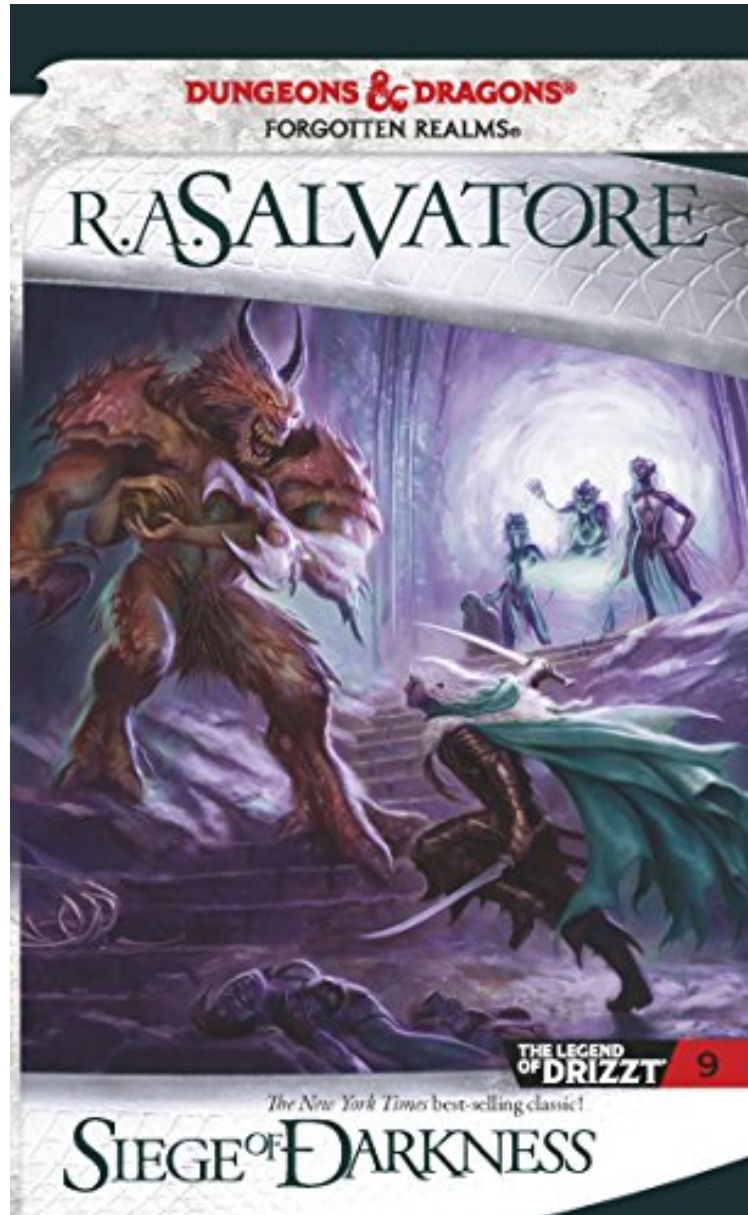


(Download free pdf) Siege of Darkness: The Legend of Drizzt, Book IX

Siege of Darkness: The Legend of Drizzt, Book IX

Von R.A. Salvatore

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

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Sigh..... Salvatore should go back to writing decent booksVon Ein KundeI have grown tired of TSR's administering their

desires on how he writes his books. Why bring back Wulfgar? Does there have to be immortality among heroes? Salvatore's first books on Drizzt and the companions were well done, his books on the story of the drow were fantastic, but the use of the drow is getting old. The stories he is recently producing seem too much re-hash of the other books he's produced. Don't get me wrong, the first parts of the series were fun and creative, but his latest works are suffering from the same storyline. Unfortunately, I feel the series has become rather stagnant.. That, and I've progressed to better, more realistic authors like Glenn Cook (The Black Company) and Steven Brust (Jherag) that have shown me the light on realistic vs. typical fantasy.

1 von 1 Kunden fanden die folgende Rezension hilfreich. Pretty good

Von Ein Kunde

The only problem with this book is that Salvatore is starting to just make stuff up as he goes along. The most bizarre stuff happens, as a result of something that just hits us from a clear blue sky. He has kind of thrown out character development. Drizzt has become a jerk. His problem is he is so confident in his fighting ability that he fights for no better reason than to fight; not for honor or some other just cause as he usually does. He just goes out and kicks butt. Same thing in Starless Night. Any clear mind eventually comes to the conclusion that you do not go to Menzoberranzan in that situation. I guess I just liked Drizzt better when the odds were stacked against him. Of course, I can't blame Salvatore for this. Everything must happen within the framework of a normal DD adventure, which foresakes the character development of really good literature. I'm sure Salvatore could be as successful as another good old writer whose last name begins with an S, ends with an E, and has a whole bunch of letters in between (yes I do know how to spell Shakespeare; I am not avoiding that) if he just took his time like J.R.R., Piers Anthony, and Douglas Adams and created his own world, his own rules, and set everything up in advance rather than making it up as he went along to help the heroes. Only hero in this series is Jarlaxle. He foresakes the drow and the Spider Queen just as Drizzt does, but with much more subtlety and cunning, much less arrogance. Notice how he bows to everybody? His body count is considerably less than Drizzt's, and he's spent his whole life in Menzoberranzan. His gang is just for protection; they hardly ever kill anybody either. He has perfect control over an evil and violent race of beings without taking anyone's life as Drizzt does. And, in his own strange sense, he's happy too.

1 von 1 Kunden fanden die folgende Rezension hilfreich. The Drow attack the Dwarves

Von Larry Ketchersid

Siege of Darkness, book 9 chronologically in the Drizzt series, finally gives what the last few books have been leading up to: the epic battle as the underground drow attack Mithril Hall, home of King Bruenor Battlehammer and his clan of dwarves. The battle turns epic when the forces of the barbarians, the Riders from Silvermoon and Nesme, and even the svirfnebli join forces with the dwarves against overwhelming odds.

The first part of the book cleans up the mess left in Menzoberranzan, home of the drow, after Drizzt and co.'s escape and destruction of House Baenre's temple. A side story includes the temporary halt of all magic through some battle of the gods, which lets us see more of Lolth the Spider Queen and the Monster Errtu (whom Drizzt and Wulfgar defeated in an earlier book), and this so-called "Time of Troubles" is a useful device in several plots...they have little to do with the epic battle, but they either continue previous story lines or assumingly lay ground for the next book.

Writing battle scenes is one of Bob Salvatore's greatest skills, and the battles in the caves and out in the valley are some of the best written in this series.

There is also a plot line involving Berkthgar, the barbarian who takes over as king for the fallen Wulfgar. He initially believe he needs Aegis-fang, the weapon King Bruenor crafted specifically for Wulfgar, and Catti-brie and Drizzt convince him otherwise, that he needs to build his own name in battle and not rely on Wulfgars. In the battle scenes, he certainly does that. He becomes an interesting character, hopefully there will be more from him.

Lots of groundwork laid for the next book, including the mysterious prisoner the Lolth gives to Errtu to help him get back to the Material Plan and go after Drizzt. I assume this will be the focus of the next book.

Kurzbeschreibung

Gods Walk the Realms!

Rising up from the black depths of the Underdark, the drow once more meet the dwarves of Mithral Hall. Bruenor Battlehammer, with Drizzt at his side, won't go down without a fight--but they'll have to fight without Wulfgar or Catti-brie at their sides.

From the Paperback edition.

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Synopsis

In the subterranean city of Menzoberranzan, Drizzt Do'Urden faces his ultimate challenge, as the matron of a powerful ruling house prepares an assault on Mithril Hall and Lolth, the Spider Queen, is unleashed on the metropolis.