


## The Hunter's Blades Collector's Edition

*R.A. Salvatore*

[Download now](#)

[Read Online](#) 

# The Hunter's Blades Collector's Edition

*R.A. Salvatore*

## **The Hunter's Blades Collector's Edition** R.A. Salvatore

The Hunter's Blades Trilogy follows on from the previous book, The Servant of the Shard and the other books of the Paths of Darkness series. It contains three books, The Thousand Orcs, The Lone Drow, and The Two Swords. In this series, Drizzt takes a stand to stop the spread of chaos and war from an overambitious orc king across his adopted homeland. The series is followed by the installments in the Transitions series.

In The Thousand Orcs, the orc King Obould Many-Arrows, allied with a clan of frost giants, sends a massive army against the towns of the North. On the sidelines, four drow from the Underdark orchestrate events behind the scenes, playing each side against the other for their own advantage.

In The Lone Drow, Drizzt Do'Urden is mourning what he believes to be the death of his closest friends. Drizzt only regains his sense of purpose after two elves and their two pegasi decide to help.

. In The Two Swords, Obould's horde has pressed the Companions to the very gates of Mithral Hall, where Bruenor and his clan launch a desperate, last-ditch effort to push the orcs back. A desperate rescue attempt succeeds, with Drizzt and Innovindil rescuing the latter's pegasus, which Obould had captured and chained as a trophy, and Drizzt is unexpectedly reunited with the Companions that he long thought dead. The only major plot line to be tied up in this novel is the question of what Drizzt will do about his relationship with Catti-brie. pegasus to a conclusion. A few more characters meet their demise in this novel.

Ultimately, the novel keeps the major plot lines active for future novels, and introduces several more.

## **The Hunter's Blades Collector's Edition Details**

Date : Published January 9th 2007 by Wizards of the Coast (first published 2002)

ISBN : 9780786943159

Author : R.A. Salvatore

Format : Hardcover 1056 pages

Genre : Fantasy, Dungeons and Dragons, Forgotten Realms, Fiction, Science Fiction Fantasy

 [Download The Hunter's Blades Collector's Edition ...pdf](#)

 [Read Online The Hunter's Blades Collector's Edition ...pdf](#)

**Download and Read Free Online The Hunter's Blades Collector's Edition R.A. Salvatore**

---

## **From Reader Review The Hunter's Blades Collector's Edition for online ebook**

### **Chris says**

This trilogy is a feeble addition to the Drizzt tales, failing to provide adventure and turmoil. The main characters have long since wrestled their demons and achieved stability. The story forces minor discussions to reaffirm friendships and contrives tension to slow the unstoppable heroes. Orcs and giants march, battles happen, and descriptions and conversations repeat, don't ye doubt.

Positives include the Bouldersoulder brothers, especially the doo-dad; the aftermath of Bruenor's cagey visit to Mirabar; the power struggle between Gerti and Obould; Gutbusters doing what they do best; and well crafted dwarven fights, including a fiery surprise.

---

### **Pat says**

This book is sweet its about a a dark elf Drizzt Do'urden who forsake his races evil ways and came to the surface and meets these great people and he befriends them. The first books in the series all explain these and the adventures they go on and eventually he even gets captured by the people he forsake.

In this book though Drizzt's whole world is collapsing around him because his home and friends are all being attacked and overrun by orcs and are being led by a sweet evil dude named Obould.

---

### **Aroura says**

The unresolved thing is there for the majority of the time again, but this gets five stars for how it's resolved at the very end! yum. unless there's another one that I don't know about and he unresolved it again.

---

### **Max says**

I ended up reading this set of books in a single sitting. After reading about these characters over the last 10 years, the story line really took a twist and I had to see what was going to happen next. Salvatore has a way of drawing you into the fight scenes so that you feel like you are actually there. His word usage is very descriptive and makes it come to life. And even in the most intense parts, he manages to throw in some humor.

---

### **A.M. Reynwood says**

A fellow writer suggested to me this world of Drizzt Do'Urden by R. A. Salvatore for the author's technical skill in describing battle scenes, particularly for the dual sword wielding of the main character. And so of

course I had to jump into the middle of the story instead of doing the sensible thing and starting at the beginning; I've been making a bad habit of that lately, it seems. That aside, I have to say that Salvatore is rather good at writing battle, the strategic and tactical choreography is thorough, which I can appreciate because I've never been all that swell at strategy. I always lose those games.

I can't say too much about the characters, since I met them fourteen books into the series, but I find them energetic, loyal, and almost obscenely enthusiastic about killing orcs. The entire theme of the dwarves, humans, and elves enjoying that so much kind of took me aback. Not that the orcs were helping their own case, though. Of the entire cast, Pikel Bouldersoulder might just claim the spot as my favorite character; he's such a fun, unconventional little dwarf. The trilogy ended on a note practically sweeping into the sequel, with more of a respite from the challenges of current events than any real resolution, and I can't decide if I'd rather continue from here or go back and start from the beginning.

Either way, it's a huge step up from my previous conceptions of this world. A few years ago I read *Daughter of the Drow*, and was not impressed, which gave me misgivings about returning to the *Forgotten Realms*. This storyline alleviated those concerns, and the only downside that stood out to me throughout the trilogy (other than the sick glee for slaughtering orcs mostly just because they're orcs) was the obviously overused word 'obviously'. It stuck out to me often, especially after seeing it three times within two pages, and it disrupted the flow of the narrative for me a little bit. I felt it wasn't really necessary to have most, if any, of them in order to get the point across, because it's already apparent how observant and good the characters are at reading the atmosphere. I'm kind of surprised that they're ever surprised at all.

Nevertheless, it was an interesting story focusing more on dwarves than the (obviously) more popular elves throughout the epic fantasy genre, and Drizzt's journey through loss and grief, from hatred and despair to acceptance moving forward was, I thought, fairly well done . . . even if in the end he found out all his friends were still alive, he grieved for nothing, and nobody in the main cast even died. Gotta love plot armor, and I speak as someone who uses it just as much as anyone else.

I think I'll go back to the beginning and start with *Homeland*.

---

## **Chip Hunter says**

While this isn't my favorite of Salvatore's *Forgotten Realms* series, it would rank close to the top. The Hunter's Blades trilogy is much darker than his previous books, with a pervasive feeling of loss and doom hanging over nearly the whole thing. All of the characters go through pretty extreme emotional turmoil, but Drizzt in particular has a rough time of it, reverting back to the Hunter and struggling with his belief that his friends are dead. Regis, Wulfgar, and Catie-Brie don't know where Drizzt is and are watching Bruenor slowly die through much of the trilogy. And everybody is in very desperate straights as a seemingly unstoppable orc horde grows and grows to where there doesn't seem any way the people of the North can hold back the tide.

This trilogy greatly expands (sometimes temporarily) the host of characters, and is really a character-driven story. New allies such as Banak Brawnvanil, Tred McKnuckles, Dagnabbit, and Nikwillig expand the scope of the story. Also, great new villains are introduced, including Proffit the troll, Gerti Orelsdottr, Tos'un, Ad'non, and of course Obould. We get much of the story told from their perspective, which is a fairly new strategy used by Salvatore.

The first book, *The Thousand Orcs* picks up right where 'SEA OF SWORDS' left off. The companions are reunited (with the addition of Delly Curtie and baby Colsen), and Bruenor and the gang are setting off for Mithril Hall where Bruenor will take up the kingship. Unbeknownst to them, a powerful leader has emerged in the orc tribes of the Spine of the World, uniting the orcs and allying with a band of frost giants and renegade drow. As Drizzt and Co. travel to Mithril Hall they encounter many signs of heavy orc activity and decide to patrol the region and warn its inhabitants of the danger. They also make a stop at Mirabar, a rival of Mithril Hall, to stir up trouble and remind Mirabar's dwarves of their heritage. The whole book comes down to a desperate situation with the Companions being trapped in the town of Shallows during a siege of overwhelming strength. The final battle takes up the majority of the second half of the book and is quite intense.

The Lone Drow picks up with the dwarves falling back to Keeper's Dale outside Mithril Hall and Drizzt believing that all of his friends were killed. During his broken-hearted rampages against the orcs, Drizzt encounters Tarathiel and Innovindil, who help bring him back to sanity and then aid him in disrupting the greenskin army. Some characters from Mirabar, introduced in the first book, were further developed here, particularly Torgar Hammerstriker, Shoudra Stargleam, and Nanfoodle. The orc king, Obould Many-Arrows, through blessings from his god and increased support from his kin, becomes a worthy foe for the powerful Companions.

My favorite book of the trilogy was *The Two Swords*, in which Drizzt and Obould finally face off and the dwarves of Mithril Hall defend their home against a determined press and link up with their allies. Wulfgar's new wife, Delly Curtie, plays a major role in this one, as do all of the old characters we love so much. Also, we get the reunion of the Companions that we've been looking forward to so long. One very pleasing thing about this book was the emotional (and physical) play between Innovindil and Drizzt, perhaps the first time that we see some weakness in our hero. While the ending isn't as conclusive as I had hoped, I'm sure Salvatore has great plans for the next trilogy, *Transitions*.

If you liked the other Drizzt books, you'll probably like this one too. It's not really any better or any worse, and doesn't change too much except for possibly becoming a little more mature, with some rather graphic scenes and a couple of uses of the word 'bitch'. I was extremely pleased with this trilogy and look forward to reading the next one.

---

### **Shauna says**

All three books were excellent! Reading them in the same volume was as if it was one epic. Killing, killing and more killing, but written in such a fantastic way. I'm not a morbid person, if you are unfamiliar with R.A. Salvatore, then don't read into my previous statement. For those that are, I won't have to say anything more than I have. I will read this trilogy again, as I know I missed some details from reading more than a few parts too fast because I wanted to know what was going to happen. The next book *The Orc King* (2007) starts off where the last book of this trilogy (*The Two Swords*) left off (I started it the same day I finished the *Hunter's Blades* trilogy!).

---

### **Eddie says**

Still readable and entertaining but by this point in the series the story has really lost its edge. Seems like

these were just an excuse to have the main character fight thousands of plucky bad guys. The internal struggle that drove the other books seems gone.

---

### **Khurram says**

I have to say I am a Drizzt Do'Urden fan, and I thought with the title being the Hunter's Blades there would be a lot more of Drizzt in this book. Epically the last story focused more on Wulfgar. Apart from Drizzt's surgical attacks he was pretty ordinary in this book. The few battles he slipped into the Hunter were amazing, but this arc was more about the King Benovier, Drizzt get separated from the group and carries his personal war to the Orks, even in this he is pretty ineffectual. I have a feeling this leads into the Ork King this trilogy is more like filler than anything else. Bit disappointing really. Even the other Drow in this story were not just useless but pointless aside from possible setting up something in the next book.

---

### **J -rad says**

well this is a trilogy and I am on the third book in that trilogy and all i can say so far is wow. it is fantastic the only thing that kind of bugs me is that Salvatore always recaps previous books because this is a large series. while it is necessary for new readers, since i am a dedicated fan it just gets in the way now.

---

### **Scott Harris says**

Another awesome trilogy. Obviously I am a huge R.A. Salvatore fan. My favorite author.

---

### **Jenni says**

The Hunter's blade Trilogy is actually books 17 18 and 19 in Salvatore's series about Drizzt the Dark Elf that turned away from his dark civilization to live a moral existence.

I'd have to say that this is the most disappointing series for me so far. Practically the whole trilogy was about the war with the Orcs in the Spine of the World. For me, the best part of the Drizzt books are the individual journeys and adventures. This series is all about war, so there really is no adventuring. I found it very annoying that Drizzt assumes his friends are dead without really even trying to find out for sure. While he has good reason to suspect they may have NOT survived, he also completely ignores the evidence that they may HAVE survived.

Despite the fact that I was disappointed with this series, I felt it was worth reading. I am really hoping that it is the set up for great things in the next series. There have been definite hints about great things to come for the dwarfs that will make the great city of Mithril hall pale in comparison. I look forward to that time, but in the mean time I read this to keep up with the story and be ready for the next series. Keeping up has definitely been worth it so far.

---

### **Ariendil says**

Drizzt torna ai livelli degli inizi. Tante spade (come sempre), qualche lagna di troppo (come sempre), ma stavolta c'è una storia. Peccato solo che il cattivo sia solo un orco.

---

### **Cari McConnell says**

Really? Regis brought him back with his gem? You must have really been fighting for ideas. The positive side of this trilogy is that the little philosophical snippets that by now you either love or hate are quite enlightening.

---

### **Michael Beyer says**

The Drizzt Do'Urden stories of R.A. Salvatore are an acquired taste that I have to admit took me far too long to acquire. My love of role playing games and the Forgotten Realms of Dungeons & Dragons should have led me to these much sooner. Reading a single book in the series is simply not enough. These characters are more than just fantasy ciphers. They are realistic people who have talents, failings, humorous foibles, and dark scars from a hard life. In the course of all these stories they learn life lessons, discover themselves, grow old, grow wise, and eventually die. Oh, and occasionally they kill a dragon. ...And not all of them are people, of course, some of them are elves and dwarves and halflings and even orcs. It is a fantasy universe that can actually teach you things about real life in this universe. The catch is, you have to read them all. And you will get hooked.

---