

## The Halflings Gem The

*In this third book of the Sundering series kicked off by R.A. Salvatore and the dark elf Drizzt, SCRIBE award-winning author Erin M. Evans thrusts her signature character Farideh into a maelstrom of devilish politics and magical intrigue that will have far-reaching implications for the future of the Forgotten Realms. As the chaos of the Sundering rages around her, young warlock Farideh faces a more personal turmoil wrought by a deal she made with a devil years ago. Hoping to protect her twin sister, she leaves everything she holds dear to assist a wizard in a scheme that pits the devils of the Nine Hells against the gods above. But when Farideh casts the spell to enter the wizard's remote mountaintop fortress, she picks up a stowaway—a Harper agent named Dahl who isn't so inclined to follow devilish demands. Dahl attempts to escape only to run into a village of odd people, lurking behind an impenetrable wall. Forced to gaze into the villagers' souls, Farideh points out the ones who seem different, only to watch as the wizard's guard carts them off to fates unknown. Are these villagers or prisoners? Are they blessed or doomed by the gods? As the wizard's guessing game proves more and more diabolical, Farideh resolves to unravel his secrets—even if it means she'll lose her own soul to the Nine Hells.*

*From the Hardcover edition.*

*In the 3rd book of the #4 New York Times best-selling Neverwinter Saga, Drizzt draws his swords once more to aid his friends. His lover, Dahlia Sin'felle, can speak of nothing but the moment she will face the Netherese lord Herzgo Alegni once again. Drizzt has already followed a trail of vengeance beside Dahlia. Can he justify one more battle to settle a grudge he does not understand? Artemis Entreri too seeks vengeance. He offers to aid Dahlia in her mission to destroy Alegni. But Charon's Claw, Alegni's sentient sword, dominates Entreri's movements—if not his mind. And then there's the way Entreri looks at Dahlia. Can Drizzt trust his old foe? Praise for the Neverwinter Saga: "Emotional, respectful of its characters, intelligently written and structured, and finally summons a sense of nostalgic sorrow throughout"—Fantasy Book Review on Gauntlgrym, Neverwinter Saga Book I "Full of excitement. Salvatore has mastered the art of showing a beautiful fight scene, and he is at the top of his game in this one. We meet many characters with many different fighting styles, and Salvatore does a great job of distinguishing between them. He manages to take these scenes from so much more than just a fight scene, to an integral part of the story."—The SFF Hub on Gauntlgrym, Neverwinter Saga Book I "A quick read with some very satisfying fight scenes. It's also deeply layered with emotional atmosphere" —California Literary Review on Gauntlgrym, Neverwinter Saga Book I*

*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.*

*From the beloved creator of the Legend of Drizzt comes the thrilling first adventure in the Cleric Quintet—the story of a young cleric who is destined for greatness 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 druids—and one alluring young warrior monk named Danica—into 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.*

*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.*

*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, 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 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 Collected Stories, The Legend of Drizzt](#)

[Dungeons & Dragons](#)

[Vengeance of the Iron Dwarf](#)

[Exile](#)

[Dungeons & Dragons: The Legend of Drizzt - Neverwinter Tales](#)

[The Adversary](#)

[Forgotten Realms](#)

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

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

[Novels by R. A. Salvatore](#)

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.

ONE DARK ELF. TWO ENCHANTED BLADES. ONE UNKNOWN ENEMY. AND A HORDE OF INVADERS. When a blood-thirsty band of orcs led by an as-yet-unseen enemy, comes rampaging out of the Spine of the World, it lays waste to everything in its path. Dark elf ranger Drizzt Do'Urden and his most trusted friends find themselves in the path of destruction. As blades slash and feet trample, even the heroes may not survive a desperate stand.

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

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.

[The Halfling's Gem Wizards of the Coast](#)

Adapted from the famous book by R.A. Salvatore, The Legend of Drizzt: The Halfling's Gem. At long last, Drizzt Do'Urden 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 panther--is missing; and Regis The Halfling has been kidnapped by Drizzt's archenemy, Artemis Entreri."

Drizzt Do'Urden, a dark elf, and his allies--Wulfgar, a barbarian warrior, and Bruenor, a dwarf--try to unite the people of Ten-Towns to face the dangerous magic of the crystal shard. Originally in paperback. 75,000 first printing.

[Starless Night](#)

[Book III.](#)

[In Sylvan Shadows](#)

[The Pirate King](#)

[The Dark Elf Trilogy](#)

[Sea of Swords](#)

[The Hunter's Blades Trilogy](#)

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

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

[Night of the Hunter](#)

The extraordinary beginning of an epic series brimming with the unbridled action, adventure, and imagination that have made the name R. A. Salvatore synonymous with the best in fantasy! Jeff "Del" DelGuidice was proud of his assignment to the research submarine The Unicorn. But his mission had barely begun when the vessel was sucked into a mysterious underseas void where time stood still, before propelling it forward, through the centuries. The crew surfaced in a strange, magical world changed forever by nuclear holocaust. Here a

*race of angelic beings had taken pity on the remnants of humankind, offering a chosen few a precious second chance. Thus the Isle of Hope was raised from the poisoned seas and set like a jewel in Earth's ravaged crown. But the jewel had a flaw, a dark vein of evil. For a sinister expert of the mystical arts had embraced the forbidden third magic, the most deadly sorcery of all. Only Del could defeat it--a hero sworn to peace and fated to wield the dazzling power of the fourth magic. . .*

*The 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.*

*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.*

*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.*

*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.*

*The most popular character from the most popular fantasy world of all time comes to life in his first original comic book tale. Drizzt and his companion, Dahlia, hunt for something that seems part vampire and part elite dwarven warrior, and must find out how the evil lich Valindra Shadowmantle and her minion Korbin Dor'crae factor into the mystery.*

*High fantasy doesn't get better than this—revisit the classic Forgotten Realms in this 2nd book of the Finder's Stone Trilogy by veteran authors Kate Novak and Jeff Grubb. More than a hunk of junk, the Wyvern's Spur has moldered in a crypt for fifteen generations until now. The Wyvernspur family's powerful heirloom has been stolen, and grand wizard and patriarch Drone Wyvernspur is the first to fall to the ancient item's curse. The family fool, Giogi, is left to find it, but even recovering the spur cannot guarantee his clan's safety.*

*Fortunately, the famous halfling bard Olive Ruskettle and a mysterious and talented mage named Cat are determined to help. But when betrayal and enchantment threaten Giogi's progress, he must invoke the spur's awesome might . . . or become its next victim!*

[Homeland](#)

[The Finders Stone Trilogy](#)

[The crystal shard, Streams of silver, The halfling's gem](#)

[The Halfling's Gem](#)

[The Halfling's Gem--](#)

[The Legend of Drizzt](#)

[The Halfling's Gem : Icewind Dale Trilogy #3](#)

[Streams of Silver](#)

[Homeland, Exile, Sojourn](#)

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

Drizzt 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 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 third book in the Icewind Dale Trilogy and the sixth 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 companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall.

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.

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.

Enter the Forest of Shadows... In Sylvan Shadows follows Cadderly the scholar-priest, as he leaves his home to combat the evil unleashed by the Chaos Curse. To counter Castle Trinity's plans for conquest, the cleric and his friends enter the beautiful forest of Shilmista. But among the trees and glades of the forest, Cadderly must battle a monstrous evil. From the Paperback edition.

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.

[Legacy of the Drow](#)

[The Cleric Quintet](#)

[The Legend of Drizzt:](#)

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

[Companions Codex, I](#)

[The halfling's gem](#)

[Charon's Claw](#)

[The Ghost King](#)

[Sojourn](#)

[Echoes of the Fourth Magic](#)

Continues the adventures of the dark elf Drizzt Do'Urden and his companions, Wulfgar the barbarian, Bruenor the dwarf, and Regis the halfling, as they encounter the wizard Akar Kessell and the assassin Artemis Entreri, and navigate the Underdark.

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.

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.

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.

Collected for the first time in newly re-numbered and repackaged editions are Books IV-VI in the series featuring Drizzt Do'rden. Includes "The Crystal Shard, Streams of Silver," and "The Halflings Gem." Original.

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

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.

[The Crystal Shard](#)

[Neverwinter Saga](#)

[Canticle](#)

[Transitions](#)

[The Thousand Orcs](#)

[Siege of Darkness](#)

[The Icewind Dale Trilogy](#)

[The Wyvern's Spur](#)