

The Ghost King Transitions Book Iii The Legend Of Drizzt 19

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.

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.

Newly returned to the demon-infested Underdark, Drizzt Do'Urden faces his most dangerous adventure yet Drizzt is going home, but not to Mithral Hall or to Icewind Dale. He's going to Menzoberranzan, the very place he left as a young and outcast drow. Something terrible—immense—unspeakable, has come to the City of Spiders, leaving death and destruction in its wake. As the damage of the Darkening, of war, and of a demon-ravaged Underdark sends cracks out across the North, causing irreparable damage, Drizzt and his companions find their lives endangered once more. When the primordial of Gauntlgrym stirs, Catti-brie and Gromph venture to the ruins of the Host Tower of the Arcane in Luskan, seeking the only power that can keep the beast in check. Meanwhile, Jarlaxle holds the strings for them all, orchestrating a masterpiece of manipulation that brings old enemies together, and tears old friends apart. But even the wily and resourceful Jarlaxle may not realize just how narrow a path he walks. The City of Spiders might already have fallen to the demons and their wicked prince. What's to say the demons will stop there? Maestro is the second book in the Homecoming trilogy and the thirty-second book in the Legend of Drizzt series.

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 . . .

The Ghost King Transitions Wizards of the Coast

The author of Herodotus chronicles the dramatic collapse of the late Alexander the Great's empire, providing coverage of the unsuccessful attempted reigns of his developmentally disabled brother and posthumously born son, the infighting that caused his generals to turn against one another and the ensuing war that set the stage for modern conflicts.

In the gripping conclusion to the New York Times–bestselling Transitions trilogy, Drizzt Do'Urden comes face-to-face with a power that will change Faerûn forever. With the collapse of Mystra's Weave and the onslaught of the Spellplague, all of Faerûn 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 mind flayer, and the Crenshinibon—the demonic crystal shard thought to be destroyed years ago. When Jarlaxle, a drow mercenary, is targeted by the Ghost King, he knows his life hinges on finding the Deneir priest named Cadderly Bonaduce. But to find Cadderly, 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 recruit his old enemy Drizzt Do'Urden to his cause. When Catti-brie is struck by an errant strand of the Weave, Jarlaxle is able to convince Drizzt and Bruenor that their plights are one and the same. Together, they travel to Spirit Soaring, where the priests and mages of Deneir—led by Cadderly—rush 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 Ghost King is the third book in the Transitions trilogy and the twenty-second installment in the Legend of Drizzt series.

The thrilling conclusion to the New York Times–bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do'Urden. Luthien Bedwyr, warrior leader of an elven rebellion and crusader for justice known as the Crimson Shadow, will not rest until he vanquishes the evil Wizard-King Greensparrow forever and wipes out the tyrant's cyclopean army. No less than the fate of Luthien's oppressed kingdom of Eriador hangs in the balance. But Luthien now faces his greatest challenge. His fierce alter ego may wield a magical sword and wear a scarlet cape that renders him invisible, but his formidable adversary has a counterpart of his own: an unstoppable and bloodthirsty colossus of a dragon. Hailed by Terry Brooks as a “fine adventure filled with memorable characters and compelling action,” this spellbinding series comes to a rousing finish, giving us “a world of depth and humanity, filled with color and sound and feeling and with heroes we can't help but admire” (Tracy Hickman, New York Times–bestselling author of the Bronze Canticles Trilogy).

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.

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 legend starts here! The Legend of Drizzt® 25th Anniversary Edition, Book I collects the first three novels in this best-selling series: Homeland, Exile, and Sojourn in a new trade paperback edition. A great value for anyone who's ready to experience the Legend of Drizzt. Drizzt Do'Urden made his first mistake the moment he was born: he was a boy. In the rigid matriarchy of the dark elf city of Menzoberranzan, that makes his life forfeit. But when his own mother tries but fails to kill him, Drizzt's path is set. He must find a way to escape the treacherous Underdark, even if that means setting out alone into the no less dangerous World Above.

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.

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.

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* - into one tome! This story takes readers from the moments before the birth of Drizzt to the point where he leaves his Drow heritage and homeworld, Menzoberranzan, the City of Spiders, and ventures up into the unknown.

On the Scottish island of Skua, friendship develops between the lonely and mysterious Perdita and a blind girl, Janey. Both possess a kind of second sight - Janey's is the ability to hear, feel and remember more than others, and Perdita's is the ominous legacy of her being a witch's daughter. When Janey's brother, Tom, starts investigating a cluster of mysterious events and suspicious characters, all three become entwined in an adventure of hidden jewels, desperate criminals and dangerous detection. Written in 1963, *The Witch's Daughter* showcases Nina Bawden's innate regard for the integrity of her young characters. As she has said: 'I like writing for children. It seems to me that most people underestimate their understanding and the strength of their feelings and in my books for them I try to put this right.' Hugely admired on publication by both reviewers and readers, it was described as 'thrilling' by the *Times Literary Supplement*.

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.

New York Times–bestselling series: Join barbarian hero Wulfgar on another action-packed adventure in the *Legend of Drizzt* saga Spending 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 Luskan—but 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 Rogue—beginning a dangerous, combat-filled journey toward his redemption. *The Spine of the World* is the second book in the *Paths of Darkness* series and the twelfth installment in the *Legend of Drizzt* series.

DROW STALK THE SHADOWS. TROLLS INFEST THE LOWLANDS. ORCS HAVE CLAIMED THE MOUNTAINS. AND TIME IS RUNNING OUT. Mithral Hall is under siege, Nesmé is overrun, and even powerful Silverymoon braces for war. Through it all, Drizzt has fought alone, but as the conflict draws to a bloody conclusion, the Hunter will

have to find allies both new and old—or die along with the rest of the civilized North. The conclusion of the New York Times best-selling trilogy decides the fate of Drizzt Do'Urden.

Fleeing a group of slave-trading dwarves, Wistala, a young female dragon, finds herself alone, after her brother, Auron, sacrifices himself to save her, and must overcome her grief, fear, and anger to find others of her kind and to seek revenge on those who would destroy them. By the author of *Dragon Champion*. Original. 30,000 first printing.

ONE DARK ELF. TWO ENCHANTED BLADES. ONE UNKNOWN ENEMY. AND A HORDE OF INVADERS. When a blood-thirsty banc 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 New York Times best-seller, now in paperback! This paperback edition of the New York Times best-selling title expands the civil upheaval among the drow, one of the most popular races in the *Forgotten Realms* setting. Best-selling author R.A. Salvatore wrote the prologue to *Annihilation* and continues to consult on the series, lending his expertise as the author who brought drow society to the forefront of the *Forgotten Realms* setting. From the Paperback edition.

In the second 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, the orcs of Many Arrows decide to take advantage of the chaos wrought by the Sundering to reignite a blood feud first brought to life in the phenomenal best seller *The Thousand Orcs*.

The Legend of Drizzt(R) comes to an end . . . For now! The mighty warhammer Aegisfang 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.

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.

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.

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.

Drizzt joins Bruenor on his quest for the fabled dwarven kingdom of Gauntlgrym: ruins said to be rich with ancient treasure and arcane lore. But before they even get close, another drow and dwarf pair stumbles across it first: Jarlaxle and Athrogate. In their 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 Neverwinter—a 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 can't stop it on their own. They'll need help, and from the last people they ever thought to fight alongside again: Drizzt and Bruenor. "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.

In the final book of the #4 New York Times best-selling *Neverwinter Saga*, Drizzt Do'Urden navigates a winding path littered with secrets and lies. Tangled up in his companion Dahlia's dark secrets, the ties that once held her close to Drizzt threaten to tear as her bonds to his former foe, Artemis Entreri, continue to grow. Meanwhile, in the caverns of Gauntlgrym, the drow Tiago Baenre enlists the help of Bregan D'aerthe in his quest to destroy Drizzt. While making promises they may not keep, the agents of the elite drow mercenary group hide plans of their own. Determined to stand for what's right in the *Realms* once again, Drizzt forges a new road north—toward *Icewind Dale*. Will his new companions follow? Can he fight the darkness alone? Either way, he knows now where he's headed—back to the only place that's ever felt like home. Praise for the *Neverwinter Saga*: "Absolutely profound." —Paul Goat Allen, *BarnesandNoble.com* "Masterfully written, thrillingly unpredictable, and everything a Drizzt Do'Urden fan could hope for. You'll be hanging on the words till the very end . . . and then begging for more." —*GamesFiends.com* "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

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.

With nothing left to lose, Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym. 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 Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do’Urden is at his side, ready to make the most of his friend’s 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 Neverwinter—a 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 can’t stop it on their own. They’ll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. *Gauntlgrym* is the first book in the *Neverwinter Saga* and the twenty-third installment in the *Legend of Drizzt* series.

Sawkill Girls meets *The Hazel Wood* in this lush and eerie debut, where the boundary between reality and nightmares is as thin as the veil between the living and the dead. If I could have a fiddle made of Daddy’s bones, I’d play it. I’d learn all the secrets he kept. Shady Grove inherited her father’s ability to call ghosts from the grave with his fiddle, but she also knows the fiddle’s tunes bring nothing but trouble and darkness. But when her brother is accused of murder, she can’t let the dead keep their secrets. In order to clear his name, she’s going to have to make those ghosts sing. Family secrets, a gorgeously resonant LGBTQ love triangle, and just the right amount of creepiness make this young adult debut a haunting and hopeful story about facing everything that haunts us in the dark.

Originally published in 1968, Ursula K. Le Guin’s *A Wizard of Earthsea* marks the first of the six now beloved *Earthsea* titles. Ged was the greatest sorcerer in *Earthsea*, but in his youth he was the reckless Sparrowhawk. In his hunger for power and knowledge, he tampered with long-held secrets and loosed a terrible shadow upon the world. This is the tumultuous tale of his testing, how he mastered the mighty words of power, tamed an ancient dragon, and crossed death's threshold to restore the balance. This

ebook includes a sample chapter of THE TOMBS OF ATUAN.

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.

Erevis Cale The loyal servant of the Uskevren family, has a terrible secret. Now, when a ruthless evil is unleashed on Selgaunt, the butler's ties to the underworld may have put the Uskevren in jeopardy. Erevist must finally prove his loyalty -- to the city and to the Uskevren. He won't get a second chance.

R.A. Salvatore, best-selling author of the Legend of Drizzt, unveils the backstory of the Witch King—the lich whose powerful magic ensnares Jarlaxle and Artemis Entreri in the Sellswords trilogy. As part of his scheme to rule the Bloodstone Lands, Zhengyi the Witch King offers a black dragon life immortal in exchange for allegiance. But black dragons cannot be so easily bought. Unwilling to take no for an answer, Zhengyi hatches a plan to force the dragon into battle—with battle lines drawn inside the dragon's own lair. In this action-packed novella, Legend of Drizzt fans can find out more about the events leading up to Promise of the Witch King (Sellswords Trilogy, Book II) and new fans can find out why Booklist calls Salvatore the “best series writer working in the Forgotten Realms.”

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 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. . .

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.

In the 2nd book of the multi-author Sundering series launched by New York Times best-selling author R.A. Salvatore, the shadow legacy of Erevis Cale lives on even as his old foe Mephistopheles seeks to stamp it out at any cost. Cale's son Vasen—unmoored in time by the god Mask—has thus far been shielded from the archdevil's dark schemes, alone among the servants of the Lord of Light who have raised him since birth. Living in a remote abbey nestled among the Thunder Peaks of Sembia, Vasen is haunted by dreams of his father, trapped in the frozen hell of Cania. He knows the day will come when he must assume his role in the divine drama unfolding across Faerûn. But Vasen knows not what that role should be . . . or whether he is ready to take it on. He only knows what his father tells him in dreams—that he must not fail. Enter Drasek Riven, a former compatriot of Erevis Cale, now near divine and haunted by dreams of his own—he too knows the time to act is near. Shar, the great goddess of darkness, looks to cast her shadow on the world forever. Riven has glimpsed the cycle of night she hopes to complete, and he knows she must be stopped. At the crossroads of divine intrigue and mortal destiny, unlikely heroes unite to thwart the powers of shadow and hell, and the sundering of worlds is set on its course.

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