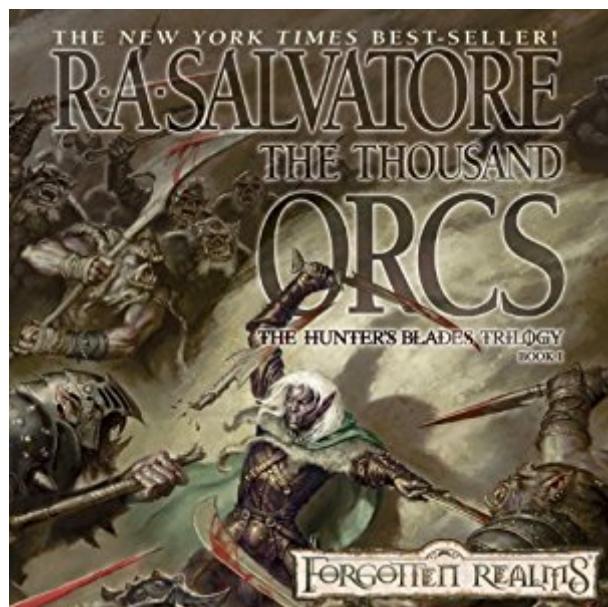


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# The Thousand Orcs: Legend Of Drizzt: Hunter's Blade Trilogy, Book 1



## **Synopsis**

One dark elf. Two enchanted blades. One unknown enemy. And a horde of invaders. When a blood-thirsty band of orcs, led by an as-yet-unseen enemy, comes rampaging out of the Spine of the World, it lays waste to everything in its path. Dark elf ranger Drizzt Do'Urden and his most trusted friends find themselves in the path of destruction. As blades slash and feet trample, even the heroes may not survive a desperate stand.

## **Book Information**

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## **Customer Reviews**

Whenever an author has written an extended series of books about the same characters, there is always inclusion of a period of introduction (or reminders) of significant events. This is mainly for new readers of the series. For those who have read the previous works, this can be tedious. Such is the case for this book. However, without being cumbersome, Salvatore managed to hit the major events in the characters' lives to illuminate some of their motivations. The problem is that there are a good many characters that require this, so it seems to take a while. As with all of the books in this series, there are great combat action sequences. The gist of the story is that there are numerous orcs and giants uniting in the north to menace the goodly races (human, dwarf, elf). This happens as the companions are returning to Mithral Hall for Bruenor to reclaim his crown. They are diverted from this course to avenge the deaths of those early victims of the orc/giant alliance. This diversion leads the companions into significant danger, with Wulfgar acting as counselor to Catti-Brie at one point. This and the event that precipitated it give some conflict and depth to her character which

persists the rest of the novel. Regis continues acting contrary to his early ways, and his inner reasons for this are discussed. Drizzt, meanwhile, is Drizzt, narrating the book through section introductions. He does not play any larger a part than the other characters, though he does shine as per his usual. There is significant inclusion of previous Salvatore characters, not only those originally from this series, as the Dwarven brothers from the Cleric Quintet appear. New characters are also introduced, on both sides of the conflict.

R.A. Salvatore has created one of the best loved and most dynamic characters in the entire fantasy genre. With the creation of Drizzt, he has garnered legions of loyal fans and praise from high places within the editorial world. I remember back in '97, my senior year of high school, I was sitting in English class reading "Passage to Dawn" I believe- my teacher walked by my desk and made an offhand comment that he could not stomach the fact that Salvatore was now getting his books published in hardcover. He obviously thought that fantasy novels should be confined to paperback where they could be perused by the "common" reader. How wrong he was. Salvatore is a master at his craft. This is the reason he is as successful as he is. Drizzt and the gang are back and they are going orc hunting. An alliance has been formed and it threatens the safety of all the humans living in the region of Icewind Dale. Drizzt and Bruenor and Wulfgar and Cattie-brie and even Regis have taken it upon themselves to investigate these rumors of a large army and a threat to the surrounding villages. The book is mostly about the journey to discover what exactly it is that those pesky orcs are up to. Most of the novel takes place on the road and gives us information about where the characters are now in their lives and the things that weigh most heavily upon their minds. Thoughts are turned toward loved ones and the life that the companions have chosen to lead. Is it a wise one? Will they survive for much longer? Will they all be together in the years to come? I particularly enjoy the monologues that Drizzt delivers as a preface to each part of the book. In this alter ego, Salvatore can ask and answer some pretty deep questions and explore some pretty heavy issues.

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