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The Crystal Shard Dodge Tank The Crystal Shard Servant of the Shard The Crystal Shard Dungeons & Dragons: The Legend of Drizzt, Vol. 4: The Crystal Shard The Icewind Dale Trilogy Darkwalker on Moonshae Legacy of the Crystal Shard The Companions The Ghost King The Halfling's Gem The Shard Echoes of the Fourth Magic Hack The Dark Elf Trilogy Streams of Silver Ready Player Two Crystal Shards The Crystal Bridge Crystal Shards The Alloy of Law Servant of the Shard Crystal Shard The Collected Stories, The Legend of Drizzt The Silent Blade Crystal Shards The Legend of Drizzt 25th Anniversary Edition, Book IV The Plague Year The Spine of the World Scorpion Shards Shards of Earth Homeland Awakening Shards of Alderaan Spandau Phoenix Black Wizards The Seventh Cadence Protect the Prince Danger in the Jungle Temple

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. Drizzt Do'Urden finds new friends and foes in the windswept towns of Icewind Dale, also the setting of the D&D adventure book Rime of

the Frostmaiden With his days in the Underdark far behind him, drow ranger Drizzt Do'Urden sets down roots in the windswept Ten-Towns of Icewind Dale. A cold and unforgiving place, Ten-Towns sits on the brink of a catastrophic war, threatened by the barbarian tribes of the north. It's in the midst of battle that a young barbarian named Wulfgar is captured and made the ward of Bruenor, a grizzled dwarf leader and a companion to Drizzt. 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 corrupt wizard who wields the demonic power of Crenshinibon—the fabled Crystal Shard. The Crystal Shard is first book in the Icewind Dale Trilogy and the fourth book in the Legend of Drizzt series. Tristan Kendrick, heir to the High Kings, must organize an alliance of dwarves, halflings, knights, bards, and druids against the evil creatures trying to invade Moonshae. Reprint. The Arthur C. Clarke award-winning author of Children of Time brings us an extraordinary space opera about humanity on the brink of extinction, and how one man's discovery will save or destroy us all. The war is over. Its heroes forgotten. Until one chance discovery . . . Idris has neither aged nor slept since they remade him in the war. And one of humanity's heroes now scrapes by on a freelance salvage vessel, to avoid the attention of greater powers. After earth was destroyed, mankind created a fighting elite to save their species, enhanced humans such as Idris. In the silence of space they could communicate, mind-to-mind, with the enemy. Then their alien aggressors, the Architects, simply disappeared—and Idris and his kind became obsolete. Now, fifty years later, Idris and his crew have discovered something strange abandoned in space. It's clearly the work of the Architects—but are they returning? And if so, why? Hunted by gangsters, cults and governments, Idris and his crew race across the galaxy hunting for answers. For they now possess something of incalculable value, that many would kill to obtain. From the #1 New York Times bestselling author of the Penn Cage series comes a heartstopping thriller about one of the great unsolved mysteries of World War II. The Spandau

Diary—what was in it? Why did the secret intelligence agencies of every major power want it? Why was a brave and beautiful woman kidnapped and sexually tormented to get it? Why did a chain of deception and violent death lash out across the globe, from survivors of the Nazi past to warriors in the new conflict now about to explode? Why did the world's entire history of World War II have to be rewritten as the future hung over a nightmare abyss? "Entirely plausible, totally engrossing...a remarkable, impressive novel."—Nelson DeMille "An incredible web of intrigue and suspense, an avalanche of action from first page to last."—Clive Cussler 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. A week ago I was working at Sav-R-Mart. Now I'm helping five gorgeous shifters track down a stolen pendant. It beats cleaning up on Aisle Nine. I'm only twenty-one and I'm already tired of being broke, getting harassed by my boss, and life in general. So I asked the universe for a change. That's when I got pulled into another world where magic, gods, and shifters are real. Now I have an absent-minded muse, brand-new magical powers that I can't quite control ... and the Buff Lords. Five huge, hot, dangerous paladins who can turn into Big Cats. And I'm supposed to help them recover a stolen royal necklace. But as I soon find out, all they really want is me...

***Book one in a five book paranormal reverse harem romance series. This is a mature new adult novel and contains situations that some readers might find offensive or triggering. Six teens struggle to discover the source of their strange and horrific abilities in this first book of The Star Shards Chronicles. Dillon has the terrifying power to create massive amounts of destruction with the slightest tweak of his will. Deanna is so**

consumed by fear, it has become like a black hole, drawing to her the very things that terrify her. Then, when the glare of a supernova sixteen light-years away illuminates the night sky, they have a vision: There are six of them out there, all teenagers, and all suffering from supernatural afflictions that disfigure their bodies and souls. Only by finding one another will the six ever be strong enough to defeat these mysterious forces that, bit by bit, are devouring their souls from the inside out. Acclaimed author Neal Shusterman “combines personal quest, horror, and science fiction into an absorbing exploration of good and evil, guilt, forgiveness and personal responsibility” (VOYA) in this thrilling start to a riveting trilogy. Originally published by Tor Fantasy in 1995. Short Stories from the Crystal Tower includes: Rumtuskin of the Emberdiggers Seeking Garille The Indigo-Eyed Pup This is a short collection of stories from the Crystal Tower epic fantasy series. It is a quick introduction to some favorite characters the appear throughout the series. Enjoy this sneak peek into the series. All of the stories can stand alone, so if you haven't had the chance to read the series, this is a great introduction to some of the characters you will meet along the way. An action-packed epic fantasy adventure perfect for fans of Brandon Sanderson, Brent Weeks, and Michael J. Sullivan After a supernatural and unforeseen calamity shatters the tentative alliance of the five realms, the Deseran Dominion has returned to take back their homeland and restore their oppressive regime. As the Dominion readies their troops for invasion, the fate of the entire world rests in the hands of a fugitive scientist, a powerful pacifist, and an unseasoned prince with little to guide them but their own ideals. With the freedom of a kingdom at risk, each must find their place in a world torn asunder. The Seventh Cadence is a sweeping high fantasy epic of war, found family, and reckoning with fate. Setting off to the devastated Alderaan system in the hopes of salvaging a piece of the lost planet for their mother, twins Jacen and Jaina are surprised when a long-believed-dead enemy of their family returns for revenge. #1 NEW YORK TIMES BESTSELLER • The thrilling sequel to the beloved worldwide bestseller Ready Player One, the near-future adventure that

inspired the blockbuster Steven Spielberg film. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY THE WASHINGTON POST • “The game is on again. . . . A great mix of exciting fantasy and threatening fact.”—The Wall Street Journal AN UNEXPECTED QUEST. TWO WORLDS AT STAKE. ARE YOU READY? Days after winning OASIS founder James Halliday’s contest, Wade Watts makes a discovery that changes everything. Hidden within Halliday’s vaults, waiting for his heir to find, lies a technological advancement that will once again change the world and make the OASIS a thousand times more wondrous—and addictive—than even Wade dreamed possible. With it comes a new riddle, and a new quest—a last Easter egg from Halliday, hinting at a mysterious prize. And an unexpected, impossibly powerful, and dangerous new rival awaits, one who’ll kill millions to get what he wants. Wade’s life and the future of the OASIS are again at stake, but this time the fate of humanity also hangs in the balance. Lovingly nostalgic and wildly original as only Ernest Cline could conceive it, Ready Player Two takes us on another imaginative, fun, action-packed adventure through his beloved virtual universe, and jolts us thrillingly into the future once again. A novel that spans worlds and genres, breaking rules at every turn. Imagine Harry Potter and Lord of the Rings meets Stargate. Kaden could use his Egg, a shell of light only he can see, to transport himself across the emptiness between universes to distant worlds, but he’s afraid. This Egg may have saved his life once, but it failed to save another and the worlds it leads to are full of hidden dangers. Aren’s sight reaches deep into the souls around her, exposing more than she ever wanted to see in friends, family, and strangers alike. When she turns her gaze on Kaden, his Egg responds, sending them spiraling across space and time to a world where dragons, elves, dwarves, and peculiar gods dwell. Separated, lost, and alone in a world on the brink of war, these teens must come to grips with their unique gifts if they ever want to see Earth again. Back home, a biotechnology company tinkers with the science of reality, hoping to cure death itself, but they awaken something shadowy and powerful, a being imprisoned in the void for millennia. This

dark god longs to break free and devour everything, its hunger insatiable. Infinite universes would be consumed. Kaden and Aren must decide if they can save more than themselves. Can they save us all? What to Expect? Jaw-dropping fun. There are surprises in store: interesting worlds, a ton of compelling and quirky characters, and enough awe and adventure to satisfy just about anyone. Sci-fi and fantasy playing together. Bioprinting, gene therapy, quantum computers, wormholes, cloning, nanobots, and artificial intelligence meshed with gods, elves, dragons, dwarves, swords, arrows, and sorcery without the story suffering, feeling heavy, or confusing the snot out of you. Humor. This isn't a laugh out loud from cover to cover book, like *Zombies at the Door*, but the author is a huge fan of Joss Whedon and he can't help but inject some dry humor and funny moments into every book. Tears and fears. Most of the tears will come in the next couple books, but you may shed a tear over the cliffhanger ending (warning you ahead of time, but you should know that the next book more than makes up for it). Rho is also seriously creepy and you will bite your nails over the safety of the main characters too. Late nights. The author is an evil genius who strings you along from story to story and character to character with enticing scenes and new discoveries. Once you get a chapter or two in, you will have a hard time putting the book down. 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. 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. 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 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. Good men are dead. Can an injured soldier accused of treason avenge his fallen brothers before the madness of the shards consumes his mind? Angry, amputated, and possibly going insane, things only get stranger for Steve when reality itself begins to bend, and two strangers come to kill him! Can Steve survive? Will he discover the truth? Find out in Awakening, book one of the gritty

and intense urban fantasy series, *The Shard Chronicles*! "The characters are well written. The pacing is excellent. The entire book is strong, relevant and very cinematic." "Five star main character!" "This series is incredible! Definitely one of my favorites, glad to have found this series and author!" "Can't wait to read the sequel!" "Totally unique (and brilliant) magic system, and very creative action scenes" "Wow what a ride!" Don't miss out on what reviewers are calling "what all urban fantasies should aspire towards!" Fifteen Earth-years ago, outcasts from three worlds joined together to colonize the uninhabited island continent Lynnara on planet Aaia. Motivations varied; Earthen Ilene searched for her aging father, who had not returned. Thayla, a Twakan princess, sought adventure and freedom from the Twakan royal family, and Aaians led by Rojaire sought freedom from absolute government control. Now the Twakan throne, represented by Princess Xanthe and Prince Lozar, demands the return of Princess Thayla, taking Mentor Kaydra into custody until their demands are met. No one has heard from the colonists since they fled Mainland. And the portal to nearby Alaia Island no longer functions after a massive seismic event. Therefore, two ships are commissioned by the High Council to cross the Golden Sea in search of the colonists. What ensues is a stunning journey into the unknown, a life-altering journey for some, redefining the meaning of freedom for them. Filled with challenges and intrigue, *Crystal Shards* is brushed in vivid imagination with unforgettable characters, transporting the reader to another world. Adapted from the best-selling book by R.A. Salvatore! Can an unorthodox dwarf and renegade dark elf unite the people of Ten-Towns in time to stave off the forces of the crystal shard? "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. A dying king. A mysterious invader. The seer's vision was clear: find the lost shard from the *Spire of Peace* or the realm would drown in blood. The problem: eight hundred years ago the elven hero *Kathkalan* took the shard with him into the lair of the most vicious dragon ever known to mankind...and he never returned. Reluctantly drafted to lead the quest is the minor noble *Midas*, torn between his duty to the realm and the desire to protect his sons. With an unlikely band of heroes, including two elderly rangers and a young tinker's son, *Midas* must risk losing everything he loves if he is to locate the shard and save the *Known Lands*. 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. . . **ONE MORE LEVEL** Ever dream of being trapped in a virtual reality RPG? Craving one more quest? Read on, adventurer! Sarah, Eric and Josh secretly log onto the new *Tower of Gates VRMMORPG* and stumble on a

world unlike any they have seen before. Swords, sorcery, and intrigue abound. While not planning on staying in the unreleased game long, life happens. They soon learn the stakes are even higher than they imagined. To survive, they will need all their strength, courage, and wisdom, not to mention help from friendly NPCs, magic items, and everything else as they delve deeper into the game. Hack is the first book of the Tower of Gates LitRPG Saga. Previously published as the first half of Goblin. Extensive rewritten and professionally edited. Enjoy... 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. The essential classics of New York Times bestselling R.A. Salvatore's Legend of Drizzt continue. Though they've managed to save Wulfgar's body from captivity in the Abyss, Drizzt and his companions come to realize that a part of the barbarian's soul may have been left behind--but all they can do is let Wulfgar take his own path. And that path will take him to the bottom of a bottle, into the arms of a woman, through the windswept reaches of the Spine of the World, and to a new life as a father. USA TODAY Bestseller! Magic, murder, adventure, and romance combine in this second novel in the exciting Crown of Shards saga from New York Times and USA Today bestselling author Jennifer Estep. Everleigh Blair might be the new gladiator queen of Bellona, but her problems are far from over. First, Evie has to deal with a court full of arrogant, demanding nobles, all of whom want to get their greedy hands on her crown. As if that wasn't bad enough, an assassin tries to kill Evie in her own throne room. Despite the dangers, Evie goes ahead with a scheduled trip to the neighboring kingdom of Andvari in order to secure a

desperately needed alliance. But complicating matters is the stubborn Andvarian king, who wants to punish Evie for the deaths of his countrymen during the Seven Spire massacre. Dark forces are also at work inside the Andvarian palace, and Evie soon realizes that no one is safe. Worse, her immunity to magic starts acting in strange, unexpected ways, which makes Evie wonder whether she is truly strong enough to be a Winter Queen. Evie's magic, life, and crown aren't the only things in danger—so is her heart, thanks to Lucas Sullivan, the Andvarian king's bastard son and Evie's ... well, Evie isn't quite sure what Sullivan is to her. Only one thing is certain—protecting a prince might be even harder than killing a queen... One of the first Forgotten Realms titles ever published, now available as an eBook!

Released in 1988, Black Wizards was the second novel in the first trilogy ever published in the Forgotten Realms setting. 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. After 20 years in the Roughs, Waxillium Ladrian--a rare Twinborn who can Push on metals with his Allomancy--is forced by family tragedy to return to Elendel, where he learns the hard way that the mansions and elegant tree-lined streets of the city can be more dangerous than the dusty plains of the Roughs.

Adapting the fourth novel in R.A. Salvatore's acclaimed Legend of Drizzt series! At long last, Drizzt Do'urden has found a home in the secluded Icewind Dale. But his hard-fought peace is threatened by the awakening of the fabled Crystal Shard - an occult device of unimaginable destructive power... 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. Stevie and Alex's search for the hidden shards of the powerful Ender crystal leads them straight to the jungle biome, where they must try to find another piece of the crystal before the terrifying Ender Dragon can stop

them. But when the Ender Dragon learns of their quest, she sends her army of mobs to defend the jungle temple. Can Stevie and his friends beat the spiders, zombies, and skeletons that stand between them and the Ender crystal shard? Or will the Ender Dragon reach the shard first, and be one step closer to breaking free of the End? It's a race against the clock in this unput-downable third book in the Unofficial Overworld Heroes Adventure series by Danica Davidson! Fifteen Earth-years ago, outcasts from three worlds joined together to colonize the uninhabited island continent Lynnara on planet Aaia. Motivations varied; Earthen Ilene searched for her aging father, who had not returned. Thayla, a Twakan princess, sought adventure and freedom from the Twakan royal family, and Aaians led by Rojaire sought freedom from absolute government control. Now the Twakan throne, represented by Princess Xanthe and Prince Lozar, demands the return of Princess Thayla, taking Mentor Kaydra into custody until their demands are met. No one has heard from the colonists since they fled Mainland. And the portal to nearby Alaia Island no longer functions after a massive seismic event. Therefore, two ships are commissioned by the High Council to cross the Golden Sea in search of the colonists. What ensues is a stunning journey into the unknown, a life-altering journey for some, redefining the meaning of freedom for them. Filled with challenges and intrigue, *Crystal Shards* is brushed in vivid imagination with unforgettable characters, transporting the reader to another world. From the Pulitzer Prize-winning author of *The Looming Tower*, and the pandemic novel *The End of October: an unprecedented, momentous account of Covid-19—its origins, its wide-ranging repercussions, and the ongoing global fight to contain it* "A book of panoramic breadth ... managing to surprise us about even those episodes we ... thought we knew well ... [With] lively exchanges about spike proteins and nonpharmaceutical interventions and disease waves, Wright's storytelling dexterity makes all this come alive." —The New York Times Book Review From the fateful first moments of the outbreak in China to the storming of the U.S. Capitol to the extraordinary vaccine rollout, Lawrence Wright's *The Plague Year*

tells the story of Covid-19 in authoritative, galvanizing detail and with the full drama of events on both a global and intimate scale, illuminating the medical, economic, political, and social ramifications of the pandemic. Wright takes us inside the CDC, where a first round of faulty test kits lost America precious time . . . inside the halls of the White House, where Deputy National Security Adviser Matthew Pottinger's early alarm about the virus was met with confounding and drastically costly skepticism . . . into a Covid ward in a Charlottesville hospital, with an idealistic young woman doctor from the town of Little Africa, South Carolina . . . into the precincts of prediction specialists at Goldman Sachs . . . into Broadway's darkened theaters and Austin's struggling music venues . . . inside the human body, diving deep into the science of how the virus and vaccines function—with an eye-opening detour into the history of vaccination and of the modern anti-vaccination movement. And in this full accounting, Wright makes clear that the medical professionals around the country who've risked their lives to fight the virus reveal and embody an America in all its vulnerability, courage, and potential. In turns steely-eyed, sympathetic, infuriated, unexpectedly comical, and always precise, Lawrence Wright is a formidable guide, slicing through the dense fog of misinformation to give us a 360-degree portrait of the catastrophe we thought we knew.

Drow ranger Drizzt Do'Urden, first introduced in The Icewind Dale Trilogy, quickly became one of the fantasy genre's standout characters. But Homeland first reveals the startling tale of how this one lone drow walked out of the shadowy depths of the Underdark, leaving behind a society of evil and a family who want him dead. It is here that the story of this amazing dark elf truly began.

"There's only one rule...don't get hit." Ryan's life sucks. His brother is a jerk, his mom is sick, and his legs are next to useless thanks to a neurological disorder. Plus the world ended two centuries ago from nuclear war. Now, what's left of humanity live below ground, with the only escape from reality being the massive VR world of Crystal Shards Online. But even ingame, Ryan's life sucks. Unable to play a combat class due to his

condition, he works as a miner, earning barely enough to get by and not nearly enough to afford the operation that will save his mom's life. When Ryan discovers an item that grants the ability to dodge any attack, however, he has the chance to become one of the game world's most elite and sought after players: a Dodge Tank. But for someone who's never played a combat class, success isn't so easily had. To save his mom, Ryan will have to overcome his disability and level his way to the top. But the real-world consequences are more far reaching than he ever could have imagined and the fate of not just his mother, but humanity itself, may be resting in his hands... WARNING: Contains RPG mechanics, detailed party combat and giant boss fights. If these things do not interest you, then this is not the book for you! BUY DODGE TANK TODAY! Drizzt Do'Urden and Wulfgar embark on a perilous mission to rescue their halfling friend in this action-packed finale of the Icewind Dale Trilogy Artemis Entreri has taken Regis back to his former master, Pasha Pook—but Drizzt Do'Urden and Wulfgar are fast on the assassin's heels. Armed with the scimitar Twinkle, Drizzt defeats a banshee and acquires an enchanted artifact that masks its wearer's true identity. With Drizzt now disguised as a normal elf, the duo continues their journey, traveling from Waterdeep to Baldur's Gate, and beyond, in search of their friend. Meanwhile, Entreri is always one step ahead, aided by the magical gem Regis once stole from Pasha Pook. Together, Regis' captors thwart Drizzt and Wulfgar's mission at every turn, cornering them into battles with pirates, treks through the Calimshan deserts, and encounters with otherworldly monsters. But will it be enough to stop them from rescuing Regis? The Halfling's Gem is the third book in the Icewind Dale Trilogy and the sixth book in the Legend of Drizzt series.