

## 1: N.Y. Times Bestselling Author R. A. Salvatore

*Hero follows two separate plotlines - one that involves an infertile king and some of Salvatore's famous silly dwarves, and the other is the aftermath of Drizzt's battle with Demogorgon, in which he begins to question the very nature of his reality.*

Salvatore, or Robert Anthony Salvatore in full, is a well known and equally well regarded writer of science-fiction and fantasy novels. Salvatore was the youngest of all of them. Raised in Leominster, Massachusetts, Salvatore took his inspiration from the world around him as he excelled in English enjoying writing creatively from an early age. Encouraged to continue by his English teacher at school, he took this interest on with him into the adult world, as he set about making a living from it. Originally he wanted to work as a journalist, a career choice which was helped along after he gained a B. In the meantime he worked through a succession of smaller jobs, ending up as a bouncer for some time. This helped inform his battle scenes within his work, as his experience gained on the job greatly helped his material. Eventually he did get published and his dream of writing for living was finally fully realized. Writing Career It was the year of that he was to start taking his writing career more seriously, as he begun to concentrate on becoming an author. Finally finishing it in he managed to secure himself a deal and his status as a writer was set. With number of series behind him, many of them still ongoing, he is no stranger to the epic saga spanning across multiple volumes. With plenty of awards throughout his career, he continues to attract attention for his work, as he pioneers within his chosen genres. As his career grows from strength-to-strength he shows no signs of stopping anytime soon either, as he continues into the foreseeable future. Creating the world and building the overall tone of the series, this particular book went about introducing the characters. It also worked on getting the arc right for the series, so that the readers knew what to expect. He soon learns of a barbarian attack on his native Ten Towns, as he must warn the council of what lies ahead. After persuading them of the impending barbarian invasion they must then work together to prevent it from occurring. During this battle Drizzt proves himself to be a hero saving the town, thus securing his acceptance and sealing his fate there. Following on five years later, there is tale of a shard with great power that can embed itself in the minds of others along with its user. It is then up to Drizzt to take his pupil, indentured to him during the previous battle after saving his life, and going after the shard piece lest it fall into the wrong hands. So begins their journey, as they attempt to keep one step ahead of each other, whilst trying to keep a lookout as to the intentions of those they meet. Will they be able to find the shard and rectify the wrong? Can they survive the terrible ordeal that awaits them, whilst also proving their worth? What will become of them as they go searching on their epic quest for the crystal shard? Building upon the tone as well, it works to create a somewhat different direction to what came previously. Set in the year of Drizzt is in mourning after the death of his friend Regis who recently passed away. He then teams up with Bruenor to take a quest to find the fabled lands of Gauntlgrym, a dwarven kingdom said to be filled with treasure. In their search though they happen to set about a series of events that might finish their own kingdom spelling the end of life as they know it. Will they be able to find the much fabled kingdom with its many riches and arcane lore, or will peril befall them along the way? What will become of them on their search for the legendary Gauntlgrym? Jack Reacher is back! Family secrets come back to haunt Reacher when he decides to visit the town his father was born in. Because when he visits there he finds out no-one with the last name of Reacher has ever lived there. It leaves him wondering - did his father ever live there? Recommendations Every 2 weeks we send out an e-mail with Book Recommendations. Insert your e-mail below to start getting these recommendations. If you see one missing just send me an e-mail below. Featured Author Our author of the month is Canadian author Opal Carew who writes erotic romance novels. Opal has written over novels with multiple book series such as the Dirty Talk series and the Abducted series. He graduated in the year of and then later spent numerous years trying to get himself established as a singer cum songwriter and pianist, but unfortunately was met with very minimal success.

## 2: Drizzt Do'Urden - Wikipedia

*Hero by R. A. Salvatore The saga of dark elf Drizzt Do'Urden has become a fixture in the fantasy genre, with a string of New York Times best-selling novels going back to Hero is the follow-up to Maestro and Archmage, and final book in the Homecoming trilogy.*

Oct 26, Sean Gibson rated it it was amazing Being a teenager is hard. I should note that this is less a review of Hero i Being a teenager is hard. I should note that this is less a review of Hero in particular and more a summation and reflection, as we reportedly reach the conclusion of the saga of the Companions of the Hall, of how reading 30 Drizzt books has affected my life over the course of two decades. As a high schooler, I moved in a weird social spaceâ€”I was studious and geeky, to be sure, but also a varsity athlete, and not entirely comfortable in my skin in either guise or, in the highly segmented teenage social strata, hanging with a crowd comprised solely of just the former or the latter. And so I tried to forge my own path, moving between worlds, which left me even more confused, wrestling with shyness and uncertainty and temptation and not being entirely sure who I was or wanted to be. As Drizzt questioned his upbringing, his culture, his place in the world, so did I. As Drizzt distinguished right from wrong, so did I. As Drizzt learned to follow his heart and to grow and learn and make mistakes and keep trying, so did I. Drizzt became my moral compass, his essays the treatises from which I drew ethical and philosophical inspiration when confronted with difficult decisions. As I matured, so did he. His worldview became more complex, tinged with gray where black and white previously ruled. He grew more nuanced in his view of good versus evil those orcs he once so readily and entertainingly slew suddenly became a thorny ethical quandary, for if he could rise above his heritage to do good in the world, could not an orc do the same? But, thanks in part to Drizzt, I have the tools to look within and evaluate who and what I am and how I need to change, grow, and adapt to meet the demands of an increasingly busy and complex world and never so complex as now for those of us who live in the United States. And, so I say thank you to Bob Salvatore. Thank you for helping me to build that moral framework, and for so many other things as well. Thank you for entertaining me for more than 20 years and for helping me understand the power of stories. Thank you for being so incredibly generous with your time, whether it was responding to a fan letter I wrote in high school, offering advice and encouragement at a signing, answering questions on a panel at a con, or responding to interview questions when I was freelancing and doing work for Kirkus. Thank you for being a good example of how to forge your own path. And, obviously, thank you for Drizzt. If we have embarked on our last journey together, I rest comfortable in the knowledge that I need do naught but stand before my bookshelf and gaze upon the spines of so many books, so many opportunities to revisit seminal moments in my reading life, and know that I can ever and always ride with Drizzt once moreâ€”and, when the time comes, share his story with my children, for every generation needs a hero, and Drizzt is one for the ages.

### 3: Interview with R. A. Salvatore â€“

*Hero by R.A. Salvatore is the third and final book of the Homecoming trilogy. It was released on October 25, It was released on October 25, It is the last Forgotten Realms novel published, as well the last Dungeons & Dragons novel released in any setting.*

Salvatore, appearing in his novels for over 20 years. Drizzt is a drow who acts against the drow stereotype, favoring friendship and peace over hatred and violence. His unusual personality creates the conflict that allows Salvatore to create so many novels with stories about courage and friendship. For instance, Drizzt is concerned that if he and his love Cattie-Brie a human have children, their offspring will face hostility from both races. She liked it, but asked if he could rewrite it to take place in the Forgotten Realms. Salvatore sent her a proposal for a sequel to Darkwalker, but Kirchoff sent back a large map of the Forgotten Realms and told him she wanted a new story set in a different part of the Realms. After two weeks of phone calls, Salvatore found a spot on the map that was not already designated for another project, and he located Icewind Dale there. When I found out how big the Realms were, I moved the story a thousand miles to the north. She was on her way to a marketing meeting concerning the book, and informed him that they could not use one of the characters. He asked for time to think, but she was already late for the meeting. Off the top of his head, Salvatore said he had a Dark Elf. Kirchoff was skeptical, but Salvatore convinced her it would be fine because he was just a sidekick. She asked if he could spell it, and he said "not a chance". I guess that Gary Gygax just did such an amazing job in creating the drow elves that something about them got stuck in the back of my head. The short story "The Fires of Narbondel", in the Realms of the Underdark anthology , describes unrelated events involving Zaknafein as the main character, and a young Drizzt plays a supporting role. During a raid against a group of surface elves, Drizzt finds himself unable to participate in the slaughter with his fellow drow. He pretends to kill an elf child, but actually helps her to escape. Following a war against another House, Drizzt curses his family and the evil drow ways and escapes Menzoberranzan into the Underdark. At this time he also acquires the statuette that allows him to summon the magical panther Guenhwyvar. Drizzt fights off the resurrected spirit-wraith of his father in Exile , the second book in the Dark Elf Trilogy and also published in Sojourn [10] picks up the story when Drizzt leaves the Underdark for the surface, where he meets a blind human ranger named Montolio Debrouchee. When Montolio begins teaching him the ways of the ranger, Drizzt realizes that, unknowingly, he had been following those very principles his entire life. Montolio eventually dies, and Drizzt travels the Realms in search of a new home. The fourth book chronologically in the series, although the first published, is The Crystal Shard , the first in The Icewind Dale Trilogy. Artemis Entreri , a recurring character in the series, also makes his first appearance. Drizzt and Wulfgar chase the assassin by sea, with the help of Captain Deudermont , to recover Regis. Drizzt ends up in combat with Artemis Entreri, who leaves the battle wounded. Legacy of the Drow is a tetralogy , unlike the previous two trilogies. The short story, Dark Mirror, in the Realms of Valor anthology, describes events just prior to the series. Wulfgar is seemingly slain by a yochlol , and Drizzt returns to Menzoberranzan to prevent his friends from being further attacked by dark elves. The drow launch a second attack against Mithril Hall during the Time of Troubles. It is eventually repelled and Drizzt returns to his friends. Passage to Dawn , [15] the final book in the Legacy of the Drow series and published two years after Siege of Darkness, picks up the story six years after the drow attack. Drizzt and Catti-Brie work with Captain Deudermont on his pirate-hunting ship, with the Companions of the Hall ultimately fighting the powerful demon Errtu who is aided by the Crystal Shard, which had previously been buried under a mountain of snow. Wulfgar, never truly dead, returns to life from the Abyss as the demon who had held his soul was destroyed. Drizzt is the main character in only two books of the Paths of Darkness series. In The Thousand Orcs , [17] Drizzt and his friends encounter the powerful orc Obould Many-Arrows , who has employed frost giants to aid him in gaining control of the region. After a battle at the town of Shallows, Drizzt believes the other Companions of the Hall to have fallen in battle, and he sets off into the wilderness to fight all orcs in vengeance. The Lone Drow [18] continues this storyline as the still-living Companions protect Mithril Hall from orc attacks without the aid of Drizzt. He is

reunited with his friends in *The Two Swords*. They singled out two characters for praise: Innovindel, an elf who talks "pensively" of her long life in contrast to the short lived humans, and Obould the orc king. He will also react negatively to any elven character with a low reputation with the same name, challenging them to a duel of honor. An enclosed booklet lets players recreate the battle between Drizzt, Wulfgar, and the dragon. E, produced by Hasbro as a potential concept for crossing over many of the franchises they owned; he is seen in a splash page amongst many other Hasbro-owned characters including characters from G. Joe, Transformers, M. Drizzt has also been seen in the game known as *Neverwinter Online* by Cryptic Studios. He appears as part of the *Neverwinter: Underdark* expansion that allows players to travel to the drow city of Menzoberranzan and play several quests written by R.

### 4: Hero by R.A. Salvatore - FictionDB

*Hero is an amazing culmination of the Dark Elf series by RA Salvatore. I have been a fan for many years and have all of his works. I have journeyed alongside Drizzt and his companions for a couple decades now and I am always amazed at how entertaining and insightful they are.*

This is an incredibly fun one. You might hear me laughing in the background. I am here with R. Salvatore, author of the Drizzt series among several other things. So you are pretty well known in the industry, but can you tell us something about yourself that our listeners may not know about? As I understand, you used to work as a bouncer. I was a pretty good bouncer too. So I imagine you saw quite a bit in that position. Has that made any impact on your writing? Yeah, in a lot of ways. You get to learn a lot about people and a lot about anger and a lot about fighting, unfortunately. So yeah, that certainly had an impact on my writing. As I understand it, *Echoes of the Fourth Age* was your first manuscript but not the first book that came out. Yeah, *Echoes of the Fourth Magic*. I wrote that book in , longhand in a spiral notebook by candlelight to the Fleetwood Mac *Tusk* album. I would get home from the clubs at one or two in the morning, sit down and write the book. Got a bunch of rejection letters. Edited for a few years. *Echoes* came out later, but the first book out was *The Crystal Shard*. You mentioned *The Crystal Shard*. Can you talk a little bit about how that came about? Off the top of my head, they basically needed a sidekick character for the hero of my book. I talked them into doing a dark elf. I was under pressure. I started writing the book. On page two, he just took over the book. I just knew it about him. When did you first realize that Drizzt had become such a phenomenon? It came out in February of , TSR told me to tie everything up in the book. They told me to not leave any open ends because we were done with the characters. As that was going on, and the book came out, they were getting so many letters about this one character. Where did he come from? Tell us about this character. We want you to quit your day job now and do a trilogy about the character. The readers want to know about him. I was hearing from soldiers because this was right before the first Gulf War and a lot of guys were going overseas and they were going overseas with Drizzt in their pocket. It was an incredible thing. According to your website, your website still meets on Sundays. I have to ask, do you play in the *Forgotten Realms* setting? Usually in the *Bloodstone Lands*. We have played in the *Realms*. Since you have played in the *Realms*, I just have to ask. Has one of your characters ever met Drizzt? One time, I had this group, and they were very over powered. They were mid-level and were really going great. They came to a barn and heard something up in the loft. They crept up and they saw a dark elf putting on his gear, so they set up this ambush for him. They kind of jumped up on the lodge and they were ready to get him, and he spun around, and he drew out two scimitars, and he had purple eyes. No, they let me write my books. I did a *Tarzan* novelization, and I did *Attack of the Clones*. You mentioned the *Star Wars* novels. I remember tearing up a little when Chewbacca died. From my understanding, you did get direction on that one. They told me what they wanted in the book in terms of the *Yzong Vong* and just kind of a sketchy outline. I developed it more. They wanted all the heroes from the movies and from the book series so I had this cast of about fifteen characters I had to use. They said they wanted a pyric victory where the heroes thought they had eliminated this threat, but it really just an advanced scout type of thing. That was about it. So I sent the outline in. I was on the phone with them. You have to kill Chewbacca. I wanted to break the contract, but after talking to a lot of people like Mike Stackpole, for example, I was convinced they were doing it for the right reason, so I agreed to do it as long as they let me do it the way I wanted to do it. Peter and I are good friends now. I wanted that last great act of defiance. I wanted that scene with Chewie and the moon. I figured no eagle is going to take out a wookiee. You also mentioned you did *Attack of the Clones*. That makes you one of only six authors who wrote a *Star Wars* book that is presumably still canon. Yeah, how about that? When they first asked if they could put my name into George, on the list, I hesitated. It was pretty heavy. I kind of shied away, but then actually Terry Brooks convinced me to let them put my name on the list. I was able to create and write the story of Shmi and what happened with Shmi before Anakin found her at the raider camp. It was a really rewarding experience. I had a lot of fun with it. How does that differ from writing novel? There are more similarities than differences, but the difference is the most profound thing. You are the boss of

the video game. You are the author of what your character does. You can never forget that as a writer. I just did the quest for the Neverwiter game. I did a bunch of quests for Neverwiter. Nobody is going to lead you by the nose. Nobody is going to save the day. It has to be that way or video games fail. My introduction to your work was actually *The Demon Awakens*, which the first in the *DemonWars* series. Could you talk a little bit about that series? Take as long as you need to write the best book you can write. I had had this story bubbling in my head for years because even the *Crimson Shadow* books I had written for Warner a couple of years before that, really was supposed to do *DemonWars*. It was supposed to be a six book series. I had the gemstone magic. I had how they found the magic stones. How they prepared the magic stones to make sure the magic would last. The church that grew out of that, thinking it was a gift from God, the social structures of the world. I started writing the books. It was supposed to be six books. It became seven books. From *Demon Awakens* through *Immortalus* was the last book. I loved the world so much I went back a couple of years later, and I wrote *The Highwayman*, which is more of a *Drizzt* book.

## 5: R.A. Salvatore - Book Series In Order

*R.A. Salvatore is the New York Times best-selling author of The Legend of Drizzt, one of the most successful fantasy series of all time. He lives in Massachusetts, but is a loyal citizen of Red Sox Nation.*

Biography[ edit ] Salvatore at a book signing in Robert Salvatore was born in Leominster, Massachusetts , the youngest of a family of seven. A graduate of Leominster High School, Salvatore has credited his high school English teacher with being instrumental in his development as a writer. During his time at Fitchburg State College , he became interested in fantasy after reading J. TSR was looking for an author to write the second book in the Forgotten Realms line and asked Salvatore to audition. In July , Salvatore won the spot to write the book. He abandons the Underdark , a barren land of unmarked and limitless tunnels where deadly creatures continually lurk. His journey for freedom leads him to the surface where he faces discrimination at every turn because of his dark heritage. Drizzt stumbles along in a harsh world until he finally comes upon friends who understand the kindness of his heart. The New Jedi Order series. Vector Prime was extremely controversial among Star Wars fans because its plot included the death of Chewbacca , making the Wookiee the first major character from the original trilogy to be permanently killed off in the Star Wars expanded universe novels. Salvatore was ordered by Lucasfilm Ltd. Many fans thought that Salvatore himself had made this decision, but it was actually Randy Stradley, the then-editor at Dark Horse Comics. Hama created the military characters and plots, and Salvatore covered the monster characters. Demon Stone , working with the design team at Stormfront Studios. CDS books commissioned him to edit a four book series based on the interactive online EverQuest game. Salvatore was hired as creative director for upstart game developer 38 Studios , which was owned by former baseball player Curt Schilling. He wrote the dialogue and created a backstory spanning ten thousand years for the fantasy game Kingdoms of Amalur: Reckoning , which was released in February , [16] and sold over one million units. Maybe he made a couple of bad business decisions Why would anyone do that?

## 6: Hero | Dungeons & Dragons

*R. A. Salvatore reveals the Underdark anew through the eyes of of this unlikely pair - offering a fresh take on the intrigue and opportunities to be found in the shadows, and providing a fascinating prelude to the journeys that have shaped the modern-day Forgotten Realms.*

## 7: R.A. Salvatore on Hero | Dungeons & Dragons

*Hero is the follow-up to Maestro and Archmage, and final book in the Homecoming trilogy. Something akin to "peace" has come to the Underdark. The demon hordes have receded, and now the matron mothers argue over the fate of Drizzt Do'Urden.*

## 8: Hero (Homecoming #3; The Legend of Drizzt #30) by R.A. Salvatore

*Monday February 19, - At long last, New York Times bestselling author 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.*

## 9: Hero (Audiobook) by R. A. Salvatore | [www.enganchecubano.com](http://www.enganchecubano.com)

*Robert Anthony Salvatore (born January 20, ), who writes under the name R. A. Salvatore, is an American author best known for The DemonWars Saga, his Forgotten Realms novels, for which he created the popular character Drizzt Do'Urden, and Vector Prime, the first novel in the Star Wars: The New Jedi Order series.*

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