

Sojourn Forgotten Realms The Dark Elf Trilogy 3 Legend Of Drizzt Ra Salvatore

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The Legacy - R. A. Salvatore
2008

Continues the adventures of the dark elf Drizzt Do'urden and his companions, Wulfgar the barbarian, Bruenor the dwarf, and Regis the halfling.

[Streams of Silver](#) - R.A.
Salvatore 2009-06-23

The epic tale of everyone's favorite dark elf reaches new heights when Drizzt and his companions set out to reclaim a lost dwarven stronghold

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

The Demon Awakens - R.A.

Salvatore 2002-02-05

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 . . .

Homeland - R.A. Salvatore

2009-06-23

Drow ranger Drizzt Do'Urden, first introduced in *The Icewind Dale Trilogy*, quickly became one of the fantasy genre's standout characters. But *Homeland* first reveals the startling tale of how this one lone drow walked out of the shadowy depths of the Underdark, leaving behind a society of evil and a family who want him dead. It is here that the story of this amazing dark elf truly began.

Siege of Darkness - R.A.

Salvatore 2008-06-03

The conflict between the drow of the Underdark and the dwarves of Mithral Hall comes to a head. While Mithral Hall teems with whispers of the war to come, chaos erupts both above and below ground. On the surface of Faerûn, 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 fight—but they will have to fight without Wulfgar and Catti-brie at their sides. *Siege of Darkness* is the third book in the *Legacy of the Drow* series and the ninth book in the *Legend of Drizzt* series.

The Crystal Shard - R.A.

Salvatore 2009-06-23

Drizzt Do'Urden has settled in the windswept towns of Icewind Dale. There, he encounters a young barbarian named Wulfgar, captured in a raid and made the ward of a grizzled dwarf name Bruenor. With Drizzt's help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the demonic power of Crenshinibon, the fabled Crystal Shard.

Exile - R. A. Salvatore
2006-03-29

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.

Starrigger - John DeChancie
2014-05-27

Locus Award Finalist: On a mysterious road built by aliens, a space trucker tries to outrun dangerous pursuers.

Independent space trucker Jake McGraw, accompanied by his father, Sam, who inhabits the body of the truck itself, his "starrig," picks up a beautiful hitchhiker, Darla, and a trailer-load of trouble. One of the best of the indies, Jake knows a few tricks about following the Skyway, which connects dozens, or maybe hundreds, of planets—nobody knows how many and nobody really knows the full extent of the Skyway, and much of it remains unexplored. But somehow, a rumor gets started that Jake has a map for the whole thing, and suddenly everybody wants a piece of him: an alien race

called the Reticulans; the human government known as the Colonial Assembly; and a nasty piece of work called Corey Wilkes, head of the wildcat trucker union TATOO. No matter what Jake does, no matter how many twists and turns he makes, he cannot shake any of the menaces on his tail. The Starrigger series continues with Red Limit Freeway and concludes with Paradox Alley. Starrigger was a nominee for the Locus Award for Best First Novel in 1984.

Starless Night - R.A. Salvatore
2008-05-06

To protect his friends from harm, Drizzt Do'Urden returns to the place he left behind long ago—the City of Spiders. Though 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 risk—it's 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 . . . Starless Night is the second book in the Legacy of the Drow series and the eighth book in the Legend of Drizzt series.

The Chaos Curse - R.A. Salvatore 2009-09-22

The prequel series to The Ghost King comes to an explosive end! Cadderly journeys home to the Edificant Library, hoping to rebuild his shattered life--but the chaos curse has one last surprise in store for him. Failure means the loss of his beloved Danica, success might usher in a new era for the followers of Denier.

Sojourn - R.A. Salvatore 2009-06-23

Lone drow Drizzt Do'Urden

emerges from the Underdark into the blinding light of day in this epic final chapter in the Dark Elf Trilogy After years spent in the ruthless confines of the Underdark, Drizzt Do'Urden has emerged from the subterranean society of his youth to start a new life. Accompanied by his loyal panther, Drizzt begins exploring the surface of Faerûn, a world unlike any he has ever known. From skunks to humanoids to shapeshifters, Faerûn is full of unfamiliar races and fresh dangers, which Drizzt must better understand if he is to survive. But while Drizzt acts with the best intentions, many of the surface dwellers regard him with fear and distrust. Can he manage to find faithful allies in this foreign land—or is he doomed to be a lonely outsider, just as he was in the Underdark?

Sojourn is the third book in the Dark Elf Trilogy and the Legend of Drizzt series.

The Highwayman - R. A. Salvatore 2007-10-02

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.

The Halfling's Gem - R.A.

Salvatore 2009-06-23

Drizt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the Icewind Dale Trilogy. Artemis Entreri has taken Regis back to his former master, Pasha Pook—but Drizt Do'Urden and Wulfgar are fast on the assassin's heels. Armed with the scimitar Twinkle, Drizt defeats a banshee and acquires an enchanted artifact that masks its wearer's true identity. With Drizt 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 Drizt and Wulfgar's mission at every

turn, cornering them into battles with pirates, treks through the Calimshan deserts, and encounters with otherworldly monsters. But will it be enough to stop them from rescuing Regis? The Halfling's Gem is the third book in the Icewind Dale Trilogy and the sixth book in the Legend of Drizzt series.

The Icewind Dale Trilogy - R. A. Salvatore 2002-09-01

This slip-covered gift box set contains the first three books published by Salvatore: "The Crystal Shard, Streams of Silver, " and "The Halfling's Gem." These titles introduced the author's signature character, Drizzt Do'Urden, upon whom his many "New York Times" bestselling titles are based.

Streams of Silver - R. A. Salvatore 1989

More Americans identify as political independents than as either Democrats or Republicans. Tired of the two-party gridlock, the pandering and the lack of vision, they've turned in increasing numbers to independent and third-party

candidates. In 1998, for the first time in decades, a third-party candidate who was not a refugee from one of the two major parties, Jesse Ventura, won election to state-wide office, as the governor of Minnesota. In 2000, the public was riveted by the Reform Party's implosion over Patrick Buchanan's presidential candidacy and by Ralph Nader's Green Party run, which infuriated many Democrats but energized hundreds of thousands of disaffected voters in stadium-sized super-rallies.

The Thousand Orcs - R.A. Salvatore 2003-07

The first volume in a new trilogy from the Forgotten Realms universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions, as they take on a rampaging band of bloodthirsty orcs and their mysterious master. Reprint.

The Pirate King - R. A. Salvatore 2008

When Captain Deudermont comes to the aid of the city of Luskan, which has become a

safe haven for the Sword Coast's most dangerous pirates, dark elf Drizzt Do'Urden is drawn into the struggle to save the city from itself, in a fantasy adventure that will change the Forgotten Realms world forever. 200,000 first printing.

Archmage - R. A. Salvatore
2015-09-01

DRIZZT RETURNS TO THE UNDERDARK! "After a quarter of a century, R.A. Salvatore just keeps getting better and better, and The Companions is another masterful leap forward for one of the greatest fantasy epics of all time." —Philip Athans, best-selling author of *Annihilation and Writing Monsters* R.A. Salvatore *Archmage* The pall that had descended over the North is gone, and a new day has dawned on a victorious Mithral Hall, but no matter how bright things seem on the surface, Drizzt and his companions know that what lurks just under their feet remains steeped in evil and charged with unimaginable power. The dark elves of Menzoberranzan,

including the powerful Archmage Gromph, aren't done with Drizzt yet. And consumed by their own power struggles, feeling backed into a corner, the drow may just be desperate enough to call on demonic forces from the deepest reaches of the Abyss, and unleash a disaster even the Underdark could never have prepared for. Archmage has everything Drizzt's fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves!

The Lone Drow - R. A. Salvatore 2004

The sequel to *The Thousand Orcs*, this second volume in the new *Hunter's Blades Trilogy* from the *Forgotten Realms* universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions. Reprint.

The Lone Drow - R. A. Salvatore 2003

The sequel to *The Thousand Orcs*, this second volume in the new *Hunter's Blades Trilogy*

from the Forgotten Realms universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions. 250,000 first printing.

Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt Omnibus Volume 1 - Andrew Dabb

2011-09-20

Discover the origins of renegade dark elf Drizzt Do'Urden, the most popular character to come out of the Dungeons & Dragons universe.

Dungeons & Dragons: Forgotten Realms — Legends of Drizzt Omnibus Volume 1 delivers the first three graphic novel adaptations of R.A. Salvatore's beloved Dark Elf Trilogy—Homeland, Exile, and Sojourn—in one tome! This story takes readers from the moments before the birth of Drizzt in the dark elf capital of Menzobarranzan, the City of Spiders, to the point where he forsakes his Drow heritage and leaves his home in the Underdark to venture up into the unknown.

Exile - R.A. Salvatore

2006-03-07

Dark elf Drizzt Do'Urden fights for his survival in the labyrinthine tunnels of the Underdark. Ten years have passed since we last saw Drizzt Do'Urden and his magical feline companion, Guenhwyvar—and 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 went—indeed, 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. Exile is the second book in the Dark Elf Trilogy and the Legend of Drizzt series.

Vengeance of the Iron Dwarf -

R. A. Salvatore 2015-03-03

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 Shadowmask - R.A.

Salvatore 2010-01-26

Cross swords with a blue-skinned pirate and unravel the mystery of the masked spellcaster in this second book of the Stone of Tymora trilogy! Though 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. In this second book of the Stone of Tymora trilogy, R.A. Salvatore and his son Geno continue their gripping tale of coming-of-age in a world filled with magic, featuring a cameo of R.A. Salvatore's signature character Drizzt Do'Urden.

Sojourn - R. A. Salvatore 2004
After abandoning the perils of the underdark, Drizzt Do-Urden, the renegade dark elf, battles to survive in the harsh surface world and to gain acceptance from the surface-dwellers.

Echoes of the Fourth Magic - R.A. Salvatore 2010-10-27
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. . .

Sojourn - R.A. Salvatore
2006-06-13

Lone drow Drizzt Do'Urden emerges from the Underdark into the blinding light of day in this epic final chapter in the Dark Elf Trilogy After years spent in the ruthless confines of the Underdark, Drizzt Do'Urden has emerged from the subterranean society of his youth to start a new life. Accompanied by his loyal panther, Drizzt begins exploring the surface of Faerûn, a world unlike any he has ever known. From skunks to humanoids to shapeshifters, Faerûn is full of unfamiliar races and fresh dangers, which Drizzt must better understand if he is to survive. But while

Drizzt acts with the best intentions, many of the surface dwellers regard him with fear and distrust. Can he manage to find faithful allies in this foreign land—or is he doomed to be a lonely outsider, just as he was in the Underdark?

Sojourn is the third book in the Dark Elf Trilogy and the Legend of Drizzt series.

The Dark Elf Trilogy - R. A. Salvatore 2001-09-01

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

The Legacy - R.A. Salvatore 2008-04-01

A goddess of the Underdark sets her sights on the famous drow who escaped her grasp in this continuation of the beloved Drizzt saga. Having found a measure of peace among the dwarves in Mithral Hall, Drizzt Do'Urden 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 Underdark—a city of ruthless drows, all ruled by priestesses of the demon goddess Lolth—no 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 is the first book in the Legacy of the Drow series and the seventh book in the Legend of Drizzt series.

Legacy of the Drow - R. A. Salvatore 2001-01-01

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.

Homeland - R.A. Salvatore 2005-12-01

Discover the origin story of one of the greatest heroes of the Forgotten Realms—Drizzt Do'Urden—in this thrilling first installment in the classic

Dungeons & Dragons series, the Dark Elf Trilogy Drow ranger Drizzt Do'Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre's standout characters. With *Homeland*, Salvatore pulls back the curtain to reveal the startling tale of how this hero came to be—how 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 Do'Urden 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 spared—and, 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? *Homeland* is the first book in the Dark Elf Trilogy and the Legend of Drizzt series.

The Collected Stories, The Legend of Drizzt - R.A.

Salvatore 2011-09-13

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.

Hero - R.A. Salvatore
2017-10-03

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.

The Ghost King - R.A. Salvatore
2009-10-06

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.

Daughter of the Drow - Elaine Cunningham
2003

A free-spirited dark elf priestess, Liriel Baenre is lured from her home in the dark world of Menzoberranzan on a quest for magical power in the surface world, accompanied by her companion Fyodor, but when war erupts, Liriel learns that tremendous responsibility and danger accompany the privilege of power. Reprint.

Streams of Silver - R. A. Salvatore
2005-01

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.

Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt Omnibus Volume 1 - Andrew Dabb

2011-09-20

Discover the origins of renegade dark elf Drizzt Do'Urden, the most popular character to come out of the Dungeons & Dragons universe. Dungeons & Dragons:

Forgotten Realms — Legends of Drizzt Omnibus Volume 1 delivers the first three graphic novel adaptations of R.A.

Salvatore's beloved Dark Elf Trilogy—Homeland, Exile, and Sojourn—in one tome! This story takes readers from the moments before the birth of Drizzt in the dark elf capital of Menzobarranzan, the City of Spiders, to the point where he forsakes his Drow heritage and leaves his home in the Underdark to venture up into the unknown.

The Companions - R. A.

Salvatore 2013-08-06

“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.

Servant of the Shard - R.A.

Salvatore 2009-06-23

New York Times–bestselling author: The much-awaited

story of master assassin Artemis Entreri and the first installment in a new series set in the Forgotten Realms universe Surrounded by dark elves, Artemis Entreri tightens his grip on the streets of Calimport. While he urges caution, his sponsor grows ever more ambitious. The assassin will soon find himself on a path his most hated enemy has walked before him—a path that leads to a place where someone like Entreri would never be welcome. Drow leader Jarlaxle has ascended from dark Menzoberranzan with only civil intentions. The malevolent Crystal Shard's influence on him intensifies

until even the drow agents he brought with him grow fearful. When his own company begins to turn on him, Jarlaxle will be forced to find a savior in the man he's come to enslave. Servant of the Shard is the first book in the Sellswords trilogy and the fourteenth book in the Legend of Drizzt series.

The Dark Elf Trilogy - R. A. Salvatore 1998

Here for the first time in one volume is R.A. Salvatore's The Dark Elf trilogy, the stirring epic that recounts the tortured beginnings and early struggles of Drizzt Do'Urden, one of the most beloved characters of the Forgotten Realms setting.