

# **The Pirate King Forgotten Realms Transitions 2 Legend Of Drizzt 18 Ra Salvatore**

Promise of the Witch-KingSwords of EveningstarThe  
Chaos CurseCoxinga and the Fall of the Ming  
DynastyNeverwinterTSR N-FR MAESTROThe Two  
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## **Promise of the Witch-King**

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

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North. The conclusion of the New York Times best-selling trilogy decides the fate of Drizzt Do'Urden.

### **Swords of Eveningstar**

288 page hardcover by Bruce R. Cordell

### **The Chaos Curse**

The Lady has spoken to me. It has already begun. Shadows move out of the shrinking desert, south to the rich and arrogant cities of Sembia. "Be brave, little man," says the shadowman, and the boy thinks his voice is surprisingly soft. "Stay with your mother. This will be over soon." The shadows swallow him and he is gone. On the edge of a war that will change the face of Faerûn, the world will find that not all shadows serve Shade. From the Paperback edition.

### **Coxinga and the Fall of the Ming Dynasty**

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### **Neverwinter**

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

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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.

### **TSR N-FR MAESTRO**

Cross swords with pirates in New York Times best-selling author Richard Baker's latest adventure! When pirates threaten his home, Geran is elected by the city council to track the blood-thirsty pirates to their hidden base, infiltrate them, and find a way to stop them before it's too late. But the pirates are motivated by more than greed. Kin to his enemies, they seek a deeper revenge, one Geran only begins to glimpse when they kidnap the woman he loves.

### **The Two Swords**

Alone on the battlefield. Surrounded by death. Cornered by enemies. And ready to die. Drizzt Do'Urden has become the Hunter, the bane of the orc hordes still ravaging the North. Cut off, alone, convinced that everything he ever valued has been destroyed, all that's left is to kill, and kill, and kill, until there are no enemies left. But there are a lot of

enemies, and even the Hunter is just one lone drow.

## **Prince of Lies**

Discover a land of enchantment, legend, and adventure in this first book of the Immortals series, featuring an updated cover for longtime fans and fresh converts alike, and including an all-new afterword from Tamora Pierce. Thirteen-year-old Daine has always had a special connection with animals, but only when she's forced to leave home does she realize it's more than a knack—it's magic. With this wild magic, not only can Daine speak to animals, but she can also make them obey her. Daine takes a job handling horses for the Queen's Riders, where she meets the master mage Numair and becomes his student. Under Numair's guidance, Daine explores the scope of her magic. But she encounters other beings, too, who are not so gentle. These terrifying creatures, called Immortals, have been imprisoned in the Divine Realms for the past four hundred years—but now someone has broken the barrier. And it's up to Daine and her friends to defend their world from an Immortal attack.

## **Timeless**

“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

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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.

### **The Lone Drow**

Can the *Crystal Shard* be destroyed at last? Drizzt is determined to destroy the evil *Crystal Shard*, and seeks out the help of the scholar-priest *Cadderly*. But instead, his worst fears are realized, and *Crenshinibon* falls into the hands of the dark elf mercenary *Jarlaxle* and his unlikely ally *Artemis Entreri*. *The Silent Blade* is the book that brought Drizzt back to the *Realms*, and was a *New York Times* best seller on its initial release--and has been in print every day since. Like the rest of the *Legend of Drizzt(R)* reissues, *The Silent Blade* features beautiful new cover art by award-winning illustrator *Todd Lockwood*. From the Paperback edition.

### **Archmage**

The war against the orcs is far from over in this

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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.

### **The Silent Blade**

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

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first brought to life in the phenomenal best seller *The Thousand Orcs*.

### **The Orc King**

An all-new version of one of the key titles in the entire *Forgotten Realms* novel line. This title is the fourth in a series of recovers of the popular *Avatar* series. At the time of its original release, this series presented key events that impacted the entire *Forgotten Realms* world, and the effects of those events are still felt in current novels. This re-released series features a cohesive cover design and all-new art. *Revenge of a God* The Time of Troubles is at an end, and the gods have been restored to their rightful places. The soul of Kelemvor Lyonsbane, former lover of the goddess of magic, remains hidden from the mad god Cyric. The will of one such as Cyric, when bent on revenge, is not so easily thwarted.

### **Gauntlgrym**

The complete guide for building *Forgotten Realms* characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the *Forgotten Realms* setting.

### **Green Mansions: A Romance of the Tropical Forest**

*Dungeons & Dragons: Forgotten Realms - Legends of*

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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.

### **Crash Course in Gaming**

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.

### **Shadowbane**

"Shadowbane is a perfect example of what is right and enduring about the Forgotten Realms: a tale of companionship, perseverance, faith, and self-exploration. With a monster and a fight scene here or there, too, in case you need a kick in the pants. You'll read it in one sitting, and then come back to see what you might have missed." ~ Brian Cortijo (Realms Designer, Loremaster of Cormyr) "If you like fast-paced, thrilling stories that explore the dark shadows and alleyways of cities in the Realms, and erupt into spectacular fights, in the company of wise-cracking heroes and anti-heroes, then a Erik Scott de Bie book is for you! SHADOWBANE takes the reader along for

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another ride with Kalen and Myrin, this time to lawless Luskan, and it's an adventure worth reading and rereading many times! First-rate fantasy!" ~ Ed Greenwood (Best-Selling Author, Father of the Forgotten Realms, Living Legend) "With its relentless pace and scenes of chilling horror and savage combat, Erik Scott de Bie's fiction evokes the work of old-school sword-and-sorcery masters like Robert E. Howard and Karl Edward Wagner, and Shadowbane is his best book yet. Don't miss it!" ~ Richard Lee Byers, author of the Forgotten Realms: Brotherhood of the Griffon series The city of Luskan has always been a den of pirates, thieves, and murderers. But lately, things have gotten much worse. A ship crashes offshore with nothing but corpses. Every day, people go crazy and brutalize those around them. And the only signs that even the most hardened criminals still walk the streets at night are bones. Luskan's sister city, Waterdeep, has sent a detachment to quarantine the unclean city—to let the filth within die, rather than infect the rest of the Realms. But Myrin has slipped inside, declaring that she will save Luskan. Shadowbane follows, determined to save Myrin and therefore her pet city—even if he has to kill every rat in Luskan to do it. Shadowbane features the triumphant return of popular, dark vigilante from Downshadow and carries forth the threads of the worlds-spanning Abyssal Plague series. This expanded e-book also includes a brand-new short story, entitled “A New Purpose”, as well as links to an existing prequel and an original e-novella, featuring characters from Shadowbane. Also included are links to background information on the Abyssal Plague series and sample chapters from other books in the series.

## **The Pirate King**

From the mean streets of Sembia Erevis Cale might just seem like just another loyal butler for just another wealthy family in the merchant realm of Sembia, but he has always been a whole lot more than that. When the world itself is threatened, Erevis Cale takes it personally, and takes the fight all the way to the Plane of Shadow. This massive trade paperback omnibus edition collects *Twilight Falling*, *Dawn of Night*, and *Midnight's Mask* into one book.

## **Relentless**

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.

## **The Companions**

Coxinga was raised in a palace and sent to elite schools. He became one of the last warriors loyal to the doomed Ming emperor. When the Ming dynasty fell, Coxinga turned to piracy. This riveting book tells the incredible true story of this infamous pirate king in full for the first time.

## **Wild Magic**

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This second book in New York Times bestselling author R. A. Salvatore's all-new Forgotten Realms trilogy—full of swordplay, danger, and imaginative thrills—features one of fantasy's most beloved and enduring characters, Drizzt Do'Urden. Split between time and two worlds, Zaknafein had always been conflicted. That inner turmoil was magnified by his inferior position as a male dark elf in the matriarchal drow society. Only his status as one of the greatest warriors—as well as his friendship with the mercenary Jarlaxle—kept him sane. When he finally perished, he was content knowing he left behind a legacy as substantial as his son Drizzt. Except . . . someone isn't ready for Zaknafein to be dead. And now he's back, hundreds of years later, in a world he doesn't recognize. His son's companions are not the prideful—and bigoted—males the drow warrior was accustomed to in his previous life. Drizzt's circle includes dwarves, elves, and, perhaps worst of all, a human wife. Struggling to navigate this transformed new world, Zaknafein realizes that some things have not changed: the threat of demons and the machinations of a drow matron no longer content with her family's position in the ranks of Houses. Though he has been displaced in time, Zaknafein is still a warrior. And no matter what prejudices he must overcome, he knows he will do his duty and fight by Drizzt's side to stem the tide of darkness that threatens the Realms.

### **Canticle**

Drizzt joins Bruenor on his quest for the fabled

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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 Ghost King**

#### **Rise of the King**

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.

### **The Erevis Cale Trilogy**

The thrilling conclusion to the Coven Trilogy from New York Times bestselling author, R. A. Salvatore. War has come to Fireach Speur. The once forgotten

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Xoconai Empire has declared war upon the humans west of the mountains, and their first target are the people of Loch Beag. Lead by the peerless general, Tzatzini, all that stands in the way of the God Emperor's grasp of power is Aoelyn, Talmadge, and their few remaining allies. But not all hope is lost. Far away from Fireach Speuer, an ancient tomb is uncovered by Brother Thaddeus of the Abellican Church. Within it is the power to stop the onslaught of coming empire and, possibly, reshape the very world itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

### **Streams of Silver**

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.

### **Boundless**

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

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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

### **Song of the Risen God**

## **Forgotten Realms**

Swords of Eveningstar is the first title in an exciting new series by author Ed Greenwood, the creator of the Forgotten Realms campaign setting. This series explores the youthful adventures of the much-loved heroes, Florin, Islif, and Jhessail, as they battle to win a name for themselves and then to defend it against the machinations of a more insidious and devious evil than they ever thought to face. From the Hardcover edition.

## **The Dark Elf Trilogy**

The epic conclusion to the long-awaited trilogy featuring one of the most beloved characters in all of fantasy—Drizzt Do'Urden—a rollicking tale of life, death, intrigue, magic, danger, and the timeless bonds of family and friendship from New York Times bestselling author R. A. Salvatore. Displaced in time and unexpectedly reunited with his son Drizzt Do'Urden, Zaknafein has overcome the prejudices ingrained in him as a drow warrior to help his son battle the ambitious Spider Queen and stem the tide of darkness that has been unleashed upon the Forgotten Realms. Though Zaknafein has endured the most difficult battles, survival has come at a terrible cost, and the fight is far from over. Facing demons and drow, Zaknafein carries the entire weight of Menzoberranzan surrounding Gauntlgym on his shoulders once more. But the chances of survival for him and his old friend and mercenary Jarlaxle look bleak. Trapped in a desperate and seemingly

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hopeless situation, the legendary warriors must reach deep inside themselves to face the impossible. While the burdens Zaknafein bears are more than enough for one of Menzoberrazan's greatest warriors, fate holds further challenges. When circumstances take an unexpected turn, Zaknafein discovers he must not only conquer the darkness but learn to accept the uncontrollable: life itself. The stakes have never been higher for R. A. Salvatore's most beloved creations in this final volume of his latest bestselling trilogy begun with *Timeless* and *Boundless*. A story of brave heroes filled with dangerous thrills, *Relentless* also considers eternal questions about morality, purpose, sacrifice, and the definition of harmony. Exciting, imaginative, and thought-provoking, it takes fans on an action-packed ride that will challenge their assumptions and leave them breathless and satisfied.

### **The Pirate King**

The book was hidden well. It's pages promised the power of the Witch-King himself. And now that it's been found, even the fact that it kills anyone foolish enough to crack its cover won't stop people from fighting over it. Welcome to the Bloodstone Lands! Human assassin Artemis Entreri and his dark elf companion Jarlaxle have come to the demon-haunted wastelands of the frozen north at the request of their dragon patron. It doesn't take long for them to find themselves caught in the middle of a struggle between powerful forces that would like nothing more than to see them both dead . . . or worse. But Entreri and Jarlaxle aren't just any wandering sellswords, and

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the ancient evils and bitter blood-feuds of the wild Bloodstone Lands may have finally met their match. From the Paperback edition.

### **The Highwayman**

Captain Gaita Chadbaram, of the deep water raider The Cat's Paw, captures a merchant trader foolish enough to sail without flags of protection. On that trader, a strange monk fouls the air with foreboding and menace. Little does Gaita know that she and crew will soon have to fight for the survival of a kingdom that will brand her as the Pirate King's Daughter.

**ABOUT STORMTALONS** Stormtalons! The realms you're looking for! From Ed Greenwood, creator of the Forgotten Realms(R), comes his newest fantasy setting, fraught with deadly mists, magic, and adventure! This is the first of 120 planned books, written by more than 50 Creatives from around the world. Don't miss out on this sprawling new world!

**ABOUT THE AUTHOR** Having started his career in the field of law, Dileep has a deep understanding of piracy. He has spent the better part of the last 15 years in Asia, working in India, Thailand, and Singapore, and this is his first foray into traditional fiction. His job allows him to travel and to work in many different cultures, and his experiences-from wandering through the Grand Bazaar in Istanbul to negotiating his mugging in Colombia-provide strong fuel for his imagination.

### **Shadowbred**

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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 Icewind Dale Trilogy**

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

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warrior spirit and deep compassion, and no shortage of wicked dark elves!

## **Forgotten Realms Campaign Guide**

New York Times and USA Today Bestseller! R. A. Salvatore returns with one of fantasy's most beloved and enduring icons, the dark elf Drizzt Do'Urden, in an all-new trilogy full of swordplay, danger, and imaginative thrills. Centuries ago, in the city of Menzoberranzan, the City of Spiders, the City of Drow, nestled deep in the unmerciful Underdark of Toril, a young weapon master earned a reputation far above his station or that of his poor house. The greater nobles watched him, and one matron, in particular, decided to take him as her own. She connived with rival great houses to secure her prize, but that prize was caught for her by another, who came to quite enjoy the weapon master. This was the beginning of the friendship between Zaknafein and Jarlaxle, and the coupling of Matron Malice and the weapon master who would sire Drizzt Do'Urden. R. A. Salvatore reveals the Underdark anew through the eyes of Zaknafein and Jarlaxle—an introduction to the darkness that offers a fresh view of the opportunities to be found in the shadows and an intriguing prelude to the intriguing escapes that lie ahead in the modern-day Forgotten Realms. Here, a father and his son are reunited and embark on adventures that parallel the trials of centuries long past as the friends of old are joined by Drizzt, Hero of the North, trained by Grandmaster Kane in the ways of the monk. But the scourge of the dangerous Lolth's ambitions remain,

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and demons have been foisted on the unwitting of the surface. The resulting chaos and war will prove to be the greatest challenge for all three.

### **Forgotten Realms Players Guide**

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 Pirate King's Daughter**

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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.

### **Vengeance of the Iron Dwarf**

Video games aren't just for kids anymore. This book will describe the "why" and "how" to start or expand a video gaming program in the library, including some specific examples of how to target adult and female gamer patrons.

### **Corsair**

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

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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 Last Threshold**

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.

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