

The Halflings Gem The

The dark elf Drizzt Do'Urden and Wulfgar the barbarian race to Calimport to rescue their friend Regis and his stolen gem from the vengeance of Pasha Pook. Reprint.

Taken from the popular novels by R.A. Salvatore, this volume delivers three graphic novels in the 'Icewind Dale Trilogy' - 'The Crystal Shard', 'Streams of Silver', and 'The Halfling's Gem' - into one book.

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

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beautiful forest of Shilmista. But among the trees and glades of the forest, Cadderly must battle a monstrous evil. From the Paperback edition.

Drizzt Do'Urden has been exiled from his country and forced to wander the tunnel-mazes of the Underdark, which are haunted by the evil dark elves.

A thrilling new beginning in the acclaimed DemonWars Saga The long struggle is over at last. The demon dactyl is no more, its dark sorceries shattered by the gemstone magic wielded by the woman known as Pony. But victory did not come easily. Many lives were lost, including Pony's lover, the elf-trained ranger Elbryan Wynden. Despite the dactyl's demise, the kingdom still seethes in the same cauldron of plots and

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machinations. But when a deadly sickness suddenly appears among the people of Corona, Pony must undertake a pilgrimage that will test her powers—and her faith—as never before. Watching her every step of the way is the man she hates above all else: Marcalo De’Unnero, the villain responsible for Elbryan’s death . . . who would desire nothing more than to lead Pony down that same treacherous path to destruction.

Drizzt Do’Urden has settled in the windswept towns of Icewind Dale. There, he encounters a young barbarian named Wulfgar, captured in a raid and made the ward of a grizzled dwarf name Bruenor. With Drizzt’s help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the

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instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the demonic power of Crenshinibon, the fabled Crystal Shard.

The dark elf Drizzt Do'Urden and Wulfgar the barbarian race to Calimport to rescue their friend Regis and his stolen gem from the vengeance of Pasha Pook. The Halfling's Gem Assassin Artemis Entreri whisks his kidnapped victim, Regis the Halfling, south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. Using an enchanted mask, dark elf Drizzt Do'Urden hides his heritage and races with the barbarian Wulfgar to save their light-fingered friend. An unexpected ally arrives just as Entreri

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springs a trap. But can Regis survive unscathed? The companions from Icewind Dale battle pirates on the famed Sword Coast, brave the deserts of Calimshan, and fight monsters from other planes to rescue their friend and themselves. The Halfling's Gem is R.A. Salvatore's exciting conclusion to the Icewind Dale Trilogy, set in the Forgotten Realms fantasy world.

[Forgotten realms - the legend of Drizzt, omnibus](#)

[Starless Night](#)

[The Land: Foundin](#)

[The Crimson Shadow](#)

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[Legacy of the Drow](#)

[The Legacy](#)

[The Dark Elf Trilogy](#)

Don't miss the gripping conclusion to Salvatore's New York Times best-selling Transitions trilogy! When the Spellplague ravages Faerûn, Drizzt and his companions are caught in the chaos. Seeking out the help of the priest Cadderly—the hero of the recently reissued series The Cleric Quintet—Drizzt finds himself facing his most powerful and elusive foe, the twisted Crenshinibon, the demonic crystal shard he believed had been destroyed years ago.

The extraordinary beginning of an epic series brimming with the unbridled action, adventure, and imagination that have

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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

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Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .

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.

* Finally returning to the legendary Mithral Hall brings the unexpected to Drizzt's life - in the form of his family! The Drow return! With them come thoughts of vengeance against their wayward son, a deep desire for bloodshed, and the corrupt influence of the dreaded Spider Queen! The stakes get higher in the next chapter of the Legend of Drizzt! * The first collection of the comic book adaptation of R.A. Salvatore's Forgotten Realms saga, The Legacy! This slip-covered gift box set contains the first three books

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published by Salvatore: "The Crystal Shard, Streams of Silver, " and "The Halfling's Gem." These titles introduced the author's signature character, Drizzt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

The Shadow Spreads The Time of Troubles had almost passed. The chaos of spilled blood, lawless strife, monsters unleashed, and avatars roaming Faerûn was reaching an end. However, not so Those Who Walk in Shadow. The dreaded and insidious Shadowmasters realize that they have one last chance to seize control while chaos wrecks havoc on all of the Realms, and in doing so seal the fate of not just their archenemy Elminster, but all of Mystra's minions as well. Darkness threatens to envelop all Faerûn.

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The shadows loom.

Synopsis coming soon.....

[The Ghost King](#)

[The Crystal Shard](#)

[Mortalis](#)

[Sea of Swords](#)

[Dungeons & Dragons](#)

[Book III.](#)

[Streams of Silver](#)

[A LitRPG Saga](#)

[The Legend of Drizzt](#)

The unbelievable Legend of Drizzt continues! His journeys have taken the dark elf named Drizzt across

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many worlds to face threats beyond anything he has ever faced before. Yet, to protect the friends he has come to love as family, he's willing to put his life on the line... and does! Collecting the comic book adaptations of R.A. Salvatore's The Crystal Shard, Streams of Silver, and The Halfling's Gem into one massive volume!

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Commentary (novels not included). Pages: 27. Chapters: The Icewind Dale Trilogy, The DemonWars Saga, Transitions, Gauntlgrym, The Dark Elf Trilogy, Legacy of the

Drow, The Hunter's Blades Trilogy, Vector Prime, Paths of Darkness, Tarzan: The Epic Adventures, The Highwayman, The Woods Out Back, The Cleric Quintet, Star Wars Episode II: Attack of the Clones, Chronicles of Ynis Aielle, The Demon Awakens, Immortalis, Trial by Fire, The Demon Spirit, The Demon Apostle, Stone of Tymora, The Dragon King, The Sword of Bedwyr, Luthien's Gamble, Spearwielder's Tales, Dragonslayer's Return, The Dragon's Dagger. Excerpt: The Icewind Dale Trilogy is a trilogy of novels written by R.A. Salvatore, a SciFi and fantasy author. The events depicted in the trilogy follow the events of The Dark Elf Trilogy,

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although the former was written beforehand. It then continues from the Halfling's Gem onto the next series, Legacy of the Drow. The Icewind Dale Trilogy contains three books: The Crystal Shard, Streams of Silver, and The Halfling's Gem. The trilogy tells the tale of the legendary drow, or dark elf ranger, Drizzt Do'Urden, the mighty barbarian warrior, Wulfgar, the tricky halfling Regis, a dwarf king, Bruenor, and Bruenor's adopted human daughter Catti-brie. The first of Salvatore's Forgotten Realms series, it describes the events that created some of the best-known characters in Forgotten Realms. The final book of this series The Halfling's Gem appeared in

the New York Times Best seller list. Forgotten Realms: The Icewind Dale Trilogy series listing at the Internet Speculative Fiction Database In recent years, these and other books featuring the character Drizzt Do'Urden have been rebranded as installments of The Legend of Drizzt: current publications of the Icewind Dale Trilogy are identified on their covers as books IV, V, and VI of that series. Even...

The epic tale of everyone's favorite dark elf reaches new heights when Drizzt and his companions set out to reclaim a lost dwarven stronghold Drizzt Do'Urden still struggles with his own inner voices, voices that

call him back to the pitless depths of the Underdark. But louder still are the voices of his newfound friends Bruenor, Wulfgar, and Regis—and the call of a dream that, at long last, Bruenor has decided to fulfill. Long ago, Bruenor and his people were driven from their home in Mithral Hall by a shadow dragon of the Underdark. Now, Bruenor is determined to reclaim his homeland and his rightful seat as its king. Aided by the combined might of his friends, Bruenor sets out on a treacherous quest for Mithral Hall, finding obstacles at every turn. But despite the terrors of the Trollmoors and the racism aimed at Drizzt, the group continues to fight—together.

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Streams of Silver is the second book in the Icewind Dale Trilogy and the fifth book in the Legend of Drizzt series.

Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders. Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, its certain death ever to set foot there again. But Drizzt Do'Urden and his

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companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

Dark elf Drizzt D'Urden and his companions, Bruenor, Wulfgar, and Regis, dwarven warriors each with their own special tribulation, fight to preserve their ancestral home, Mithril Hall, in a hardcover edition of the classic dark elf tale. Originally in paperback. 75,000 first printing.

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.

“Fine adventure” in the complete New York Times–bestselling fantasy trilogy from the legendary million-selling author and creator of Drizt Do’Urden (Terry Brooks). This “worthy, entertaining addition to fantasy literature” tells the epic saga of a righteous warrior/avenger who battles an evil wizard, dragons, and cyclopean armies to liberate an imperiled kingdom (Starlog). The Sword of Bedwyr: Luthien Bedwyr vows to rescue the beleaguered land of Eriador from the evil reign of Wizard-King Greensparrow. But first Luthien must secure two weapons from a dragon’s lair: a legendary sword

and a blood-red cape that renders its wearer invisible. Aided by a halfling thief, an ancient mage, and a beautiful elf slave, Luthien prepares for insurgence as the Crimson Shadow. Luthien's Gamble: With the rallying support of enslaved humans, defiant peasants, and Fairborn elves, Luthien has forged a path for the freedom of his kingdom as the avenging Crimson Shadow. But when his tyrannical adversary makes a bid for peace by calling back his army of cyclops, Luthien suspects the evil wizard is setting a trap. The Dragon King: Luthien Bedwyr's alter ego wields a magical sword and wears a scarlet cape that renders him

invisible. But his greatest enemy, the evil Wizard-King, has a counterpart of his own: an unstoppable, bloodthirsty colossus of a dragon. Now the ultimate battle for a kingdom will reach its spellbinding endgame in the rousing finale to a trilogy “filled with memorable characters and compelling action” (Terry Brooks).

[The halfling's gem](#)

[The Halfling's Gem \(Forgotten Realms: The Legend of Drizzt #6\).](#)

[Vengeance of the Iron Dwarf](#)

[The Halfling's Gem](#)

[Siege of Darkness](#)

[Homeland, Exile, Sojourn](#)

[Exile](#)

[The Shadow of the Avatar](#)

[Transitions](#)

The first adventure in the New York Times–bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do’Urden. In the once-stable land of Eriador, young fighter Luthien Bedwyr is too naive to grasp the consequences of the evil new reign of Wizard-King Greensparrow—until Luthien’s best friend is slain by one of the despot’s cyclopean soldiers. Publicly vowing revenge, Luthien becomes not only the wizard’s most-wanted adversary, but also a fugitive embarking on a grand scheme

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to restore peace to the kingdom. His mettle tested, Luthien crosses paths with highwayhalfling Oliver deBurrows. The irrepressible thief is game to join him. But at the behest of an ancient mage, Luthien must first secure two ancient weapons from a dragon's lair: a legendary sword and a mystical blood-red cape that renders its wearer invisible. Rumors soon begin to swirl of a freedom fighter preparing to strike against Greensparrow and his monstrous minions, affording a tenuous hope for liberation among Eriador's oppressed—especially a beautiful Fairborn elf slave risking everything to support the coming insurgency of the hero they call the Crimson Shadow. This first tale of the Crimson Shadow trilogy is "a fine adventure filled with memorable characters and compelling action" (Terry Brooks). New York

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Times–bestselling author R. A. Salvatore once again proves he “choreographs battle scenes better than any other contemporary fantasist” (Publishers Weekly).

The Acclaimed Debut Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" Tricked into a world of banished gods, demons, goblins, sprites and magic, Richter must learn to meet the perils of The Land and begin to forge his own kingdom. Actions have consequences across The Land, with powerful creatures and factions now hell-bent on Richter's destruction. Can Richter forge

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allegiances to survive this harsh and unforgiving world or will he fall to the dark denizens of this ancient and unforgiving realm? A tale to shake "The Land" itself, measuring 10/10 on the Richter scale, how will Richter's choices shape the future of The Land and all who reside in it? Can he grow his power to meet the deadliest of beings of the land? When choices are often a shade of grey, how will Richter ensure he does not become what he seeks to destroy? ps - Gnomes Rule Adapted from the famous book by R.A. Salvatore, The Legend of Drizzt: The Halfling's Gem. At long last, Drizzt D'ourden has found a surrogate family to love and stand by through all. However, in the aftermath of the battle for Mithral Hall, Drizzt finds this family in pieces. Bruenor Battlehammer is lost, thought to be dead; Guenwhyvar—his loyal, magical

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panther—is missing; and Regis The Halfling has been kidnapped by Drizzt's archenemy, Artemis Entreri.

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 CRIMSON SHADOW is an omnibus reissue of R.A. Salvatore's Crimson Shadow Trilogy, which consists of the novels *The Sword of Bedwyr*, *Luthien's Gamble*, and *The Dragon King*. This trilogy follows the story of *The Crimson*

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Shadow, a Robin Hood-like figure causing mischief and protecting the innocent in a medieval fantasy setting. There's magic, a humorous dwarf sidekick, and lots of adventure and fun.

Now in paperback, the third installment in the classic tales of the Legend of Drizzt. When a lone drow emerges from the Underdark into the blinding light of day, the Forgotten Realms world will be changed forever. From the Paperback edition. Adapted from the famous book by R.A. Salvatore, The Legend of Drizzt: The Halfling s Gem. At long last, Drizzt Dourden has found a surrogate family to love and stand by through all. However, in the aftermath of the battle for Mithral Hall, Drizzt finds this family in pieces. Bruenor Battlehammer is lost, thought to be dead; Guenwhyvar--his loyal, magical

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[Timeless](#)

[The Sword of Bedwyr](#)

[The Icewind Dale Trilogy](#)

[The Halfling's Gem Comic Book](#)

The Halfling's GemWizards of the Coast

Drizzt Do'Urden, a dark elf, and his allies--Wulfgar, a barbarian warrior, and Bruenor, a dwarf--try to unite the

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people of Ten-Towns to face the dangerous magic of the crystal shard. Originally in paperback. 75,000 first printing. 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.

Drizzt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the

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Icewind Dale Trilogy Artemis Entreri has taken Regis back to his former master, Pasha Pook—but Drizzt Do'Urden and Wulfgar are fast on the assassin's heels. Armed with the scimitar Twinkle, Drizzt defeats a banshee and acquires an enchanted artifact that masks its wearer's true identity. With Drizzt now disguised as a normal elf, the duo continues their journey, traveling from Waterdeep to Baldur's Gate, and beyond, in search of their friend. Meanwhile, Entreri is always one step ahead, aided by the magical gem Regis once stole from Pasha Pook. Together, Regis' captors thwart Drizzt and Wulfgar's mission at every turn, cornering them into battles with pirates, treks through the Calimshan deserts, and encounters with otherworldly monsters. But will it be enough to stop them from rescuing Regis? The Halfling's Gem is the

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third book in the Icewind Dale Trilogy and the sixth book in the Legend of Drizzt series.

At long last! A collected box set edition of Homeland, Exile and Sojourn featuring one of the most popular characters in fantasy fiction! Travel back to strange and exotic Menzoberranzan, the vast city of the Drow and homeland to Icewind Dale hero Drizzt Do'Urden. The young prince of a royal house, Drizzt grows to maturity in the vile world of his dark kin. Possessing honor beyond the scope of his unprincipled society, young Drizzt faces an inevitable dilemma. Can he live in a world that rejects integrity? Follows the power-hungry dark elf Jarlaxle and his assassin compatriot, Artemis Entreri, as they battle evil forces, in the second volume in a series chronicling the adventures of two

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characters from the Forgotten Realms universe. Reprint. In the subterranean city of Menzoberranzan, Drizzt Do'Urden faces his ultimate challenge, as the matron of a powerful ruling house prepares an assault on Mithril Hall and Lloth, the Spider Queen, is unleashed on the metropolis.

[The Icewind Dale Trilogy, the Demonwars Saga, Transitions, Gauntlgrym, the Dark Elf Trilogy, Legacy of the Dro Neverwinter](#)

[Dungeons & Dragons: The Legend of Drizzt, Vol. 6: The Halfling's Gem](#)

[Promise of the Witch-King](#)

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