



Sea of Swords

R.A. Salvatore

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It is good to be home.

It is good to hear the wind of Icewind Dale, to feel its invigorating bite, like some reminder that I am alive.

Drizzt Do'Urden and his companions take to the road and sea in a search for their missing friend Wulfgar. Their only clue in this life-and-death hunt is the mark of the barbarian's lost warhammer Aegis-fang, found branded on the back of a vicious outlaw. As they travel along the reaches of the Sword Coast, the companions grapple with the puzzle Wulfgar's life has become, and they slowly uncover the terrible pain that lies at its center.

Sea of Swords Details

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Author : R.A. Salvatore

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From Reader Review Sea of Swords for online ebook

Tony says

Sea of Swords is a fun read that picks up the story of the Companions of the Hall where The Spine of the World and The Silent Blade left off. Expect lots of grumpy dwarf axe-chopping, smirky drow elf scimitar-slicing, and *ahem* introspective barbarian soul-searching?

That's right, while this tale's premise revolves around Wulfgar, the barbarian's search to reclaim the legendary dwarven-forged battlehammer Aegis-Fang, the deeper story is the internal battle within Wulfgar to reclaim the part of himself he thought lost. But this isn't just a Wulfgar-centric story. The secondary plot, equally as important, consists of a vengeful mystery elf, who has devoted his entire life to taking out Drizzt!

The one-dimensional pirate captain, Sheila Kree, recently acquired the prized Aegis-Fang during a time when Wulfgar spent many of his nights in a drunken stupor. Even though she acquired the item legitimately, apparently she didn't read the fine text on the hammer, "One does not simply taketh from the heroes of our story, and expecteth to get away with it."

Let the story of chasing begin! While Wulfgar chases around Sheila Kree, the heroes chase around Wulfgar. Then Le'lorinel, our mystery elf, chases Drizzt. Add in a few cameos of Robillard the wizard and his spells of flight, teleportation, and invisibility, you get to see what happens when the Forgotten Realms meets the Benny Hill TV Show!

What not to expect: An engrossing tale with intricate plot lines and fully fleshed-out characters; each with their own self-serving motives. Sea of Swords is not that kind of story. While the main characters have a lot of back story from Salvatore's previous novels, many of the new characters are one-sided, seeming cardboard cutouts for the more three-dimensional heroes to move around. Salvatore's writing at this stage of the Drizzt novels is more light-hearted in tone; and while this allows for a chuckle now and then, it sometimes paints our characters as cartoonish.

I do appreciate that Salvatore took the time to explore Wulfgar's inner struggles; it was necessary after his grisly past. Wulfgar can't be let off the hook too easy.

In conclusion this is a good book for reader's who have followed Drizzt and friends from the beginning, though I must admit, not as great as I remembered it the first time around.

Alex Bergonzini says

Esta si que es una buena aventura. Después del libro anterior, donde la lucha moral del personajes es el tema principal, el autor nos deleita con aventuras y batallas, una misión épica con un objetivo claro. Unos enemigos que al final nos sorprenden con sus artificios, esta si que es la fantasía que nos tiene acostumbrados el autor.

Aventuras a raudales, donde nos encontramos con antiguos personajes el anterior libro, que aunque no vienen muy a cuento, dan vida al anterior libro. Una aventura con humanos y ogros, con gusanos y magos, elfos y elfos oscuros, dan a este mundo de los Reinos Olvidados toda la magia que se merece.

Un buen final, tras el desastre del libro anterior.

Diane says

HOW DO YOU HAVE CATTI-BRIE ASK IF HE IS GOING TO KISS HER AND NOT FOLLOW IT UP? EVER?? SERIOUSLY??

Kati says

The best Drizzt Do'Urden story yet, in my opinion. Salvatore's writing evolved so much since his first "Forgotten Realms" book, it's like night and day. This book was actually really well written and I liked all the storylines that he had woven together here. I especially enjoyed the scenes Robillard and Wulfgar had together - they weren't really friends and yet they were. Another thing I enjoyed was how brave Regis turned out to be. A really good book.

Nico says

A conciliatory ending to this trilogy(or tetralogie if you count Servand of the Shard, which I didn't read). The first two books were very Wulfgar and new worldbuilding centered, but this time we finally get to follow all our characters on their way to a reunion. I liked it the most in Paths of Darkness and the conclusion is satisfying and builds a good basis for the next books. If I am not mistaken every open plot strand left from the original trilogy got tied up here 13 books, amazing. Interested to see what comes next, the following three books are already in my bookshelf, let's see when I'm in the mood for some fun, epic adventures.

Ανδρ?ας Μιχαηλ?δης says

To me, this is and will likely always be the final Drizz't story. It resolves pretty much everything, at the peak of the characters' careers and then some.

I find that everything that followed, defying all established logic in order to accommodate for changes and rules of D&D's subsequent editions is a massive mess.

As the Forgotten Realms Wiki mentioned before the 5E Sundering series started being published (and after which I assume the wiki was edited):

"The changes to the Forgotten Realms when 4th edition D&D were announced in 2006 were done without the consultation of Ed Greenwood or any of the main Realms authors. Despite entreaties not to go through with them, they happened anyway. Ed and R.A. Salvatore worked together to come up with a plan to fix the inevitable damage that these changes would cause."

So to me, Hunter's Blades and all the other nonsense never happened, so I had no real need for the Sundering revamp (although it's sort of a comforting thought). I am happy for the saga of the Companions to end with this excellent book, the 13th in the series.

Dani (The Pluviophile Writer) says

It was nice to finally see the team come back together and Wulfgar finally come to terms with everything that had happened to him. What really excited me about this novel was the progression of Drizzt and Catti-brie's relationship and that Wulfgar had found love with Delly. I also really enjoyed how Regis is partaking in more of the action and isn't as much of a sissy as he used to be. Overall another enjoyable read by Salvatore.

Corinna says

This series is typically a solid three-star rating from me. They aren't mind-blowing in their originality or incredibly in-depth as far as plot goes. For a while, they started veering pretty dangerously close to getting two-star ratings. For some reason they started feeling redundant and recycled (could Entreri just be dead already!).

I'm happy to say, this book felt like a spark of originality was back. At least the antagonists were new, which was great. I was happy with this installment. A few times a year, I have to read the next book just to revisit the series and get my fix...which I'll be able to do for a long time since there are only about 274 books in the series...

I'd give this book a PG-13 rating.

Matthew says

The plot is well thought out and the author seems to know where he is headed right from the start, it was realistic (to fantasy standards) and very detailed. Unfortunately, I could predict what was going to happen for the duration of the book in the first fifty pages, this of course, makes even a fast paced book seem to plod along. The main character Drizzt Do-Urden is very unique and well-rounded, his back story is well thought out which allows him to grow and change in a believable fashion. The group of friends that Drizzt chooses to associate himself with is a very stereotypical fantasy group, which is a bit disappointing because of how great of a character Drizzt is. By far my favorite books were Homeland, Exile and Sojourn in which Drizzt is a "lone wolf" so to speak. In a nut shell, the theme was about how friends are important and they can help you through bad times and make the good times all the more enjoyable. Although this is an important message; in my opinion, it is one that is used all too often in fantasy novels, in this book in particular it is over worked and in the end it is ineffective and unmemorable. R.A. Salvatore does get a bit bogged down in descriptive detail from time to time, but he is clear and he always paints a picture in your mind. With the books I have read so far, he has a complex writing style that always includes a plot, sub-plot, and then on top of it all the characters have their own story happening.

Germancho says

Disjointed and overly long, here we see how the Companions of the Hall are re-united with the help of old

acquaintances.

Lauren says

I completely devoured this book, just as quickly as every other R.A. Salvatore I have ever read. I was so excited to find that Wulfgar was alive in Passage to Dawn. I was even happier when Salvatore dealt with the situation the way he did. I've become so completely sick with the way people will just bring dead character's back to life. It's like there's no lasting consequences, and nothing really matters. Salvatore never seemed hesitant to make things matter in his books. And if Wulfgar had just come back with nothing lost, what was the point? After a lot of trials and hardships, he found himself again in this book. And I think the person he became should be celebrated! Wulfgar the family man? A little strange perhaps when you think of him as the seven foot barbarian who hunted giants for sport. But there is nothing wrong with this change. Wulfgar will never be the same for what happened to him, for years of turmoil that we can never understand. Suffice it to say, he has found happiness once again.

I found the book itself much slower going than most of Salvatore's other works. That to me brought a sense of realism to his characters. The Companions of the Hall were actually people after I read this book. Drizzt before now had been like Superman, a hero who's life is merely a compilation of deeds. This book made him a real person, someone I can feel joy for and sorrow for. Every aspect of this book was saddening for the characters. Bruenor and Catti-brie most of all. it was the second time they had lost someone so very close to them, and this time they couldn't even tell if they wanted him back. This book above all helped me to understand that the life of an adventurer was not always an easy one, or better to say, not always a pleasant one. That sometimes, being a good guy really is hard. It helped me relate my favorite characters to my own life. And I don't think I've ever been more satisfied with any book.

Vicenç Sanz says

El Mar de las Espadas es la conclusión lógica de lo que ha sido Senda de Tinieblas, es decir, una novela de lectura rápida que intenta recuperar todo lo bueno de la saga de Drizzt juntando de nuevo a los Compañeros y haciéndoles vivir una aventura (por separado) hasta juntarlos para recuperar el martillo de Wulfgar, y con él a su amigo.

Y poco más, acción, enemigos con algo de carisma, unos cuantos combates e incluso humor. La conclusión? Que estamos ante una novela ligera que únicamente sirve para recuperar a un personaje importante.

Es de esos libros ideales para leer entre cosas más potentes, que te dejan avanzar por sus páginas sin esfuerzo alguno y te ayudan a olvidarte del mundo real durante un rato. Eso sí, únicamente para fans del personaje, el resto se lo puede saltar sin demasiados problemas.

Reseña completa en: <http://darlantan8.blogspot.com.es/201...>

Adam Balshan says

2.5 stars [Fantasy]

Beware the political correctness, from mild misandry to pontifical philosophy (anatopisms from our world,

thinly disguised as "problems in Faerun") to implementing irrational devices of 3rd Edition D&D rules. Salvatore continues to repeat dialog and plot currents for the slow-witted, probably frustrating the majority of fantasy-genre readers.

Peter Curd says

A quick re-read prior to continuing with the rest of the Legend of Drizzt stories. Salvatore strings together two different plot lines and winds them around each other in his usual style with a few old friends reappearing from earlier stories. Some plot lines going back over a dozen books are finished and a new chapter in the story of Drizzt seems to be starting.

It's a strong entry in the series, delivering a good story without any excess fluff. The side characters are compelling and overall it's well written. Not one to jump into the series with though, this is definitely ending story lines - not starting them!

Scott says

The Companions of the Hall finally are reunited (towards the end of the book) to get back Wulfgar's hammer (yup - that's the premise of the book).

It was great getting everyone back together again and I thought the climax of the book would be this epic battle against the pirates who had Wulfgar's hammer - this is Salvatore after all and if he does one thing better than anyone else it's the battle scene. But it let me down and felt rushed.

Good read but not great.

Fred says

So-so book. Pretty slow at times. A few good action scenes here and there but nothing spectacular.

Katherine Moss says

It is at this point in the series where the author seems to indicate that one battle is over, and another one is begun. Wulfgar returns to his normal self, though not quite; seemingly, he still has a bit of an emotional hurdle to climb over.

For Drizzt, the scene is nearly no different. He, on the other hand, has to deal with the death of a victim who never should have been a victim. Bruenor is right. Ellifain killed herself. Only two places where the friends can seemingly end up. Who's going to Icewind Dale, and who to Mithril Hall?

Jarell Morris says

**this book is cool
especially drizzt
im just mad that he had to die in the long drow
but the series is good**

Greg Strandberg says

This is a much better cover than book. You get some good fights and such, but the Wulfgar/alcohol story is growing thin. There are a few subplots with pirates and the assassins that saves this book, but I'm sorry, I don't like a lot of little kid-things and woman-of-the-hour's messing with my story. That's just me.

Matty says

I read at least a dozen of Salvatore's books in my teens, and I enjoyed them thoroughly. They read like a Dungeons & Dragons campaign, chock full of adventure, intrigue, magic, sorcery, and more than a bit of mayhem. I am the kind of nerd who loves a bit of tabletop roleplaying games, so Salvatore's books seemed to scratch that itch for me. That being said, there must be a reason I stopped reading Salvatore more than ten years ago.

One day, whilst feeling a bit nostalgic, I picked up Sea of Swords, the book in the series (in what is now referred to as the "Legend of Drizzt Saga") up to which, as a teen, I had read everything prior. As I began reading this book, I was reunited with all the characters I remembered loving, or at least liking, as an adolescent. During this reunion, I began to piece together where I had left off in the story, recalling memories of the heroes' previous exploits which led them to this point in the "Legend," along with the new plot developments occurring as I continued to read. It didn't take long to remember why I stopped reading this series. Salvatore attempts to make the story suspenseful, but the reader knows that nothing too terrible will befall the heroes, certainly not death. The books are riddled with Deus ex machina, seemingly unsolvable situations brought to an abrupt happy ending. As for the characters, aside from the occasionally deep soliloquy of the main protagonist, Drizzt, they all seem to be driven purely by an insatiable need to kill stuff. The author constantly reminds us that it is when the heroes are adventuring that they feel most alive, but in this case adventuring means bloodshed. I understand that this is a direct result of the violent baddie-filled fantasy world they live in, but do the heroes need to be so unlike-ably cocky about their homicidal tendencies? And don't even get me started on the blow-by-blow descriptions of the fight scenes that account for at least 20% of every Salvatore book I've read.

BUT, let it be known that I give credit where credit is due. There's a reason Salvatore's publisher is Wizards of the Coast/Dungeons & Dragons. It's because he writes stories that make you want to play Dungeons & Dragons, and after you play D&D you just might want to read his stories. He may not be the best writer fantasy has to offer, but he's imaginative, and I believe he's doing exactly what his publisher wants him to do.

Even as a teen, I recognized these books to be kind of flat, very imaginative, but overall juvenile and without substance. I would say if you're between the ages of 10 and 15, these books will be a hit, but after that the spell wears off. R.A. Salvatore would make an amazing Dungeon Master, but unless you're a teenager with a D20 I can't recommend his books.
