TymoraYoung AdultAfter dueling with a dragon and a demon, Maimun knows he must destroy the stone that has kept him on the run for most of his life. The question now is how. With Joen by his side, Maimun journeys to the Tower of Twilight to beg famed wizard Malchor Harpell for answers. But Harpell's help comes at a steep price. Friends become enemies. Lost secrets come to light. And deep in the shadows, the sentinels are watching, scheming to save the stone--even if it means someone must die.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 druidsand one alluring young warrior monk named Danicainto 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.Cadderly the cleric and his fellow inhabitants of the Edificant Library have vanquished the Chaos Curse that was unleashed upon their home. But their celebrations are cut short when a terrible piece of news arrives at their door: The Curse has spread farther than they could have ever imagined, leaving the rag-tag band of heroes with no choice but to resume their battle against its great evil.Now, Cadderly and his friends must journey to the forest of Shilmistathe homeland of the elveswhere an evil collective of wizards named Castle Trinity has waged war. While fighting for his life and the home of his new companions, Cadderly also navigates his new status as priest of the Deneiran order and his new feelings of jealousy for the elven prince Elbereth.Cadderlys spiritual and moral wrestlings reach a crescendo upon his discovery of the mysterious Tome of Universal Harmony. While he is eager to defeat evil, his battles against the Chaos Curse have taken him far from his scholarly inventors life, and the magical book from his priestly order calls to him in ways he cannot fully comprehend.But adventure isn't finished with the young cleric yet. Cadderly and his friends face great danger from a sinister killer and the assassins of the Night Mask, all of whom lurk in the streets of the city ofCarradoon. With the dreaded Chaos Curse still at large and new enemies at every turn, can Cadderly find both his faith and his warriors courage before its too late?Warrior-priest Cadderly Bonaduce is tired of living in fear of his enemies. Joined by his friends Danica, Ivan and Pikel Bouldershoulder, Shayleigh the elf, and Vander the firbolg, he takes matters into his own hands to bring the battle to Castle Trinity, the headquarters of a nefarious sect that worships the goddess of disease.Against the wishes of the chief priests, the friends set forth to win fight after fight against foes old and new, drawing on Cadderlys newfound strength and power. As the most epic battle of all draws near, the motley group of warriors will each need to unleash their powers, especially as the ultimate enemy may be more familiar and more deadly than they anticipate . . .After many epic battles, Cadderly and his team of heroes are finally ready to return home to the Edificant Library. Cadderly knows to expect a cold reception, given that his powers have grown exponentially since his departureand have even disrupted the hierarchy of his religious order.However, something far worse awaits the travelers whenthey reach their destination.In their absence, the Chaos Curse has reared its angry head once more, attacking their beloved library home and turning it into a horrifying battleground teeming with vicious, powerful creatures. Can Cadderly overcome evil on his home turf and find his new place in theDeneiran orderor is his home lost forever?The Legacy of the Drow QuartetHaving found a measure of peace among the dwarves in Mithral Hall, Drizzt DoUrden begins to know contentment for the first time in his tumultuous life. Bruenor has reclaimed his throne, Regis has been freed from Artemis Entreri, and Wulfgar is to be wed. But for a dark elf renegade that hails from the Underdarka city of ruthless drows, all ruled by priestesses of the demon goddess Lolthno peace can last forever.It is Lolth herself, the dreaded Queen of the Demonweb Pits, who musters her followers to pour up from the black depths of the Underdark to reclaim the one soul that managed to elude her: the soul of Drizzt Do'Urden.The Legacy of the Drow QuartetThough Drizzt is still reeling from the death of his barbarian friend,he is allowed little time to grieve. Dark elves are gathering in the caverns deep under Mithral Hall, hell-bent on destruction. To keep his adopted home and family safe, Drizzt must now return to the dreadful drow city of his birth.Nicknamed the City of Spiders, Menzoberranzan is one of the most dangerous places in the already perilous Underdark. For Drizzt, a rogue elf with a price on his head, stepping foot inside the city is no small riskits certain death. But Drizzt Do'Urden and his companions are no strangers to such dire circumstances. Driven by their love and loyalty to the dwarves of Mithral Hall, they will engage the dark elves in combat and willingly lay down their lives . . .The Legacy of the Drow QuartetWhile Mithral Hall teems with whispers of the war to come, chaos erupts both above and below ground. On the surface of Faern, 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 fightbut they will have to fight without Wulfgar and Catti-brie at their sides.The Legacy of the Drow QuartetIt has been six years since the fateful Battle of Mithral Hall; six long years during which Drizzt DoUrden and Catti-brie have been away from the only place they ever truly felt at home. The pain of a lost companion still weighs heavily on their strong shoulders, but chasing pirates aboard Captain Deudermont's Sea Sprite has been enough to draw their attention away from their grief.But when a mysterious castaway on an uncharted island appears bearing a strange message, Drizzt and Catti-brie are sent back to the very source of their painand into the clutches of a demon with vengeance on his mind.Paths of Darkness TrilogyDetermined to destroy the evil Crystal Shard, Drizzt seeks out the help of a scholar-priest named Cadderly. But instead, his worst fears are realized when the artifact falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri.Drizzts friends also experience their own hardships: Wulfgar, now freed from Errtus clutches, struggles with anger and bloodlust. Only in the far reaches of Luskan can he find solace from the torments that haunt him. Meanwhile, Regis ruby pendantonce the property of his old master, Pasha Pookseems to be a magnet for all things evil and wicked . . .Paths of Darkness TrilogySpending 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 Luskanbut 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 Roguebeginning a dangerous, combat-filled journey toward his redemption.Paths of Darkness TrilogyWhen the mark of Wulfgars legendary warhammer is found on the person of pirate Sheila Kree, Drizzt DoUrden knows his friend is in dire need of his help. Thus, Drizzt, Catti-brie, Regis, and Bruenor spring into action, determined to save Wulfgar and recover Aegis-fang once and for all. But the road to victory is paved with monstersfrom goblins and ogres to Wulfgars own personal demons.Meanwhile, Wulfgar is also searching for Aegis-fang. Hot on the trail of Sheila Kree and her new follower, Le'lorinela moon elf and a lifelong hater of Drizzthe will soon encounter the Companions of the Hall in a startling reunion. Together, they will fight side by side in the last battle for Wulfgar's heart and soul.Surrounded by dark elves, ArtemisEntreritightens his grip on the streets ofCalimport. 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 hima path that leads to a place wheresomeonelikeEntreriwould never be welcome.DrowleaderJarlaxlehas ascended from darkMenzoberranzanwith only civil intentions. ThemalevolentCrystal Shards influence on him intensifies until even thedrowagents he brought with him grow fearful. When his own company begins to turn on him,Jarlaxlewill be forced to find a savior in the man hes come to enslave.Promise of the Witch KingOne of the long-lost books of the late Witch-King, Zhengyi, has been found. Its pages promise unimaginable powersand the threat of death. But even the fact that the book kills anyone foolish enough to crack its cover does not stop people from fight over it . . .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 doesnt take long for them to find themselves trapped in the middle of a struggle between powerful forces that would like nothing more than to see them both deador worse. But Entreri and Jarlaxle arent just any wandering sellswords, and the ancient evils and bitter blood-feuds of the wild Bloodstone Lands may have finally met their match.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 assassins resolve, or the limitless expanse of the drow mercenarys ambition.Jarlaxle and Artemis Entreri have begun to make a home for themselves in the rugged Bloodstone Lands, though not everyone is ready to trust a man who's spent his life killing for coinmuch less a member of a race of subterranean elves known for their fanatical devotion to a demon goddess. If they want to make it out of the Bloodstone Lands alive, they'll have to learn to trust their enemies, and be suspicious of their friends.The Hunters Blades TrilogyWhen Obould Many-Arrows and the united orc tribes band together with Gerti Orelsdottr and her frost giants, no one is safe. After a skirmish with the orcs almost ends in tragedy, Drizzt DoUrden and the Companions join with Dagnabbit and a group of dwarves to warn nearby towns of the impending hordes. But the fight inexorably comes to them at the Battle of Shallows, where humans and dwarves must unite to defend the settlement against the rampaging orcs and their allies. As blades slash and feet trample, even the heroes may not survive a desperate stand.The Hunters Blades TrilogyDrizztDoUrdenknows what it means to be alone. As a youngdrow, he was exiled from his home in theUnderdark, reviled and feared by his own kind. Only after an arduous journey toFaern did he meet the surface dwellers who accepted him, befriended him, and became his steadfast allies. Now, those friendslie dead beneath a fallen tower, leavingDrizztmore alone than he has ever been before.Fueled by his rage and sorrow, Drizzt becomes the Hunterthe ultimate enemy of theorchordes still ravaging the North under King Obould Many-Arrows. Convinced that everything he loves has been destroyed, he vows to do nothing except kill, kill, and kill again until there are no enemies left. But in the midst of Drizzts days of endless slaughter, a pair of elves appear with theirpegasi, a promise of aidand a spark of hope.The Hunters Blades TrilogyDark elf Drizzt Do'Urden would like nothing more than to kill King Obould Many-Arrows, the leader of the slavering orc army that slaughtered his closest friends. Now, it seems even Innovindil, Drizzts new moon elf companion, cannot escape the grip of Obould's murderous scourge. When the orc king steals Innovindils beloved pegasus, Drizzt must accompany her on a rescue mission to the northern lands of the frost giantseven if it means suffering the same fate as the Companions.Except the Companions are not dead . . . yet. Unbeknownst to Drizzt, they are sealed inside the walls of Mithral Hall, awaiting a battle that will either make or break them. As Obould's horde prepares for a siege just outside the gates, Bruenor must mastermind a plan that will defeat the orcs and lead his clan to victory.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 Wulfgars 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 otherand perhaps even talk to one anotherfor it will take more than swords and axes to bring a lasting peace to the Spine of the World.A shadowy organization of mages and pirates known as the Arcane Brotherhood has long held the city of Luskan in their power, but corruption now eats away at their ranks. Seeing this as an opportunity to finally defeat their leader, Arklem Greeth, legendary pirate hunter Captain Deudermont hatches a plot that will free the city of the Brotherhoods iron grip.Elsewhere, Drizzt and Regis depart for Icewind Dale, where they suspect Wulfgarhaving returned his adopted daughter to her biological mothernow lives in isolation. When they cross paths with Captain Deudermont on their journey, the pirate hunter reveals his plans and recruits the duo to fight against the Arcane Brotherhood. But rescuing Luskan from itself proves more difficultand more violentthan anyone anticipated, leaving all to question if they will destroy the city before they can actually save it.With the collapse of Mystras Weave and the onslaught of theSpellplague, all of Faern is thrown into chaos. But as magic turns more dangerous and unreliable, an even greater foe presents itself: the Ghost King, an entity that contains the combined might of a dragon, a mindflayer, and the Crenshinibonthe demonic crystal shard thought to be destroyed years ago. WhenJarlaxle, adrowmercenary, is targeted by the Ghost King, he knows his life hinges on finding the Deneirpriest namedCadderlyBonaduce. But to findCadderly, he must travel to the cathedral in Spirit Soaring, the very place from which he is banned. And to enter Spirit Soaring, he must first his recruit his old enemy DrizztDoUrdento his cause.WhenCatti-brie is struck by an errant strand of the Weave,Jarlaxleis able to convinceDrizztandBruenorthat their plights are one and the same. Together, they travel to Spirit Soaring, where the priests andmagesof Deneirled by Cadderlyrush to arm themselves against the Ghost King. But with many losing faith and time quickly running out, the battle ahead looks more than dire than ever.The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrymruins said to be rich with ancient treasure and arcane lore. As always, Drizzt DoUrden is at his side, ready to make the most of his friends final years.But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwintera catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they cant stop it on their own. Theyll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor.The last of the Companions has fallen. Now Drizzt DoUrden is aloneand freefor 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 Gauntlgrym 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 Neverwinterand nearly Luskan as wellDrizzt 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, Dr