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## The Spine of the World: The Legend of Drizzt, Book XII

Von R.A. Salvatore

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

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Not up to par, but still a good novel....Von R. MadrilejosThough I was a bit disappointed with this novel, well okay, more than a bit disappointed, it is still a book worth reading. Exploring Vulgar's character instead of Drizzt's is extremely

interesting and shows Mr. Salvatore's desire to branch out instead of always sticking to Drizzt's life. Don't get me wrong, I love Drizzt and I love every single book with him in it, but after oh-so-many books about the stoic elf, exploring the persona and tribulations of another character is an excellent idea. However, the novel had many downfalls. The story never seemed to move anywhere. The psychology of Wulfgar's plight could have been explored more and in a more interesting manner because ultimately that is what the book is about; Wulfgar's mental and spiritual strife. The other harlequin novel type half was really distracting from the main story and should not have been emphasized as much. Though I severely miss the action packed chapters of his previous works, Mr. Salvatore shows he is not restricted to a stereotype of just writing about battle and action. He shows that he can write about love, loss, and the trials of friendship. All in all, I'm happy Mr. Salvatore's attempting to explore the diversities of the character's, but this book just seemed dry and didn't seem to go anywhere. I am looking forward to the next novel in the search of Aegis-Fang.

2 von 2 Kunden fanden die folgende Rezension hilfreich. Starts out slow, then suddenly better

Von Brad Smith I picked up this book in paperback, because while the first couple Drizzt books were good, the last few have, well, stunk. I'm actually rather glad he's not in the book, and I'd've appreciated it if those journal entries were gone. Oh, well. The last novel was only readable because of Wulfgar and Artemis Entreri (who I believe is the focus of the next novel...which should be good). In this novel, Wulfgar's story is interspersed with that of a peasant girl in a small realm in the North. Obviously, they come together at some point, and the book actually doesn't get good until after Wulfgar and his friend leave Luskan. Before that, he mostly wallows in self-pity; while understandable, 200 pages of that is rather uninteresting. The book becomes much more pleasant to read once Wulfgar starts confronting his problems, rather than avoiding them through massive drinking bouts. The end is rather satisfying, actually. Problems with this include the dialogue; I'm not that convinced that Salvatore writes dialogue well. The peasant boy, Jaka Sculi, is an acute case; while I suspect Salvatore might be trying to convey his feigned romanticism, he doesn't do it that well, and this character's lines feel forced. The other characters are spotty, and Salvatore could really do better at imparting their motivations without using a brick. All in all, a decent book. It's not literature, but it's not meant to be, either.

2 von 2 Kunden fanden die folgende Rezension hilfreich. Wulfgar

Von Ein Kunde Dieser Roman stellt den bisherigen Hhepunkt aller Romane dar, die in der Saga um Drizzt Do'Urden erschienen sind. Und das, obwohl Drizzt selbst - ebensowenig wie Bruenor, Cattie Brie und Regis - eine Rolle spielt. Der Roman beschftigt sich allein mit dem Schicksal von Wulfgar, der von alptraumhaften Erinnerungen an sein Martyrium in der Gefangenschaft Errtus geplagt dem Alkohol verfallen ist. Bevor ich dieses Buch las, war mir Wulfgar stets als der am wenigsten interessanteste Charakter erschienen, der neben seinen Gefhrten stets etwas facettenlos und bla erschien. Welch eine Wandlung Wulfgar nun durchgemacht hat, ist in wenigen Worten kaum zu schildern. Daher auch ein eigenstndiger Roman. Einziger Nachteil: Man ist so fasziniert von dem Buch, das man es vieeeel zu schnell durchgelesen hat.

Kurzbeschreibung Join the world's most famous drow elf in the penultimate chapter of the Legend of Drizzt series! Spending time in the unimaginable torture chambers of the Abyss for even a day would be enough to break even the heartiest soul, and the barbarian Wulfgar was there for years. When he returns, his friends find him a changed man, and not changed for the better. But Wulfgar's road to redemption is one he must travel on his own, even if it leads to the bottle. From the Paperback edition..

deAttention all Drizzt freaks: our favorite dark-elf hero is not, repeat not, in Spine of the World. Neither is Bruenor nor Cattie-brie nor Regis et al. But don't think that means the latest installment in R.A. Salvatore's sweeping Drizzt-and-pals series isn't worth picking up: Spine sets things straight for the Forgotten Realms' newest, meanest drunk, the burly barbarian who single-handedly made warhammers cool again despite their measly 1d4+1 damage. Yep, Wulfgar is back, after ditching his buddies in The Silent Blade to become a bottle-swilling bouncer in the mangy port town of Luskan. The towering tough guy hasn't strayed from his job at the Cutlass, hasn't sobered up, and hasn't forgotten his six years of horrific torture under the nasty balor Errtu. But it's time for another book, so all that's about to change: kicked out of the Cutlass, robbed of Aegis-fang (yikes!), and framed for the attempted murder of his old friend Captain Deudermont (remember him from pirate-hunting on the Sea Sprite?), Wulfgar goes on the run with the rogue Morik, who's become a true friend despite the mission Jarlaxle and his dark-elf cohort gave him to watch the barbarian. Sure, Drizzt is missing (although he does make appearances in the form of ruminating journal entries), so Spine isn't a nonstop scimitar-fest. But R.A. still spins a good yarn--as always. With plenty of combat and intrigue, not to mention the ever-familiar monsters and spells, Spine of the World is surely the best show in town for the Forgotten Realms crowd. --Paul Hughes.com

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