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*Forgotten Realms
Cutter*

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PIPER GRETCHEN

Shadows of the Last War Wizards of the

Coast

WINNER OF REDDIT FANTASY'S BEST NOVEL OF 2018 AWARD ***WINNER OF FANTASY FACTION'S BEST FANTASY BOOK OF 2018 AWARD*** ***WINNER OF THE 2018 BOOKNEST FANTASY AWARD FOR BEST TRADITIONALLY PUBLISHED NOVEL*** 'Bloody Rose solidifies what Kings of the Wyld proved. Eames writes like a hurricane and has a voice like no one else in this genre' Sam Sykes 'Kings of the Wyld was fun, but Bloody Rose is gods-damned epic . . . one of the best books of the year' Fantasy Hive *****

Tam Hashford is tired of working at her local pub, slinging drinks for world-famous mercenaries and listening to the bards sing of adventure and glory in the world beyond her sleepy hometown. When the biggest mercenary band of all rolls into town, led by the infamous Bloody Rose, Tam jumps at the chance to sign on as their bard. It's adventure she wants-and adventure she gets as the crew embark on a quest that will end in one of two ways: glory or death. IT'S TIME TO TAKE A WALK ON THE WYLD SIDE ***** Reviews for the series: 'I laughed and wept and worried a lot and had the most tremendous time reading Bloody Rose. Eames is a gifted and entertaining storyteller' Kevin Hearne, author of The Iron Druid Chronicles 'Bloody Rose is bloody brilliant! It is a book that will make you remember why you fell in love with reading in the first place' The Tattooed Book Geek 'Eames once again hits the perfect balance of humor and heart, irreverent references and real emotion' Django Wexler 'A rollicking, page-turning, edge-of-your-seat road-trip of a book . . . wonderful' John Gwynne 'Absolutely awesome . . . Full of heroes, humor, and heart' Jon Hollins 'Eames' narrative voice is one of the best in this generation of fantasy

authors' The Quill to Live 'Brings brazen fun and a rock & roll sensibility to the fantasy genre' Sebastien de Castell 'An entertaining, brilliantly crafted adventure . . . with just the right amount of grit and wit' Bibliosanctum 'George R. R. Martin meets Terry Pratchett' BuzzFeed

Charon's Claw IDW Publishing

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

[Dungeons & Dragons: Forgotten Realms - The Legend of Drizzt Omnibus Volume 1](#) IDW Publishing

Drizzt navigates a winding path littered with secrets and lies in this suspenseful conclusion to the Neverwinter Saga. Drizzt is tangled up in Dahlia's dark secrets more than ever. The ties that once held them close now threaten to rip apart as Dahlia's bonds to Drizzt's former foe, Artemis Entreri, continue to grow. Determined to stand for what's right in the Realms once again, Drizzt forges a new road north toward Icewind Dale. Will Dahlia, Entreri, and the rest of his new companions follow? Will he be forced to fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of the Bregan D'aerthe in his quest to destroy his grandfather's killer: Drizzt Do'Urden. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own . . . The Last Threshold is the fourth book in the Neverwinter Saga and the twenty-sixth installment in the Legend of Drizzt series.

Outcasts National Geographic Books
A mass market expanded edition of Ed Greenwood's first Forgotten Realms novel. Author Ed Greenwood has returned to his first novel set in the Forgotten Realms world. Working from his original notes, he has revised and expanded the novel, developing characters and scenes that were cut from the original edition published in 1988. Fans will enjoy this mass market edition of the "director's cut" of the first novel in Greenwood's story of Shandril of Highmoon. **AUTHOR BIO:** A resident of Ontario, Ed Greenwood created the Forgotten Realms setting nearly 30 years ago and has written hundreds of novels, articles, and game products in

the setting. His most recent novel is *Elminster's Daughter* From the Paperback edition.

Swords of Eveningstar Wizards of the Coast

In this third installment of the New York Times–bestselling Neverwinter Saga, Drizzt draws his sword once more for the sake of his friends Drizzt and Dahlia. Sin'felle have defeated the sorceress Sylora Salm, but Dahlia's thirst for revenge is far from slaked. Now, she speaks of nothing but the moment she will face the evil Netherese lord Herzgo Alegni—a moment she has been waiting for since she was just a child. Though Drizzt and Dahlia's bond is no longer just one of friendship, there is much he does not know about his new lover. What is the driving force behind the darkness he's seen within her? Can he justify another battle to settle a grudge he does not understand? But Dahlia isn't the only one seeking vengeance against Alegni. Artemis Entreri, Drizzt's former enemy, offers to aid Dahlia in her mission, hoping it will win him his freedom. But partnering with Entreri poses new challenges: Charon's Claw, Algeni's sentient sword, dominates Entreri's movements—if not his mind. And then there's the way Entreri looks at Dahlia, causing Drizzt to wonder if the cunning assassin is still more foe than friend. *Charon's Claw* is the third book in the Neverwinter Saga and the twenty-fifth installment in the Legend of Drizzt series.

Bloody Rose HarperCollins

A never-ending winter's night is slowly driving an isolated town in the depths of Icewind Dale to the brink of insanity. To save them all, a perilous journey awaits a band of adventurers as they uncover the plot of an ancient primordial evil! Based on the massively popular game

and featuring a cast of brand-new characters written by New York Times bestselling author AJ Mendez plus writer and actor Aimee Garcia!

The Fall of Highwatch Wizards of the Coast

In the beginning, the rune swords were created . . . and were lost. Forged by dwarves and tempered in the blood of a god, these magnificent blades hold a devastating power that only the Dark Lord himself would dare to wield. Now, the swords must be found--and destroyed--and time is running out!

Wizards of the Coast

Caught in a war against the creatures of the Night Parade, a desperate ruler enlists the aid of the Harpers to win the battle—and to rescue her lost heir. For decades, the ghastly Night Parade has haunted the sleep of many in the Forgotten Realms. Most thought it was nothing more than figments born of troubled minds. They were wrong.

Myrmeen Lhal, the seductive ruler of Arabel, becomes embroiled in a war against the Night Parade, a war in which the Harpers are her only allies. She must triumph against these creatures who live on fear and misery, no matter the cost. But once her forces are bolstered, prepared to fight, Myrmeen learns the forthcoming battle will be more personal than she ever imagined. For the monstrous band's leaders have the daughter she thought dead fourteen years past . . . The Night Parade is the fourth book in a series of loosely-connected novels about the Harpers.

The Stowaway Wizards of the Coast
Collects three dungeon-crawling adventures in one omnibus. Journey from a den of thieves, to the infamous Underdark, to the far northern reaches of Faerûn. "Forgotten Realms" brings you the adventures of an unlikely band

of heroes in the fabled port city of Waterdeep. "Cutter" traces the path of two half-drow siblings locked in competition for the ownership of their father's mighty sword. And in "Neverwinter Tales," Drizzt and his mysterious companion Dahlia hunt for something that seems part vampire and part elite dwarven warrior.

Dungeons & Dragons: Shadows of the Vampire Wizards of the Coast

Features three graphic novels in the "Icwind Dale Trilogy": "The Crystal Shard", "Streams of Silver", and "The Halfling's Gem".

The Adversary Wizards of the Coast

A world-shaping event revives old favorites, introduces new complications—and moves hero Drizzt Do'Urden into a restored era of the Forgotten Realms. Alone and with his fate hanging in the balance, Drizzt Do'Urden 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. Unbeknownst to him, the goddess Mielikki has given Bruenor, Catti-brie, Regis, and Wulfgar the chance to return to the world they left behind. Reborn as children but with their memories still intact, the friends must find a way back to one another—and to their lone Companion, Drizzt. Meanwhile, three seemingly unrelated commoners, growing up across the far reaches of the Forgotten Realms, display incredible feats of power. Against all odds, they hold the fate of Drizzt Do'Urden in their hands—a fate that is far from certain. For in the shadows, a cunning cabal of wizards is watching, intent on hunting the "Chosen" mortals who have been blessed by the gods. These wizards know something mere commoners do not: Long-forgotten gods have begun to stir. Long-lost lands

have begun to tremble. The world around them is about to change—and these wizards will do whatever it takes to turn the coming chaos to their advantage. *The Companions* is the first book in the Sundering series and the twenty-seventh book in the Legend of Drizzt series.

Dungeons & Dragons: Forgotten Realms
National Geographic Books

Offers a comprehensive description of the Forgotten Realms, one of the most well known Dungeons & Dragons campaign settings.

Spearwielder's Tale Wizards of the Coast

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!

Dungeons & Dragons Wizards of the Coast

Tierflin and Doum'weille are half-Drow siblings, locked in competition for the ownership of the bloodthirsty sword Khazid'hea-the Cutter! Their father, the Drow renegade Tos'un-a veteran of battles against the Kingdom of Many-

Arrows-is forced to choose his heir... but what does the powerful sword have to say on the subject?

The Godborn Wizards of the Coast

#1 New York Times bestselling author R. A. Salvatore brings an astonishing world to life and the intrepid hero, Elbryan Wynden, leads the way as he confronts 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, Elryan is raised to become a formidable ranger—a fateful role that will lead him into harrowing confrontations. 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 they don't fall into the wrong clawed hands.

The Woodcutter Hachette UK

This full-length adventure for the newest D&D(campaign setting is designed to showcase many of the most unique traits of the Eberron realm.

Dungeons & Dragons Wizards of the Coast

THE JOURNEY ENDS! Doum'wielle Armago□wielder of the malevolent sentient sword Khazid'hea, the Cutter□confronts her pursuers. But will they be able to pull her back from the brink of savage madness? The conclusion will shock you!

Crypt of the Shadowking Simon and

Schuster

Drizzt and the Companions of the Hall join forces to rescue an old friend and battle drow intrigue in this new chapter in the New York Times–bestselling saga. The beloved Companions of the Hall have been restored, thanks to the workings of the goddess Mielikki. With his most faithful friends at his side once more, Drizzt Do'Urden returns to Gauntlgrym to rescue Thibbledorf Pwent, Bruenor's loyal shield dwarf-turned-vampire. But in order to return Pwent back to his mortal form, Drizzt and the Companions must first undertake a perilous journey through the Underdark—a journey made all the more dangerous by the political turmoil that has erupted among drow society. House Baenre, the most prestigious of the ruling drow houses, wants to increase its power over Menzoberranzan even further. While their leaders race to erect a sister city in Gauntlgrym, a Baenre noble seeks to tear down Drizzt Do'Urden once and for all. *Night of the Hunter* is the first book in the Companions Codex and the twenty-eighth book in the Legend of Drizzt series.

[The Parched Sea](#) IDW Publishing
The MOST POPULAR CHARACTER from the MOST POPULAR FANTASY WORLD of

all time comes to life in his FIRST ORIGINAL comic book tale! Drizzt leads this massive thriller into R.A. Salvatore's next blockbuster novel! 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.

[The Night Parade](#) Wizards of the Coast
The beloved Harpers series kicks off with a thrilling tale about an outcast witch, a foreign agent, and the endangered desert tribes of the Anauroch. Determined to drive a trade route through Anauroch, the Zhentarim have sent an army to enslave the fierce nomads of the great desert. As tribe after tribe fall to the intruders, only a single woman, Rhua, sees the true danger—but what sheik will heed the advice of an outcast witch? Ruha finds help from an unexpected source. The Harpers, guardians of liberty throughout the Realms, have sent an agent to counter the Zhentarim. If she can help this stranger win the trust of the sheikhs, perhaps he can overcome the tribes' ancestral rivalries and drive the invaders from the desert. *The Parched Sea* is the first book in a series of loosely-connected novels about the Harpers.

Best Sellers - Books :

- [The Summer Of Broken Rules](#)
- [The Five-star Weekend By Elin Hilderbrand](#)
- [Can't Hurt Me: Master Your Mind And Defy The Odds](#)
- [American Prometheus: The Triumph And Tragedy Of J. Robert Oppenheimer By Kai Bird](#)
- [The Going To Bed Book](#)
- [Heart Bones: A Novel By Colleen Hoover](#)
- [A Soul Of Ash And Blood: A Blood And Ash Novel \(blood And Ash Series\) By Jennifer L. Armentrout](#)
- [Flash Cards: Sight Words](#)
- [My First Library : Boxset Of 10 Board Books For Kids By Wonder House Books](#)

- [Beyond The Story: 10-year Record Of Bts](#)