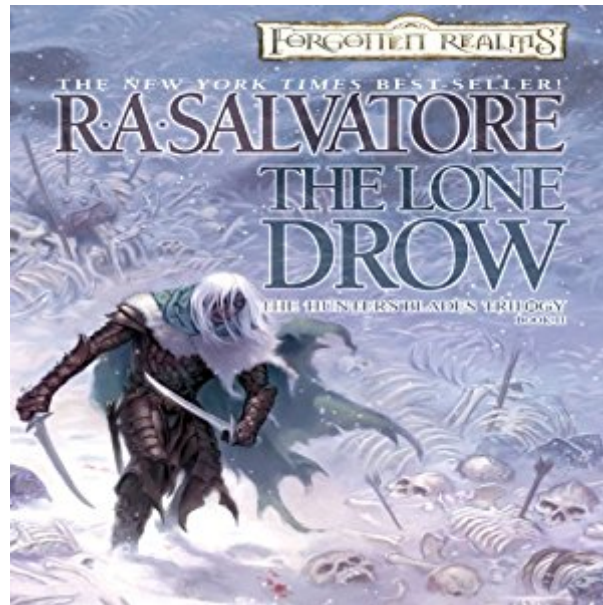


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The Lone Drow: Legend Of Drizzt: Hunter's Blade Trilogy, Book 2



Synopsis

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

Book Information

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Customer Reviews

To summarize my review before I get into it: R.A. Salvatore's Drizzt-books have evolved into Saturday morning cartoons rather than staying as the Tolkein-esque stories they first started out to be. I have been a Salvatore-Drizzt-book reader ever since 1990 when I read *The Crystal Shard*. I have read every Drizzt-book since then, but with this last book I have decided to give up the series until some drastic changes are made. Instead of an exhaustive review of this book, I'll just point to 6 ways as to how this entire series is on its death-bed. Salvatore can cure these maladies by listening to the following: 1.) DRIZZT AND HIS FRIENDS HAVE BECOME SATURDAY MORNING CARTOON CHARACTERS - In cartoons the main characters never die, they are invincible, they are unflawed. In The Drizzt books, no main character can ever die. They fight hundreds and hundreds of "bad guys," only to score perfect victories each time. If it seems that one of the main character has died, or will, it's only a red herring that sets you up for that character to inevitably "save the day." 2.) DRIZZT'S ENEMIES HAVE TURNED INTO THE "VILLAIN OF THE WEEK VARIETIES" -

In cartoons, the heroes are usually pitted by a different villain each week. The villains are rarely fleshed-out, and they're just around for the purpose of getting killed by Drizzt and Co. If a villain is fleshed-out, Salvatore becomes attached and cannot kill him, only send him away (Artemis Entreri, Jarlaxle, etc).3.) SUPPORTING CHARACTERS ARE LIKE THE "YOMAN" CHARACTER FROM STAR TREK - Remember in Star Trek how Captain Kirk would beam down to a planet with some unnamed officer, and inevitably, the unnamed officer would die while Kirk would be unharmed? Okay, now substitute "Captain Kirk" with "Drizzt" and you have Salvatore's new books.

The Lone Drow was one of the best Drizzt books out there. The writing style of Salvatore is amazing and the character interaction and emotion put into the characters is beyond words. The book starts right off where the first book in the trilogy, "The Thousand Orcs," leaves off. Drizzt left alone with the thoughts of his friends dead and his scimitars hungry for vengeance! The Dwarves, along with Wulfgar and Catti-Brie, fighting for their lives and for their home against the unrelenting orcs. Every page was wonderful and never filled with a dull moment between the two main storylines. And the characters were spectacular. Some of the highlights were: (can't write them all because there were just too many) The obvious one is Drizzt and his tale. Salvatore was able to take Drizzt back to the days of the hunter and his life in the underdark. And the emotional baggage Drizzt was carrying and the amazing detailed action scenes were spectacular. The next highlight was the other main storyline, Dwarves vs, Orcs, LET'S GET IT ON! All the characters in this battle and around it were just so much fun to read. Salvatore is not only the master of the Drow society, but the master of the Dwarves society as well. Many characters in the, "Thousand Orcs," (or in other Drizzt books) annoyed me, but in the, "Lone Drow," they shined. The characters sure as Tarathiel, Innovindil, Pikel, and Pwent. the two elves interaction with Drizzt and what happened in this brought out the elf characters. The interaction between Drizzt and Innovindil was a great way for Salvatore to go, showing Drizzt a life he never had or never really thought about (can't wait to see what happens). The last and final highlight came from the character Obloud Many-arrows.

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