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## Online Library Vengeance Of The Iron Dwarf Companions Codex

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**Vengeance of the Iron Dwarf** Wizards of the Coast *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.* **Vengeance of the Iron Dwarf** Wizards of the Coast *The War of the Silver Marches rages across the Forgotten Realms in this unforgettable final episode in the Companions Codex The reunited Companions of the Hall are separated once more—thrown to the far corners of a war that's bigger than any of them realized. They fight for the safety of Mithral Hall, but it's their own souls, and the soul of Faerûn itself, that truly hangs in the balance. In the dreaded depths of the Underdark, Regis and Wulfgar seek shelter in the fabled Silverymoon, from which they can launch a series of daring new raids. The rest of the Companions reside at the besieged Mithral Hall, where new friends arrive on a mission of mercy—if such an emotion can rest in the heart of a dragon. Meanwhile, the orc warlord Hartusk turns his savage horde on Everlund, one of the great cities of the Silver Marches. Though it stretches his forces thin, it's a move that could help him achieve his goal of becoming the master of the North. But Hartusk's treacherous drow allies have a different goal. They want nothing except the death of Drizzt Do'Urden—even if it comes at the cost of human, dwarf, elf, and orc lives. The world is cloaked in darkness and blood runs in rivers across the North; orc hordes rage on and cities fall under brutal siege; old friendships are tested and new alliances are forged. But in the end, it may come down to a single dark elf choosing life over death, forgiveness over vengeance, law over chaos . . . peace over war. Vengeance of the Iron Dwarf is the third book in the Companions Codex and the thirtieth book in the Legend of Drizzt series.* **Night of the Hunter** *Returning with his reunited companions to Gauntlgrym in the hopes of rescuing Bruenor's loyal shield dwarf, dark elf Drizzt Do'Urden navigates the dangers of the Underdark while struggling to outmaneuver a murderous drow colony. By the best-selling author of the Forgotten Realms: The Legend of Drizzt series.* **The Companions The Sundering** Wizards of the Coast *"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.* **Rise of the King Companion Codex, II** Wizards of the Coast *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 Companions** *A first installment in a spin-off story arc places hero Drizzt in a new era of the Forgotten Realms, where while facing the life-threatening first stirrings of the Sundering, he reflects on the lives of trusted allies who stood by his side throughout his early life. By the best-selling author of the Legend of Drizzt series.* **Promise of the Witch-King** Wizards of the Coast *Follows the power-hungry dark elf Jarlaxle and his assassin compatriot, Artemis Entreri, as they battle evil forces, in the second volume in a series chronicling the adventures of two characters from the Forgotten Realms universe. Reprint.* **Road of the Patriarch** Wizards of the Coast *As Entreri and Jarlaxle continue their journey through the monster-infested Bloodstone Lands, Jarlaxle's ambitions endanger them both, and Entreri confronts a difficult choice between friendship and survival when they confront a fierce paladin king and the ghosts of his own past. Reprint.* **Night of the Hunter** Wizards of the Coast *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.* **Forgotten Realms Devil's**

Due Pub 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! **The Witch's Daughter** Del Rey With the bold adventure and brilliant magic that have made him one of fantasy's bestselling authors, R. A. Salvatore continues the epic series that began with *Echoes of the Fourth Magic*. Join him for a spellbinding tale of darkness, fantasia, and unbridled imagination. Though many perished in the dark times past, a precious few survivors escaped, fleeing certain doom to find a dazzling, dangerous land of wonder. Here wizards and witches inhabited forests spun from enchantment and towers of celestial beauty. But in this place of promised safety, the Black Warlock was rising from the ashes of defeat—with an insatiable lust to dominate the world. Square in the path of peril was Rhiannon, the gently reared daughter of the Emerald Witch. As hamlets from the Crystal Mountains to Avalon fell before the fury of the Black Warlock, the young witch sensed a sudden call; strange, terrifying powers tingled within her body. Now Rhiannon had to summon these new, untested abilities to stop the ancient warlock, an enemy who had long since mastered the forces of the universe and bent them to his diabolical will. . . **Rise of the King** Wizards of the Coast In the chaotic aftermath of the Sundering, the orcs of Many-Arrows reignite their bloody feud with Bruenor Battlehammer Having escaped Gauntlgrym, the Companions of the Hall are united in body and spirit—but not in ideals. As the Darkening casts its shadows upon the northern cities of the Shining White, portending war, the past rears its angry head. Old debts insist on payment and old wrongs demand to be set right. The bloody dwarf-orc feud reignites with disastrous consequences. When drow Quenthel Baenre urges the orcs into war, a new and bloodthirsty king takes the throne of Many-Arrows. The savage orc hordes gather under his command, bringing an end to the decades of peace in the North. Dwarf steel meets ancient enemies, painting the Spine of the World in red. In the middle of this chaos, the Companions march onwards—to rescue Pwent from his vampiric curse and to reclaim Bruenor's throne; to combat the treachery of the black-souled drow and to defeat the orcs. As the world repeats a deadly cycle of violence and hate, Drizzt Do'Urden is forced into a fight for his life, his loved ones, and his very soul. *Rise of the King* is the second book in the *Companions Codex* and the twenty-ninth book in the *Legend of Drizzt* series. **Streams of Silver** 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. **The Crystal Shard** Wizards of the Coast 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. **Archmage** Wizards of the Coast DRIZZT RETURNS TO THE UNDERDARK! "After a quarter of a century, R.A. Salvatore just keeps getting better and better, and *The Companions* is another masterful leap forward for one of the greatest fantasy epics of all time." —Philip Athans, best-selling author of *Annihilation* and *Writing Monsters* R.A. Salvatore **Archmage** The pall that had descended over the North is gone, and a new day has dawned on a victorious Mithral Hall, but no matter how bright things seem on the surface, Drizzt and his companions know that what lurks just under their feet remains steeped in evil and charged with unimaginable power. The dark elves of Menzoberranzan, including the powerful Archmage Gromph, aren't done with Drizzt yet. And consumed by their own power struggles, feeling backed into a corner, the drow may just be desperate enough to call on demonic forces from the deepest reaches of the Abyss, and unleash a disaster even the Underdark could never have prepared for. Archmage has everything Drizzt's fans crave: action, adventure, characters that resonate with equal measures of warrior spirit and deep compassion, and no shortage of wicked dark elves! **Legacy of the Drow** The Legacy; Starless Night; Siege of Darkness; Passage to Dawn Contains four fantasy adventures with Drizzt Do'Urden and his allies as they fight the vengeance-driven Spider Queen Lolth and her drow followers. **The Legend of Drizzt Collector's Edition** Collects books seven through ten of R. A. Salvatore's *Forgotten Realms* "The Legend of Drizzt" series, which includes "The Legacy," "Starless Night," "Siege of Darkness," and "Passage to Dawn." **The Silent Blade** Wizards of the Coast A new chapter in the *Legend of Drizzt* saga begins: Can the Crystal Shard be destroyed at last? Determined to destroy the evil Crystal Shard, Drizzt seeks out the help of a scholar-priest named Cadderly. But instead, his worst fears are realized when the artifact falls into the hands of the dark elf mercenary Jarlaxle and his unlikely ally Artemis Entreri. Drizzt's friends also experience their own hardships: Wulfgar, now freed from Errtu's clutches, struggles with anger and bloodlust. Only in the far reaches of Luskan can he find solace from the torments that haunt him. Meanwhile, Regis' ruby pendant—once the property of his old master, Pasha Pook—seems to be a magnet for all things evil and wicked. . . . *The Silent Blade* is the first book in the *Paths of Darkness* series and the eleventh book in the *Legend of Drizzt* series. **Luthien's Gamble** Aspect In *The Sword of Bedwyr*, young Luthien Bedwyr rebelled against the crushing rule of King Greensparrow and his cruel wizard-lords. To save his once proud land of Eriador, Luthien was given a magical cape that renders its wearer invisible—but leaves behind an indelible scarlet silhouette. In *Luthien's Gamble*, we see Luthien at a crossroads: in spite of the urgings of his comrades to avoid further conflict with Greensparrow, Luthien feels compelled to continue the battle for his beloved country Eriador. **Siege of Darkness** Preparing to launch an assault on Drizzt Do'Urden and Mithril Hall, Matron Baenre, the head of a powerful ruling house, offsets the balance of the land's magical laws and releases Lloth, the Spider Queen, throwing the dark elf metropolis into chaos. Reprint. **The Dark Elf Trilogy** Wizards of the Coast Drizzt Do'Urden, the dark elf, confronts the underground civilization of the evil Drow elves, travels through an endless labyrinth, and battles to survive on the surface world **The Legacy** Wizards of the Coast A goddess of the Underdark sets her sights on the famous drow who escaped her grasp in this continuation of the beloved *Drizzt* saga Having found a measure of peace among the dwarves in Mithral Hall, Drizzt Do'Urden begins to know contentment for the first time in his tumultuous life. Bruenor has reclaimed his throne, Regis has been freed from Artemis Entreri, and Wulfgar is to be wed. But for a dark elf renegade that hails from the Underdark—a city of ruthless drows, all ruled by priestesses of the demon goddess Lolth—no peace can last forever. It is Lolth herself, the dreaded Queen of the Demonweb Pits, who musters her followers to pour up from the black depths of the Underdark to reclaim the one soul that managed to elude her: the soul of Drizzt Do'Urden. *The Legacy* is the first book in the *Legacy of the Drow* series and the seventh book in the *Legend of Drizzt* series. **The Lone Drow** Forgotten Realms Novel: Hunter The sequel to *The Thousand Orcs*, this

second volume in the new Hunter's Blades Trilogy from the Forgotten Realms universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions. Reprint. **Siege of Darkness** Wizards of the Coast The conflict between the drow of the Underdark and the dwarves of Mithral Hall comes to a head While Mithral Hall teems with whispers of the war to come, chaos erupts both above and below ground. On the surface of Faerûn, the first signs of the Time of Troubles make themselves known, forcing deities to assume their mortal forms. Beneath them in the Underdark, all but one drow house has lost their magical powers, and Lolth has handed the reins of leadership over to the demon Errtu. But even this turmoil cannot keep the drow from rising up from the black depths of the Underdark to battle the dwarves of Mithral Hall. Bruenor Battlehammer, with Drizzt at his side, will not go down without a fight—but they will have to fight without Wulfgar and Catti-brie at their sides. *Siege of Darkness* is the third book in the Legacy of the Drow series and the ninth book in the Legend of Drizzt series. **Servant of the Shard** Forgotten Realms Novel: The Se When the dark elf Jarlaxle gets his hands on the Crystal Shard, the dark forces soon begin to overcome him and he is forced to seek help from the virtuous Cadderly. **Streams of Silver** More Americans identify as political independents than as either Democrats or Republicans. Tired of the two-party gridlock, the pandering and the lack of vision, they've turned in increasing numbers to independent and third-party candidates. In 1998, for the first time in decades, a third-party candidate who was not a refugee from one of the two major parties, Jesse Ventura, won election to state-wide office, as the governor of Minnesota. In 2000, the public was riveted by the Reform Party's implosion over Patrick Buchanan's presidential candidacy and by Ralph Nader's Green Party run, which infuriated many Democrats but energized hundreds of thousands of disaffected voters in stadium-sized super-rallies. **Sojourn** Wizards of the Coast Lone drow Drizzt Do'Urden emerges from the Underdark into the blinding light of day in this epic final chapter in the Dark Elf Trilogy After years spent in the ruthless confines of the Underdark, Drizzt Do'Urden has emerged from the subterranean society of his youth to start a new life. Accompanied by his loyal panther, Drizzt begins exploring the surface of Faerûn, a world unlike any he has ever known. From skunks to humanoids to shapeshifters, Faerûn is full of unfamiliar races and fresh dangers, which Drizzt must better understand if he is to survive. But while Drizzt acts with the best intentions, many of the surface dwellers regard him with fear and distrust. Can he manage to find faithful allies in this foreign land—or is he doomed to be a lonely outsider, just as he was in the Underdark? *Sojourn* is the third book in the Dark Elf Trilogy and the Legend of Drizzt series. **The Two Swords** Wizards of the Coast The war between Drizzt and King Obould rages on in this New York Times–bestselling conclusion to The Hunter's Blades trilogy Dark elf Drizzt Do'Urden would like nothing more than to kill King Obould Many-Arrows, the leader of the slaving orc army that slaughtered his closest friends. Now, it seems even Innovindil, Drizzt's new moon elf companion, cannot escape the grip of Obould's murderous scourge. When the orc king steals Innovindil's beloved pegasus, Drizzt must accompany her on a rescue mission to the northern lands of the frost giants—even if it means suffering the same fate as the Companions. Except the Companions are not dead . . . yet. Unbeknownst to Drizzt, they are sealed inside the walls of Mithral Hall, awaiting a battle that will either make or break them. As Obould's horde prepares for a siege just outside the gates, Bruenor must mastermind a plan that will defeat the orcs and lead his clan to victory. *The Two Swords* is the third book in The Hunter's Blades trilogy and the nineteenth installment in the Legend of Drizzt series. **Maestro** Wizards of the Coast 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. **Bastion of Darkness** Del Rey Twice the combined might of Ynis Aielle's greatest heroes and wizards has hurled back the demon armies of Morgan Thalasi. Always the Black Warlock has rebounded, stronger and more evil. But never has he wielded such power as now. With the Staff of Death, Thalasi can raise a new army from out of the very ground -- soldiers who cannot be killed because they are already dead. As the Black Warlock and his fearsome general -- the foul wraith that was once Hollis Mitchell -- prepares a devastating attack, the humans and elves of Ynis Aielle are staggered by a fresh calamity. The beautiful Rhiannon, daughter of the Emerald Witch, has been captured by Mitchell and given over to his dark master. Now the last hope of defeating Thalasi -- and Rhiannon's last hope as well -- lies at the heart of a mountain, guarded by a dragon as old as the world itself. . . **The Pirate King** When Captain Deudermont comes to the aid of the city of Luskan, which has become a safe haven for the Sword Coast's most dangerous pirates, dark elf Drizzt Do'Urden is drawn into the struggle to save the city from itself, in a fantasy adventure that will change the Forgotten Realms world forever. 200,000 first printing. **Archmage** Wizards of the Coast In the aftermath of the War of the Silver Marches, the combatants take stock as a new tale begins in the Legend of Drizzt series 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* is the first book in the Homecoming trilogy and the thirty-first book in the Legend of Drizzt series. **Starless Night** In the sequel to the Dark Elf trilogy, Drizzt Do'Urden braves the perils of the Underdark to return to his birthplace, the subterranean city of Menzoberranzan, to free himself, once and for all time, from the enemies that seek his death. Reissue. 18,000 first printing. **Maestro** Wizards of the Coast 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. **The Halfling's Gem** 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. Originally in paperback. 75,000 first printing. **Canticle** [Random House Digital, Inc.](#) As a malevolent power threatens to overwhelm Cadderly, a scholar-priest, he must struggle with himself to save his brothers and his own soul from the terrifying forces of evil, when his brothers are trapped in the catacombs beneath the Edificant Library. Reprint. 20,000 first printing. **Exile** [Devil's Due Pub](#) 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. **Mortalis** [Ballantine Books](#) New trouble comes to the enchanted land of Corona when Pony, whose gemstone magic saved the world before, goes on a quest that draws the interest of both the elves and of Pony's greatest enemy. **The Orc King** The uneasy peace between the dwarves of Mithral Hall and the orcs of the Kingdom of Many Arrows begins to falter as the tribes of orcs under the command of Obould begin to battle one another, and Bruenor becomes determined to finish the war that had nearly destroyed him, in a new volume in the saga of dark elf Drizzt Do'Urden and his companions. 171,000 first printing. **The Thousand Orcs** [Drizzt 5: The Hunter's Blade T](#) The first volume in a new trilogy from the Forgotten Realms universe continues the adventures of the author's popular Dark Elf hero, Drizzt Do'Urden, and his companions, as they take on a rampaging band of bloodthirsty orcs and their mysterious master. Reprint.