

(Pdf free) The Crystal Shard: The Legend of Drizzt, Book IV

## The Crystal Shard: The Legend of Drizzt, Book IV

Von R.A. Salvatore

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**Von R.A. Salvatore : The Crystal Shard: The Legend of Drizzt, Book IV** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Crystal Shard: The Legend of Drizzt, Book IV:

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Very

Surprising Von John I first came upon this novel thinking very little. I expected it to be nothing more than some typical fantasy trash. I just could not stand "The Hobbit" at all, yet I wanted to venture into fantasy, so a friend (who hasn't read this) referred me to the novel itself. He had mentioned that "Homeland" by Salvatore was better than decent. But still, I was rather skeptical. All in all, this is a tremendously great read. Adventure Value: 9/10- This book contains numerous battle scenes and heroic combat moments Romance Rating: 3/10- Wulfgar the Barbarian does do a little hitting on the female protagonist, but nothing more. Character Development: 7/10- Drizzt, Bruenor, Regis, and Wulfgar are well developed, but there is some slacking on the antagonist: Akar Kessel. Climax: 8/10- The ending of the read draws to a beautiful close. Plotline: 6/10- The plotline was thin at random points, though at times it was as thick as molasses... Creature Feature: 8/10- there are barbarians, goblins, orcs, ogres, giants, and even an ice dragon... it's well done... My overall commentation on this book is that it is very good, and I recommend anyone new to the genre read it soon!

1 von 2 Kunden fanden die folgende Rezension hilfreich. Good for teens Von Advocate The first book written by R.A. Salvatore, The Crystal Shard is a novel of the Fantasy genre and is set in the Advanced Dungeons Dragons Forgotten Realms series. It is the first book of the Icewind Dale Trilogy. During the dawn of time, seven liches (evil undead spirits of extremely powerful wizards) created Crenshinibon the crystal shard, the most powerful and vile artefact ever made. Now it has been found in the Forgotten Realms by Akar Kessel, in the remote desolate region of Icewind Dale. Drizzt the dark elf, Bruenor the dwarf, Regis the halfling and Wulfgar the barbarian must unite the forces of Ten-Towns, the only settlement in the dale, and the nomadic barbarians or all of Icewind Dale, and perhaps the Forgotten Realms, is lost. I only picked up this book after reading the preceding Dark Elf Trilogy. Although the blurb was rather uninspiring, with my background interest on Advanced Dungeons Dragons, I was attracted by the awe-inspiring prelude. As the first of his books, R.A. Salvatore has left many loose ends for sequels (foes survive to fight another day, other adventures are hinted at), but these are plainly visible and therefore, unimpressive. R.A. Salvatore's main merit is the novel idea of his central character - Drizzt Do'Urden, a Drow (dark elf). The Drow are an evil race that live deep beneath the surface and are hated by all good races. However, Drizzt has forsaken the evil ways of his race and has come to live on the surface. In all the books in the line, including The Crystal Shard, one of the main themes is how Drizzt does lots to help others, despite receiving prejudice in return. However, this theme is quite blatant and is not written with the finesse of Jane Austen when she wrote Pride and Prejudice. R.A. Salvatore continues the saga for over 10 novels, allowing lots of room for character development as his writing skill develops. After reading The Crystal Shard as well as many other books, I find that this character development tends to be restricted along only one dimension. Salvatore describes Drizzt as 'stoic' so often that it started to become annoying and distracting. In fact, Salvatore does not seem to have a large vocabulary of adjectives at all. Salvatore. Shrewd readers may notice some slight contradictions as Salvatore 'plays around' with his character ideas. The plot is fast-paced but rather straightforward, especially when compared to eg. Charles Dickens. Although this book is packed with action, a reader with aesthetic appreciation will find that something is lacking. If you found David Copperfield or Great Expectations tedious and boring then this book will give you all the action you want. In fact, this book provides a good starting point into the Forgotten Realms series. However, those who tend to notice to finer points of literature should first read the Dark Elf Trilogy, also by Salvatore. Exclusive readers of high-quality literature will find that this book is composed of absolute garbage, even when compared to other novels in this genre. I sometimes feel that this book should be a computer game instead of a novel.

1 von 1 Kunden fanden die folgende Rezension hilfreich. This book got me started reading Bob's works Von Sheila M. Dyke I had never read any of the Realms books before reading Crystal Shard (I read it when it first came onto paperback years ago, but never had the chance to review it until now), although I was an avid DD adventurer. This book got me started reading Realms, and I have read many since. I love Bob's writing, and though this was not his first published work, I think it was his debut for a lot of R.A. Salvatore fans. The book is an excellent introduction to Drizzt, Wulfgar, Cati-brie, Bruenor and Regis, as well as the Realms themselves. Bob's writing takes you into the story itself, letting you get "up close and personal" with many of his characters. I found the story interesting and attention holding to the end. I was so happy when I found that not only did Bob write more in the Dark Elf series, but went on to others as well. Bob, if you read this, thank you!

Kurzbeschreibung 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.

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Synopsis 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.