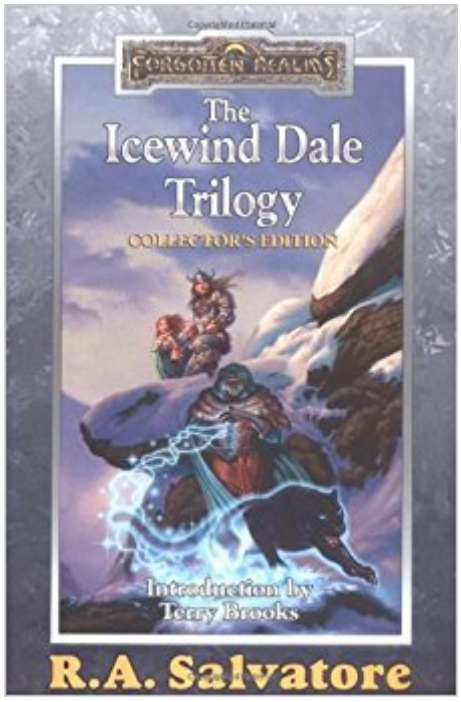
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The Icewind Dale Trilogy: Collector's Edition (A Forgotten Realms Omnibus)



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Synopsis

Icewind Dale. Windswept passes and forbidding glaciers stand at the top of the world. Below them, in the cold valleys, an evil force broods: the magic of Crenshinibon, the crystal shard.Now dwarf, barbarian, and drow elf join to battle this evil. Tempered in the furnace of struggle, they form an unbreakable friendship.A legend is born.For the first time in one volume, here is New York Times bestselling author R.A. Salvatore's adventure that introduced Drizzt Do'Urden, the heroic dark elf, one of the most beloved characters in fantasy literature.

Book Information

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Customer Reviews

We all owe a debt to Akar Kessel, that treacherous chump of a wizard's apprentice, briefly known as the (short-lived) Tyrant of Icewind Dale. Akar started it all when he stumbled across the ancient and malevolent Crenshinibon, the Crystal Shard, thereby kicking off one of fantasy's best and best-loved series--and at its heart, one of the genre's most beloved heroes, the noble dark-elf ranger Drizzt Do'Urden. While surely no Tolkien (who is, really?), Bob Salvatore can take pride in the fact that he's brought legions of enthusiastic fans to the genre--and for anyone who's caught themselves in an embarrassed yawn on page 412 of The Silmarillion, that's not a distinction to be taken lightly. You'd have to be a pretty cold fish for your pulse not to quicken a bit as Drizzt and company lay into yet another ravenous horde of trolls (or giants, or wererats). As an affectionate Terry Brooks says in his introduction to this collector's edition, you could do worse than to have your tombstone say you were a solid, workmanlike writer. And Salvatore, through his superior characterizations and knack for just telling a believable, engaging, and lovable story, transcends even that worthy praise. For

fans, this collection unfolds like a treasured scrapbook: The Crystal Shard, where we first meet the band and explore the Dale (with so many unforgettable scenes: Drizzt taking down Errtu, Wulfgar crushing King Heafstaag's head with his bare hands, Bruenor tearing up as he gives Wulfgar the freshly forged Aegis-fang); Streams of Silver, with the heroes fighting their way to Mithril Hall and facing Artemis Entreri for the first time; and The Halfling's Gem, in which old Rumblebelly has been carted back to Calimport (who can forget the flying-chariot pirate fight, or when Drizzt--finally!--sneaks a quick smooch from Catti-brie?). A must-have on the shelf of any Drizzt true believer, or the perfect gift for some young, would-be fantasy fan. --Paul Hughes --This text refers to an out of print or unavailable edition of this title.

The first edition of The Crystal Shard will always hold a near and dear place in my heart. But it was a paperback, and my copy has grown fragile with age. With this omnibus collector's edition, The Crystal Shard (as well as Streams of Silver and The Halfling's Gem) finally got the hardcover treatment that they really deserved. All three novels can be carted around under one durable cover this way, without fear of damaging my precious first edition. This is the only way I ever want to buy a Salvatore novel, ever again.This edition also saw the addition of Drizzt Diaries to those first three novels. Salvatore actually introduced the Drizzt Diaries feature in the volumes of "The Dark Elf Trilogy", but he went back and inserted new journal entries into these books, in this edition. They are some of my favorite, out of all the Drizzt Diaries, ever.The division of chapters and books (or "parts", here) was flubbed in the first edition, particularly between the end of Book II and the beginning of a subsequent book. It is definitively fixed, here.

This was my first DND book as a kid and now my nephew also loves it4 more words required

Let me start by saying that I truly enjoyed this collection, and purchasing it in this omnibus is a great, economical plan. Do it. I don't really have any reservations in recommending it. To an extent, it's rekindled my love and faith in fantasy literature in general. Bob Salvatore's characters sparkle and live, the story is twisting, intriguing and joyful at every turn, filled with politics, grand adventure of nearly every sort, and battle (many have lauded praise upon Bob's action sequences). I could nitpick a little, but there really isn't much of a point, is there? I can see why these books are so popular. You probably will, too.Now, let's get to the reason I dub this the Trilogy of Typos. You'd think that, with books as well-read and heralded as these are, they would have been edited by now. I can see things slipping through in a first run, especially back in 1988, but these books are now

aged, been through many printings... They’re 20 years old! There is just no excuse for the myriad strangeness, for instance the name Wulfgar showing up as, say, "Wulfgar". And that is the tip of the iceberg. Just trust me; I don’t need to list them, do I? There are typos like that all throughout, commas showing up in odd places and in pairs, definitely errors of the hand and not errors in Bob’s writing. These things happen, and it gives an impression of rushing.And speaking of rushing, Bob rehashes certain words and metaphors a lot. Something like the phrase "globe of darkness" might be excusable, as I myself can’t even really think of another way to render such a statement, but he uses phrases like "[enter name]’s mouth filled with bile at the thought" at least three times in one single chapter. He uses the term "cowed" a lot, a word I’d actually never heard before, but the narrative uses it, as do the characters, with too much frequency.This is stuff that could, and should, have been easily fixed by a talented editor. Even Bob wouldn’t have had to bother with it. That’s what editors are paid for, aren’t they?Why are we having this problem in a 20 year-old book that has been read my millions? Even I could have fixed the vast majority of these problems during my single read-through, and it isn’t as if I was looking actively for such flaws, and I’m certainly not a trained editor.There, so that’s what differentiates my review from the reviews of others, my observations on said topic, which I now leave behind. Others have discussed the merits and demerits of the actual beyond sufficiency. As for my own opinion, this is a great trilogy, well worth the reading of anyone who enjoys the Forgotten Realms, either because of playing the video games or pen and paper games, and wants to immerse themselves, as well as fantasy fans in general who would like to get involved in a wide universe. If you’re looking to commit to a long saga, it’s tough to go wrong with any of Bob’s Forgotten Realms books.

I’m just getting into it. I’m almost done with the first volume and it is keeping my interest with no problem. I have noticed that it is very similar to many other stories in that the characters are familiar, but the story line is good. Salvatore’s writing is well done and I will have no problem finishing all three books and probably move on to the next story line as the main character continues on in new stories.

Very not bad.

This is an example of how important all elements of the book production proccess are. R.A Salvatore, in his first crack at being a writer, has come up with some of the most real fantasy characters ever. The stories are great. 5 stars to him.But this isn’t the book to get - go for the

paperback, or the individual books of the trilogy.Other reviewers have hinted at the typos, and they are everywhere. This is a hardback, a "Collecter's Edition", even, and a book-loving customer should be able to expect a certain amount of quality for the price. Nice pages, fine printing, a good heft, etc.Having some experience with scanning and optical character recognition, I can confidently say, from the kinds of mistakes, that this book is a scanned-in version of the originals. How in the abyss that happened I'll never guess, but it did. A 'u' was mistaken for 'ij' - many 'y's are 'v's. A BRACKET showed up in place of an l. Even a tilde '~', the symbol that basically means "Hey, user, I can't figure out what this letter is supposed to be" is in there. Some pages have two or even three errors.It is almost as if the first draft out of the OCR program got sent to the printers. For the price of a few copies of this "Collecter's Edition", a high-schooler could have spent an afternoon catching 90% of the mistakes.It's fair to say I expected more. Shame on Wizards of the Coast.

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