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**The Crystal Shard** *The Crystal Shard* **The Crystal Shard** *Legacy of the Crystal Shard* **Crystal Shard** **Servant of the Shard** **The Crystal Shards Dungeons & Dragons: The Legend of Drizzt, Vol. 4: The Crystal Shard** **Crystal Shards** **Crystal Shards** **Crystal Shards** **Crystal Shards** *Servant of the Shard* **The Woods Out Back** *Jimmy Prophet's Library* **The Dragon's Dagger** **The Ghost King** **The Silent Blade** *Fearghus Academy: Crystal Shards* **Notebook** **Huis van aarde & bloed** **Luthien's Gamble** **Crystal Shard** **Servant of the Shard** **Legacy of the Crystal Shard** **Ready Player Two** **The Spine of the World** **Rise of the King** **The Crimson Shadow** *Hoshi no houseki - Star Jewel Vol. 4 (Light Novel)* **Shards of Irish Crystal** *Passage to Dawn* **Sojourn** **The Collected Stories, The Legend of Drizzt** **ROBERT E. HOWARD** **Ultimate Collection – 300+ Cult Classics, Adventure Novels, Western, Horror & Detective Stories, Historical Books (Including Poetry, Essays, Articles & Letters) - ALL in One Volume** **Starless Night** *Het laatste woord* **The Hayle Coven Novels: Books Eleven to Fifteen** **Legends Of Myrthia:Shards of the Kaynara** **The Hayle Coven Novels: The Complete Saga**

Myrthia, a mystical world of magic that was once connected to ours, has been overrun by an army of vampires. Two crystal shards containing ancient and powerful magic are all that stands between an evil tyrant and an age of darkness prophesied by a powerful being of magic known as the Oracle. After a brutal attack by a vampire looking for the shards, Alex Bellwood's life is thrown into chaos. Learning that he is the heir to a powerful and dark legacy, he is taken to Myrthia to face his destiny. There he must confront the dark visage of himself that haunts his mind and find the girl that has been in his dreams for most of his life. The fates of two worlds lie upon the edge of a knife. It would take but a baby's breath to plunge all into the foretold Epoch of Darkness! In the Dark we cannot see. Yet in the Light, we see only what it allows us too. - The Oracle Bruenor, a dwarf, Drizzt, a dark elf, and Wulfgar, a barbarian warrior, try to unite the people of Ten-Towns to face the dangerous magic of the crystal shard. Akar Kessel, a weak-willed apprentice mage sets in motion events leading to the rediscovery of the magical device, the crystal shard. But is it merely an inanimate device . . . or is it capable of directing the defeat of Ten-Towns? Or have the barbarians already arranged for that themselves? Their brutal attack on the villages of Ten-Towns seals their fate, and that of the young barbarian Wulfgar. Left for dead, Wulfgar is rescued by the dwarf, Bruenor, in exchange for five years of service . . . and friendship. With the help of the dark elf, Drizzt, Bruenor reshapes Wulfgar into a warrior with both brawn and brains. But is Wulfgar strong enough to reunite the barbarian tribes? Can an unorthodox dwarf and renegade dark elf persuade the people of Ten-Towns to put aside their petty differences in time to stave off the forces of the crystal shard? A factory worker is kidnapped to help an elf reforge a broken spear, in this trilogy opener by the bestselling author of the Legend of Drizzt series. Gary Leger is desperate for adventure. Daydreaming is all that keeps him from going nuts while working a dead-end job in a plastics factory. The next best thing is burying himself in a good fantasy novel, and he spends much of his free time reading in the woods behind his house. That's when adventure finds him. Or rather, that's when he's hit with a tranquilizer arrow . . . When Gary comes to, he's still in the woods—but in a world inhabited by creatures from his favorite novels, like a pixie and a leprechaun. There's also an elf on a dangerous life-quest who requires Gary's assistance. As soon as Gary finishes helping him, he can go home. He simply needs to complete the task . . . while surviving encounters with trolls, an ice-hag, a dragon, and a sorceress bent on stopping them at all costs. This first novel in the Spearwielder's Tale trilogy is a great choice for fans of Alan Dean Foster's Spellsinger books and Terry Brooks's Shannara series. Praise for *The Woods Out Back* "Written as a light-hearted adventure, the book works because the reader sees the world of Faerie through Gary's eyes and Faerie is just as new to him as it is to the reader. . . . The book's fast-paced, good-humored nature draws the reader in and makes the world of Faerie a fine place to visit—good thing there are two more installments!" —SF Site Having seized the Crystal Shard at the end of "The Silent Blade", the dark elf Jarlaxle now struggles to control it. Grudgingly aided by the assassin Artemis Entreri, they must look elsewhere for help before the gem destroys them and all they have worked for. 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. The MarduKard tournament is over, and the results are in: MardukCorp's mind control schemes are worse than anyone had thought. Now Jun, Riko, and friends are renewing their efforts to uncover the mechanism that is controlling the local population so they can free their families and friends. However, investigating the MarduKard hardware leads them to discover even more frightening developments lurking around the corner... because there's a demon on the company's staff?! Ayumi Kurohane seems to have a complicated relationship with Riko and Tomoe, but that doesn't stop her from offering them all a chance for an internship with Maruimachi's largest employer. Will Jun and friends find MardukCorp's secrets, or will they succumb to its addictive benefits package? --- Follow Riko, Jun, Aoi, Yuuji and our newest member Tomoe and Ayumi(?) through their adventures in Maruimachi, written by Miya Martin and brought to life with over 15 illustrations by Hiroki-Art! 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. Return to the City of Spiders! Still reeling from the death of Wulfgar, Drizzt is allowed little time to grieve, for dark elves are massing in the caverns deep under Mithral Hall. To protect his adopted home, he'll have to return to the city of his birth, the evil City of Spiders. Menzoberranzan is one of the most dangerous places in the already perilous Underdark on a good day, but for Drizzt, a renegade with a price on his head, its certain death ever to set foot there again. But Drizzt Do'Urden and his companions have faced certain death before, and will gladly spend their lives for the sake of the dwarves of Mithral Hall. 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. 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.

The second adventure in the New York Times–bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do'Urden. Luthien Bedwyr vowed to free his beleaguered land of Eriador from its demonic ruler, Wizard-King Greensparrow. Cloaked in a scarlet cape that renders him invisible and wielding a magical sword, Luthien is known to Eriador's oppressed as the Crimson Shadow. With the rallying support of enslaved humans, defiant peasants, and Fairborn elves, he has forged a path for liberation—raid by insurgent raid. Even with a mighty battle-ready band of stalwart comrades—including halfling thief Oliver deBurrows; fierce elf warrior Katerin O'Hale; and the ancient and mysterious mage, Brind'Amour—the rebels are fighting an uphill battle against the vile despot's escalating and bloodthirsty army of cyclopean soldiers. Then, Greensparrow makes an unexpected bid for peace. But why would a wizard so cunning and so evil suddenly concede? Though Eriador's slaves see the compromise as cause for celebration, Luthien and Brind'Amour recognize it as a calculated trap. The Crimson Shadow knows in his heart that the war for freedom has only just begun. Return to a rousing, magical quest in book two of a trilogy hailed by Terry Brooks as a “fine adventure filled with memorable characters and compelling action.”

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. The year is 1865. Artesia (Anna) Addison has completed one semester at the best school in Domhan, Fearghus Academy. Now her magic class is harder, and the missions are more demanding. With her friendships growing stronger and her heart opening up, she feels that she can finally call this world her own. Eilam Deforest is an important member of Artesia's team, and his life is quickly unfolding. An encounter with a demon haunts him long after the mission ends, his criminal parents escape from prison, then an underclassman goes missing soon after. When frightening circumstances make it so that Eilam vanishes from their lives, Artesia's group must figure out how to work with a familiar but less friendly face: Evelyn Smith. This happens as the search-and-rescue for their ex-dead classmate kicks into gear. Everyone must fight with all that they have, together and on their own. Losing means much worse than a bad grade. Alptraum Engel won't go easy on them. 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. (YA Paranormal series with witches, demons, fairies, werewolves, vampires, magic and dragons) Dive into the award-winning Hayle Coven Novels, beginning with 2014's World's Best Story, Family Magic, and fall in love with Sydlynn Hayle—her mom's a witch, her dad's a demon and she wants to be ordinary. The problem is, she's far from it! This twenty-novel series is beloved by readers around the world and will draw you into an epic family adventure of love, loyalty, loss and triumph. Welcome to the coven! KEYWORDS: young adult paranormal, magic series, witches and magic 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. “Fine adventure” in the complete New York Times–bestselling fantasy trilogy from the legendary million-selling author and creator of Drizzt Do'Urden (Terry Brooks). This “worthy, entertaining addition to fantasy literature” tells the epic saga of a righteous warrior/avenger who battles an evil wizard, dragons, and cyclopean armies to liberate an imperiled kingdom (Starlog). The Sword of Bedwyr: Luthien Bedwyr vows to rescue the beleaguered land of Eriador from the evil reign of Wizard-King Greensparrow. But first Luthien must secure two weapons from a dragon's lair: a legendary sword and a blood-red cape that renders its wearer invisible. Aided by a halfling thief, an ancient mage, and a beautiful elf slave, Luthien prepares for insurgence as the Crimson Shadow. Luthien's Gamble: With the rallying support of enslaved humans, defiant peasants, and Fairborn elves, Luthien has forged a path for the freedom of his kingdom as the avenging Crimson Shadow. But when his tyrannical adversary makes a bid for peace by calling back his army of cyclops, Luthien suspects the evil wizard is setting a trap. The Dragon King: Luthien Bedwyr's alter ego wields a magical sword and wears a scarlet cape that renders him invisible. But his greatest enemy, the evil Wizard-King, has a counterpart of his own: an unstoppable, bloodthirsty colossus of a dragon. Now the ultimate battle for a kingdom will reach its spellbinding endgame in the rousing finale to a trilogy “filled with memorable characters and compelling action” (Terry Brooks). Enter a world where magic rules. For thousands of years the guardians have lived in anonymity, quietly protecting the planet of Gorthem from anything that might disrupt the easy peace that has fallen over their world. But now they must face a foe greater than anything they've ever imagined, an otherworldly being of monumental power who seeks control over the world of Gorthem and the magical crystal that maintains it. With only the help of a few scattered allies and the magically gifted children destined to one day become guardians themselves, the defenders of Gorthem must take a stand. Now the existence of everything they've strived to protect as well as their own lives hang in the balance. 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. "A new evil was preparing to creep out of the Tual Desert in the northeast and attack the vulnerable kingdom of Racemia " A long period of peace ends suddenly when the vast Telouim army storms the countryside, leaving death and destruction in its wake. A boy named Kalam loses his only surviving family member, his twin sister, when the Telouim strike his city. Kalam swears to avenge his sister's death by killing the Telouim leader, a ruthless and stalwart tyrant named Varlug. The crystal shards, the ancient source of unfathomable power, begin to creep back into the memories of peasants and nobles alike. The shards may be Kalam's only hope, and as an epic war looms on the horizon, Kalam's quest to defeat Varlug quickly becomes a race against time to save his country. This carefully crafted ebook: "ROBERT E. HOWARD Ultimate Collection – 300+ Cult Classics, Adventure Novels, Western, Horror & Detective Stories, Historical Books (Including Poetry, Essays, Articles & Letters) - ALL in One Volume" is formatted for your eReader with a functional and detailed table of contents. Robert Ervin Howard (1906 – 1936) was an American author who wrote pulp fiction in a diverse range of genres. He is well

known for his character Conan the Barbarian and is regarded as the father of the sword and sorcery subgenre. In the pages of the Depression-era pulp magazine *Weird Tales*, Howard created Conan the Barbarian, a character whose cultural impact has been compared to such icons as Batman, Count Dracula, James Bond, Sherlock Holmes, and Tarzan.

Table of Contents: Fantasy Stories: 'Conan the Barbarian' Stories The 'Kull' Stories The 'Solomon Kane' Stories The 'Bran Mak Morn' Stories The 'Turlogh Dubh O'Brien' Stories The 'James Allison' Stories Other Fantasy Stories Boxing Stories: The 'Sailor Steve Costigan' Stories Other Boxing Stories Western Stories: The 'Breckinridge Elkins' Stories The 'Pike Bearfield' Stories The 'Buckner Jeopardy Grimes' Stories Other Western Stories Historical Stories: The 'El Borak' Stories The 'Cormac Fitzgeoffrey' Stories The 'Kirby O'Donnell' Stories The 'Black Vulmea' Stories The 'Helen Tavrel' Story Other Historical Stories Horror Stories: The 'John Kirowan' Stories The Faring Town Saga The 'De Montour' Stories The 'Weird West Stories Other 'Weird Menace Other Cthulhu Mythos Stories Other Horror Stories Detective Stories: The 'Steve Harrison' Stories Spicy Stories: The 'Wild Bill Clanton' Stories Poetry Essays and Articles Letters A Tribute Poem 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? In book one, *Jimmy Prophet's Library*, we were introduced to a simple minded, humble, obscure Arkansas backwoods country teen, who accidentally fell into a deep pit in the Ozark hills. The pit turned out to be an underground chamber; an archaeological library of ancient crystals left behind from a long forgotten, highly advanced civilization. These were not ordinary crystals. When Jimmy touched one of them, his brain was "defragmented," and he uploaded enhanced kinetic abilities, and an unfathomable mathematical knowledge, including the Grand Unifying Theorem. The first book covered only the span of a few days of Jimmy's life, when his entire world was turned on its head. This book is the sequel; it picks up where Jimmy left off, sort of. Explaining the "sort of" part, involves a deeper discussion of parallel universes, referred to as "potential realities," the time-space continuum, and a host of other details, all of which Jimmy is clueless about. All that he knows is that he finds himself in a mysterious place once again, facing an unfathomably beautiful young girl his age, and both he and the girl have amnesia. They have no idea what happened to them for the past few days, and everything that occurred in book one, is wiped from their memory. In book one, Jimmy shocked all of his teachers, and peers, and accumulated an entire community of new found friends, obtaining an instant celebrity status that he wanted nothing to do with. In this book, it is Jimmy and Elisa who are shocked and clueless, having no idea what's in store for them when they return to their homes, much less when they return to school the following day. To make matters worse, both Jimmy and Elisa have stepped on a broken crystal, which happens to be one of the most powerful of all. It's wondrous, yet dangerous, and its unpredictable side effects are wide and varied. If Jimmy Prophet made you laugh in book one, this sequel will have you splitting your sides and falling on the floor. This story will also fill your heart with a vivid reminder of falling in love, as Jimmy and Elisa join the ranks of immortal soul mates among the celestial spheres of passionate adoration.

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. *Revenge and Resurrection in a Frozen Wasteland!* *Drizzt and Catti-brie* have been away from Mithral Hall for six long years, but the pain of a lost companion still weighs heavily on their strong shoulders. Chasing pirates aboard Captain Deudermont's *Sea Sprite* is enough to draw their attention away from their grief. Then a mysterious castaway on an uncharted island sends them back to the very source of their pain, and into the clutches of a demon with vengeance on his mind. From the Paperback edition. The continuing adventures of Sydlunn Hayle in *Light and Shadow*, Queen of Darkness, Dark Promise, Unseelie Ties and Ancient Ways The reluctant hero of *The Woods Out Back* is needed again in the realm of Faerie, in this fantasy adventure by the New York Times—bestselling author. Gary Leger returned from the magical realm of Faerie five years ago, and each day since, he has longed to embark on more adventures. Now a mob of pixies is about to grant his wish. For the inhabitants of Faerie, it's only been a month since Gary left, and life is not great. A vile king sits on the throne, threatening war. An evil witch imprisoned on an island struggles to free herself. And a dragon is burning the countryside. It's up to Gary and his friends—Mickey the leprechaun, Kelsey the elf, and Geno the dwarf—to get Gary back to where he belongs before Faerie is blackened to a crisp. . . . Praise for *The Dragon's Dagger* "Gary has a lively time of it in Faerie, which Salvatore recaptures with verve and wit and many nice touches. . . . A classic tale of humans caught in the toils of Faerie, certain to retain its predecessor's audience." —Booklist 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 the Darkness* series and the twelfth installment in the *Legend of Drizzt* series. *College Ruled Color Paperback*. Size: 6 inches x 9 inches. 55 sheets (110 pages for writing). *Blue Icy Crystal Shards*. 157795933058 *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. 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.

De nieuwe serie van wereldwijde bestsellerauteur Sarah J. Maas *Crescent City* is een bruisende, moderne stad waar mensen en magische wezens op gespannen voet met elkaar samenleven. De stad strekt zich uit in zeven districten, van het knusse stadshart en chique woonwijken, tot duistere uitheken en de beruchte markt waar van alles te koop is, van vers vlees tot smokkelwaar. In de stad maken vier huizen de dienst uit. Bryce Quinlan – half mens, half Fae – behoort tot het huis van aarde & bloed, net als alle andere mensen, dieren, heksen en Fae. Samen met haar vrienden geniet ze volop van alles wat *Crescent City* te bieden heeft. Maar als de stad wordt getroffen door een wrede moord, komt er abrupt een einde aan haar zorgeloze leven. Bryce krijgt de opdracht de dader te ontmaskeren, samen met de beruchte huurmoordenaar Hunt Athalar. Maar hun verwoede poging het mysterie op te lossen, zet meer in beweging dan ze lief is. De pers over de *Glazen troon*-serie 'Een unieke combinatie van liefde, actie en personageontwikkelingen. Een waardige afsluiter van een van de populairste YA/fantasy-reeksen ooit.' *Hebba.nl* 'Wie begint kan niet meer stoppen met lezen. Deze wereld slokt je op en laat je niet meer los.' *The Guardian* 'Epische fantasy in de stijl van In de ban van de ring en *Game of Thrones*.' *The Huffington Post* *Return to Icewind Dale!* *Legacy of the Crystal Shard* presents *Icewind Dale* in the time of the Sundering, a period that will define the future of the *Forgotten Realms*. In addition to providing 64 pages of in-depth information on the settlements of Ten Towns and their inhabitants, this product includes a harrowing 32-page adventure in which the player characters defend Icewind Dale against a rising threat with ties to the past. *Legacy of the Crystal Shard* allows characters to participate in important events connected to the Sundering

and glimpse the future of the Forgotten Realms. Components: 64-page setting book describing Icewind Dale and its inhabitants 32-page adventure book Four-panel, foldout DM screen keyed to the adventure Illustrated folder 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. 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... In een nabije toekomst waarin boeken collector s items zijn geworden en technologie ons leven beheerst, breekt een mysterieus virus uit waardoor mensen wartaal beginnen uit te slaan. Terwijl het virus om zich heen grijpt, zoekt Ana wanhopig naar haar vader Doug. Doug werkte aan de laatste gedrukte editie van de North American Dictionary of the English Language toen hij plotseling verdween. Met zijn verdwijning lijkt ook het lemma waarin hij werd genoemd te zijn gewist. Samen met de verlegen lexicograaf Bart moet Ana haar weg zien te vinden in een wereld waarin communicatie allengs onmogelijk wordt en iedereen om haar heen een reden lijkt te hebben om tegen haar te liegen. Het laatste woord is een filosofische parabel over leven in een digitaal tijdperk, een literaire thriller voor liefhebbers van taal en een prachtige liefdesgeschiedenis. 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. Shards of Irish Crystal is an historical adventure-romance that follows two Irish American families whose very different paths intertwine over the centuries. A young reporter finally solves the murder the last male of one family ? Het langverwachte vervolg op de wereldwijde bestseller Ready Player One! 'Het is moeilijk om de verwachtingen waar te maken na het ongelooflijke succes van Ready Player One, maar Ernest Cline doet het toch.' THE TIMES Een paar dagen na het winnen van de door oasis-oprichter James Halliday georganiseerde wedstrijd doet Wade Watts een ontdekking die alles verandert: in de archieven van Halliday ligt een nieuwe technologie verborgen die de wereld zal veranderen en oasis duizend keer wonderbaarlijker – en verslavender – zal maken dan zelfs Wade ooit had durven dromen. Daarmee begint een nieuwe zoektocht, met een nieuw raadsel; Hallidays allerlaatste easter egg. Maar een onmogelijk krachtige en gevaarlijke nieuwe rivaal ligt op de loer. Iemand die over miljoenen lijken zal gaan om te krijgen wat hij wil. Dit keer staan niet alleen Wades eigen leven en de toekomst van oasis op het spel, maar ook het lot van de mensheid. 'Een geweldige mix van spannende fantasie en dreigende werkelijkheid.' THE WALL STREET JOURNAL 'Veel mensen denken dat Ernest Cline over de toekomst schrijft, maar hij schrijft eigenlijk over de complexe wereld waarin we nu leven. Of je nou zwart, wit, vrouw of man bent, dit verhaal gaat over jou!' TREVOR NOAH

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