



## The Lone Drow

*R.A. Salvatore*

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## **The Lone Drow** R.A. Salvatore

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.

## **The Lone Drow Details**

Date : Published June 2004 by Wizards of the Coast Inc (first published 2003)

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Author : R.A. Salvatore

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## From Reader Review The Lone Drow for online ebook

### Nico says

Brilliant Drizzt book again. I really like this trilogy. It's a bit darker than the previous adventures. Very nonstop action with lots of battles, that are of course very predictable, but that's what you get when reading this series.

Off to the next one!

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### Scott says

Second book in the trilogy.

The setup: The orcs have come together along with the giants, goblins and trolls. They are united and are set to take Mithral Hall and kill all the dwarves.

We really only have two plotlines in this book.

One: There's a battle and it takes the entire book. Yup, one battle, one entire book.

Two: Drizzt - he thinks all his loved ones are dead so he is alone with nothing more to do than kill and kill and kill. And reflect on those he lost, on the life he's lived.

We've got all the characters (and please spend some time to enjoy the characters names)

Drizzt

Cattie-brie

Wulfgar

Regis (now the steward of Mithral Hall)

Bruenor (in a coma for the entire book)

Banak Brawnnavil

Ivan Bouldersoulder

Torgar Hammerstriker

Shoudra Stargleam

Nanfoodle

Shingles McGruff

Tred McKnuckles

etc.

Like always we've got Salvatore's strengths - characters are amazing, action and fight sequences are without equal.

But

Not much of a plot here - the book is really just Drizzt killing orcs and one major battle at Mithral Hall.

Most of my friends think this is one of the strongest series in all of the Forgotten Realms but so far it's been one of the weakest (for me).

But I love Salvatore and will keep reading because at the end of the day what I care most about are the

characters and he does characters development and character interaction better than almost anyone.

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### **Chris says**

Read half of this (listened to) and probably won't return to it unless I'm somehow at a total loss of other things to read. I thought the Drizzt books would grab me, but I remained ungrabbed after my first listen. Maybe I started on too late a book in the mega series. We may never know

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### **Eric Class says**

In *The Lone Drow*, R.A. Salvatore goes back and reintroduces something that has been rarely seen in the Legend of Drizzt series, an angry Drizzt. Very few times has he slipped into such madness that he is willing to risk life and limb just to kill all enemies that are in front of him and around him. However, that is what he does since he saw his true friends fall, along with the entire tower they were standing on. Now he is a man on a mission, to get revenge. There is nothing scarier than an elf with nothing to lose.

This book focuses heavily on Drizzt's state of mind while balancing what is happening with the ongoing war that he is a part of that began in the first book. Sometimes the transition is rather shaky, but Salvatore pulls it off beautifully.

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### **Aurlin says**

Voisipa kirjalle antaa negatiivisia tähtiä.

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### **Kyleigh says**

I really enjoyed this book. Recently I have been re-reading through the Drizzt books. At the time that I read this I was between *Streams of Silver* and *The Halfling's Gem*. This book is quite different from the older books, but it was still very enjoyable. It took a while for the book to build up, but once it got going it was fantastic. I got tired of Drizzt being all mopey. The alter-ego of the Hunter wasn't as strong as I was expecting. In *Exile*, the Hunter took over Drizzt's life. He couldn't turn it on and off as he pleased. In this one he used it to his gain, and then maybe felt bad afterwards. I was looking forward to that struggle with the Hunter taking control. The plot with Bruenor had been spoiled for me by reading a poorly written review, so I missed out on some of the suspense that should have been there. Still it was a great book. I liked the groove that you see Catti-Brie and Wulfgar falling into. Also, I like the twist introduced by the relationship between Drizzt and Innovindil.

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### **Netanella says**

For a book called *The Lone Drow*, this book had a lot of descriptions of fighting dwarves, fighting orcs, fighting giants, etc. There was not a lot of character development, since Bruenor was comatose and Cattie-

Brie and Wulfgar barely left the same spot, and there were several obvious story developments - the deaths of Sceptrana Shoudra and that of the Moonwood elf what's-his-name, for example. This book is definitely not Salvatore at his best. However, I am, like most fantasy readers, a huge fan of Drizzt and will continue to push through the excellent and mediocre offerings alike.

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### **Suvi says**

Sietääkin olla yksin. Ei tätä kukaan kestä.

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### **Lauren says**

It is not a bad book, but the last few titles in the Drizzt campaign have been lackluster--including this one. The main problem is the lack of growth in the series. While events happen that should change things, everything eventually remains the same. Wulfgar and Bruenor should rightfully be dead at this point (or in Wulfgar's case he should be busy raising a kid instead of out gratuitously adventuring), and Drizzt should have had the courage to either love Catti-brie as he should or give a definite no so she can move on. He may be long-lived, but she is not.

Instead, we have a repetitive plot where things happen but in the end nothing changes much. Everyone is still there constantly dwelling on their problems that they seem to have had since the beginning, and Drizzt himself has developed a bad case of righteousness, without a doubt. This may be comforting, but I lost my ability to be surprised by the characters. I also feel they won't die, thus my excitement when they get to a fight is diminished. Ten orcs attack; ten orcs die. Sure there is some flashy footwork, but we have seen it all before.

Also, Drizzt needs to be fighting more than just orcs, ogres, etc., etc. He used to face off with dragons, demons, deadly swordsmen, and high-end wizards. That has definitely tapered off of late, and that has also dampened my interests as well.

I am hoping that the third book actually changes some things and causes growth. It looks like Salvatore is setting up a new love for Drizzt, but we will have to wait and see.

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### **Greg Strandberg says**

I enjoyed this book a lot more the second time than the first. There are lots of windpipes getting slashed in this book, lots of angry dwarves, and quite a few orcs skewered on helmet spikes. I liked how the drow hunting Drizzt thought he might be an agent of destruction for Lloth. Those were the best parts – the fights between the drow. Very vivid scenes, and they're the best part of this book.

I will say that there are some bad parts to this book. They include the continual reminiscing on Ellifain, though that seems to finally be over. Pikel was another that I could do without. I was also losing track of Nesme and some of the other cities and the human/dwarf politics.

Maybe there's too much at times, but in the end, the fighting always plows right over those plot holes, or just the parts you got bored with and can't remember. This is another good showing by Salvatore and if you're this far into the series, it's what you've come to want and expect.

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## AgusMetal says

Grandísimo libro. Ha vuelto a ganarme este escritor. Hacia mucho que no le daba 5 estrellas a un libro suyo. Este le ha quedado redondo. Es un no parar de acción y más acción. Me ha conseguido poner los pelos de punta en el penúltimo capítulo y como siempre me ha dejado con ganas de más. En este Drizzt tiene un papel casi secundario y son mis queridos enanos los que se llevan el grueso del protagonismo. Pwent es un grande.

Bueno, toca ponerme con otros libros ("promesas" por cumplir y con mucho gusto), pero no te quepa duda que volveré.

BOOM!!! que caña de enanos (y duendes)

5/5

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## Ugur says

The Lone Drow 2003 yılında R.A. Salvatore tarafından yazılmış Forgotten Realms dünyasında geçen bir fantastik kurgu kitabıdır.

Kitabın serilerdeki yeri; Hunter's Blades serisinin ikinci kitabı ve büyük The Legend of Drizzt (Drizzt Efsanesi) serisinin ise 15. kitabıdır.

Bruenor'un öldüğünü düşünen Drizzt Avcu olarak tekrar sahneye çıkmıştır, soğukkanlı bir katil olarak Orc ordusunu ufak ufak parçalamaktadır. Bu süreçte kendisini de sık sık sorgulamaya devam etmektedir. Kendisini takip eden iki elfden ise yine kendisinden nefret ettiği için kaçmaktadır. Küçük gördükleri Orc ordusu ise tanrısal güçlere erişen yeni kralların çevresinde daha sık bir şekilde toplanmakta ve cücelerin kalesini ele geçirmek için hazırlık yapmaktadırlar.

Kitabın başlıca Türkçe'ye tek tabanca olarak çevrilse yeridir, Drizzt uzun süreden sonra tekrar saldırgan moduna geçmiştir ve kendine olan nefretini savaşarak çökmektedir.

Reviewed on January 03, 2015

*Plot 7/10*

*Characterization 6/10*

*Style 7/10*

*Setting 7/10*

*Entertainment 7/10*

***Overall 3.4/5.0***

## Jessica Macri says

Goodness. Angry Drizz't. Stupid Drizz't. Just go home and learn the truth.

This book had several parts that bothered me. How did that miraculous recovery happen? When incapacitated, your muscles are weakened. How are you able to go to war that soon? So much of this book felt forced so that RA Salvatore could continue pushing the plot forward. Just... go home Drizz't! Stop being an idiot!

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## Jake says

Yet another surprisingly good entry into this series, if anything better than the first.

The development and growth of the villains, specifically the orc king Obould was excellent. The brute turning into someone with a thought out plan was very entertaining.

There is also some nice drama between emissaries from Mirabar and Mithral Hall, with Regis really coming into his own as a steward for the Hall.

There is also an awesome, desperate plan that is done, with Pikel and the gnome working together and while it was obvious what they were trying for, I think climax lived up to the hype.

Yet again; however, several things kept this book from receiving a 4 star rating.

The biggest one is Drizzt annoying and pointless section diary entries. Who needs this whiny introspection that basically repeats exactly what happened already in the story. We get it, you are torn and like your friends...!

There is also an annoying chapter where Cattle-brie and Wulfgar have a very odd and forced conversation about her feelings about Drizzt, while in the middle of a battle, and their adoptive father is dying. Just seemed weird and pointless. We didn't need this sledgehammer style of romance, show me it, don't have awkward forced conversations.

Finally, again the description of the fighting style, specifically of the elves is excessively hard to picture. I think in part because what they are doing doesn't actually seem possible. The dwarves battle descriptions make sense, I see them and enjoy it. But the elves are all unrealistic dashing, weird slashes, and things that aren't described well.

Overall I think this was a strong addition to the Drizzt storyline, but still suffers from the central problem to Drizzt stories, their whiny and annoying main character, who bounces from being perfectly emotionally balanced, to crying, to raging, to "introspective" at the drop of a hat, an untouchable main characters (again Drizzt) who seems to get into extreme danger repeatedly and leave largely untouched, and finally combat descriptions that at times are extremely bad and impossible to visualize (again Drizzt).

### **Brandon J. says**

Drizzt has lost almost all he has ever loved or cared for, or so he thinks. In the second entry of the enthralling "The Hunter's Blades" trilogy. Drizzt finds himself alone, angry, depressed, and confused. With him believing his companions slain all he does, is kill, and kill, kill. Even in his sorrow he finds himself curiously drawn to a pair of surface elves that may teach him to love again. Even with this small hope he is trailed by more pain, but a hope of saving what is what is left of his friends.

I found this book to be one of the most enjoyable fantasy novels I have ever read. So if you are a nerd at heart who loves giants, dwarfs, and wizards this is definitely a book for you. But if you are a reader who is more into a slow read or if you just don't overly enjoy pure fantasy books, you should maybe try a different series.

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### **Kati says**

Too long, too long-winded, too dragged out. At a certain point, I felt like strangling the author. I literally yelled at the story to finally move ON! Fight, retreat, talk. Fight, retreat, talk. Lather, rinse, repeat ad infinitum. The deaths surprised me, though, I didn't expect them. My favorite characters in this book: Regis and Nanfoodle.

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### **Jerome says**

Another well-written Drizzt tale. Salvatore demonstrates his usual fine ability to convey the intensity of emotion and the intriguing interaction between various well-drawn characters. Drizzt is vaguely plotting some sort of revenge following the death of his friends, and Salvatore does a fine job conveying the toll this takes on Drizzt.

Interesting and smoothly written. Of course, the book is packed with the usual action, but this can get a little overwhelming at times. Also some of the Cattie-Brie-Wulfgar dialogue is a bit too cheesy, and character development takes a back seat to action a lot of the time. And Salvatore's attempts to craft internal dialogue are just too cumbersome. And the names, please. Where did Salvatore come up with "Muffinhead"?

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### **Carlos Samper says**

me ha llevado de vuelta a cuando jugaba al rol y disfrutaba de partidas interminables e inolvidables. lo he disfrutado mucho

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### **nick says**

Sorry to say, but I have started to cheer for the orcs.

I really don't get why the dwarfs or humans should have more right to these lands than the orcs. Especially now that King Obould has had his moment of great clarity and insight, I can't fail to see that his claim seems as valid as any other. As he seems to be leading his people towards a stable understanding and position in the region that does not include full-on genocide of all others but rather a reshaping of power balances that will result in a better life for orcs that have had the worst situation by far.

nah I am all for the Orc claim here, no to random slaughter but yes for legitimate claims of land and prosperity.

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### **Branwen Sedai \*of the White Ajah\* says**

*"I did everything right. Every step of my journey out of Menzoberranzan was guided by my inner map of right and wrong, of community and selflessness. Even on those occasions when I failed, as everyone must, my missteps were of judgment or simple frailty and were not in disregard to my conscience. For in there, I know, reside the higher principles and tenets that move us all closer to our chosen gods, closer to our definitions, hopes, and understandings of paradise. But now...now I know only the pain of memory and the pleasure of the hunt. I will take that pleasure, to the end.*

Poor Drizzt! In this second book of R.A. Salvatore's Hunter's Blades trilogy, Drizzt finds himself alone in the wilderness believing that Bruenor, Wulfgar, Regis, and Catti-brie, his most beloved companions, are dead. So he has reverted back into the killing machine he refers to as the hunter, and hunts down bands of orcs and trolls and slaughters them endlessly. Meanwhile, the companions of the hall are NOT dead, they are in fact holed up deep within Mithral Hall along with hundreds of dwarves from Mirabar fighting off the orc armies who are trying to annihilate them all once and for all.

This book is amazing! But then, I might be biased as I am a huge fan of this series. ;) The thing I love most about these books is the wonderful balance between serious character development and the rip-roaring action sequences. R. A. Salvatore has a perfect knack for drawing you into a story and making you feel such an emotional depth for the characters. Every time I pick up one of these books I feel like I am coming home again and meeting up with old friends. It's such a warm feeling! And just all in all it's just a fun fantasy story. I would really recommend this book to any fan of the fantasy genre.

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