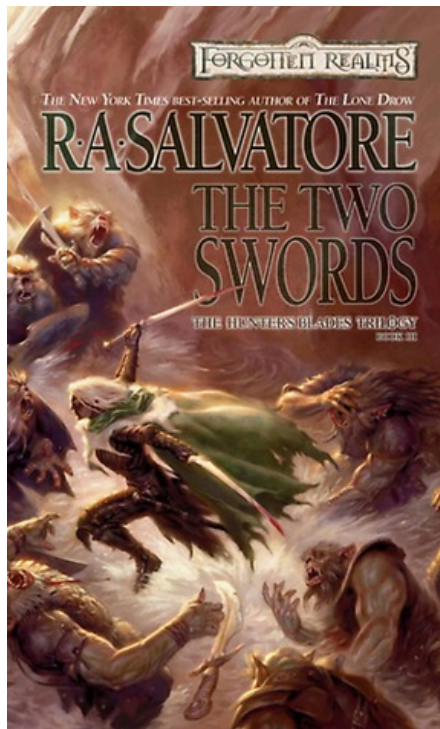




The Two Swords

R.A. Salvatore

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The Two Swords R.A. Salvatore
DROW STALK THE SHADOWS.
TROLLS INFEST THE LOWLANDS.
ORCS HAVE CLAIMED THE MOUNTAINS.
AND TIME IS RUNNING OUT.

Mithral Hall is under siege, Nesmé is overrun, and even powerful Silverymoon braces for war. Through it all, Drizzt has fought alone, but as the conflict draws to a bloody conclusion, the Hunter will have to find allies both new and old—or die along with the rest of the civilized North.

The conclusion of the *New York Times* best-selling trilogy decides the fate of Drizzt Do'Urden.

The Two Swords Details

Date : Published June 23rd 2009 by Wizards of the Coast (first published 2004)

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Author : R.A. Salvatore

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From Reader Review The Two Swords for online ebook

Connor French says

Another enjoyable installment

Another enjoyable Drizzt book.

SPOILERS

I enjoyed Drizzt reunion with his friends after having thought then dead for so long even if I kinda hoped that wulfgar and cat would get back together and Drizzt would be with innovindel. Oh well and the fight with obould was enjoyable, another enemy that can hold there own with Drizzt even if it was just cause of the armor. I'm interested to see where the kingdom of dark arrows leads and what the goodly folk intend to do about it.

Christopher Schmitz says

I finally finished the Two Swords, the third book in the Hunter's Blades trilogy, one of the Drizzt books by RA Salvatore. It took me about 2 years to read the trilogy, for a variety of reasons. In truth, I spread it out for enjoyment, reading seasons, vacation time, and to keep on pace with my own novel writing. One of the primary I began reading Salvatore was because of the similarities between his writing style and mine—and then I received some of his D&D books as gifts and so I just kept reading.

The Hunter's Blades trilogy gave me mixed feelings. The Two Swords (book 3) is assuredly my favorite and the one I am reviewing. I especially enjoyed the final pages, and really the last half of the book feels like the denouement of one larger story—as if it the trilogy were just one big book. That could be great, except it made the pacing difficult for me. The Two Swords finally winds down and begins to give us some closure (and the relationships are finally in focus, whereas everything felt clouded in a haze of war, previously to it.) in contrast, The Lone Drow—despite giving us Innovindil, who I really liked—felt like one really long dark moment. It was lonely. Everything circled around itself and kept the geography limited. Nothing about it made me like the characters any more—maybe the opposite, in fact. It was, however, necessary—but that's what it made all seem like one larger book. The Thousand Orcs had a great setup, making the first book-end on the trilogy.

In the final twenty pages or so Salvatore does a phenomenal job of seamlessly setting the hook for the expansive world at large, obviously setting up any number of directions the reader (and author(s)) might go with Forgotten Realms stories. And that's part of the whole appeal of D&D and the fantasy genre as a whole. Masterful writing, perhaps a little long winded at times, but great story that blows open new avenues and interest in the D&D landscape.

D&D is a dangerous world and this trilogy proves deadly for many characters—even some you might initially think have character shields. Check out more of my reviews over at Inside the Inkwell!

Matt Barker says

I read this trilogy back in middle school and was feeling nostalgic, so I decided to re-visit them. I know a lot of fans of high fantasy look down on these books, but I have to say, I enjoyed them for what they are. I

wanted an adventure in a fantasy land with some fun characters - something I could just relax and enjoy - and that's what I got. There was some cliché writing and not much development, but Salvatore writes a nice, coherent story involving a lot of characters. And Drizzt is, and will always be, a fun character to read.

Jake says

The action and battles in this book were great. There were several amazing moments between the dwarves and the orcs. If you are reading this for the action this made it worth it.

However; this was definitely the weakest book of this trilogy. It struggled on several fronts.

Firstly, it harped even more on the forced romance angle with Catti-brie and Drizzt... bleh.

Compounding on this, Salvatore introduces this ridiculous and out of place arc with Delly, where she is unhappy with being stuck in the dwarven caves. With literally thousands of orcs swarming around Mithral Hall, Wulfgar nearly dying several times, and hundreds of refugees without a home, this is the story Salvatore decides to tell with this character. It comes out of nowhere, and contradicts the supportive and strong female he built up in the first two books. It's almost as if he realized he had created a more natural romance and so needed to destroy it with forced drama!

Besides these failings, which have continued throughout most of Salvatore's work I have read, "The Two Swords" doesn't actually give any conclusion to the story it builds up. Without giving spoilers you could have stopped with book two and largely the characters and the realm is in the same place. The only major difference is some forced and awkward emotional growth on the part of a few characters...

Overall a big disappointment. I enjoyed parts of this, flying thru the battles, the tension, only to have characters like Galen Firth with his smug boorishness survive, and have the poorly written relationship angst thrown in my face :/.

Kati says

Would you believe that I actually rooted for the orcs? I would've liked the book so much more if it had been just about the dwarves against the orcs. I loved Obould's rise to power, his vision. And I loved reading about the dwarves, how they all united against the enemy and how they kicked major butt with the help of Nanfoodle the gnome and Pikel the "doo-da". Those parts were awesome, the back and forth between the two armies. The rest though...

The only characters who actually went forward and made real progress were Nanfoodle the gnome and Regis the halfling - who were, together with Pikel Bouldersoulder, my favorite characters. Catti-brie? I don't want Drizzt, I do want Drizzt, I don't, I do... Wulfgar? Still having feelings for Catti-brie. Delly Curtie? From a strong woman back to a jealous, stupid harpy. Drizzt? First prize for incessant whining. Innovindil? Trying to be the wise teacher but mostly totally confusing Drizzt. And let's not even talk about the self-centered Galen Firth!

You know, this was the first book that made me actually dislike Drizzt. Not only his cowardice that stopped him from going back to Mithral Hall but also his endless ruminating and his, dare I say, arrogance and

hypocrisy. Pshaw, he can take care of Obould, no problem! How dare Obould talk about fairness when he's wearing an impenetrable armor - says the guy with the magic swords and anklets! There's no room for orcs among good people - says the frickin' dark elf living among them!

To sum it up: How can I give a book more than 2 stars when I intensely disliked the main hero?

Ugur says

Hunter's Blade serisinin de son kitabini bitirmis oldum. Drizzt tüm arkada?lar?n?n öldü?ünü dü?ünerek avc? olarak sava??na devam etmekte ve orc kral? Obould'a sald?rmayi dü?ünmektedir. Hikaye 370 sayfa boyunca az dialog ve bol,gezintiyle devam,ediyor sonu yine yeni bir seriye referans vererek sonlamakta.

Son seriler içinde en çok be?endi?im serilerden biri oldu. Drizzt in kendisi ve d?? dünya olan ili?kilerini okuyoruz.

Belki ilk defa orclar basrollerde kisi olarak kar??m?za ç?k?yorlar ve frost giantların yani buz devlerinin dünyas?n? da görüyoruz.

Jessica Macri says

Well, this was a good wrap up to this story line. I like that the Colson/Delli story line is coming to a close, and the Drizzt is no longer an idiot. This book includes so many awesome characters - Breunor, Catti Bri, Wulfgar Regis and Drizzt of course, but Ivan and Pickle, Pwent, Ilustrial, and Sunrise and Sunset.

I enjoyed the twists with the Giants, and look forward to seeing how the Kingdom of Many Arrows is defeated.

Dale Pearl says

I'm a huge fan of Drizzt. The problem that I am having is that I want to continue reading about this drow elf but the author is ever increasingly making him a weak character. Drizzt has never really defeated any large bosses, it always comes at the hands of his companions. Drizzt never finds real love... I suppose because he is always conflicted. Drizzt is never the real hero in any of the stories, it always turns out to be a side kick. Another thing about Salvatore's writings that is starting to wear on me is that none of the main characters ever die, when you think that they do he finds a way to bring them back. Wulfgar should have remained dead, Catti-Brie and Bruenor should both died somewhere along the way as well.

It appears to me that this book was comprised of 380 pages of fluff and no real substance and that is unfortunate. Yes, I will buy the Orc King and continue reading, however, I'm going in assuming to be disappointed once again since this has been the pattern since the Dark Legacy Trilogy.

Come on Mr. Salvatore don't write a book just for a buck put a little passion into it. Kill off a main character once in a while or at the very least but some mystery and unsuspecting turns in the plot for once. Stop writing as if you are trying to create a play guide for a dungeon master somewhere. I see the potential of your characters and the brilliance of your writing style but what I am not finding is a quality story. This one has

left me the most disappointed so far. Here's hoping the Orc King breaks this pattern.

Brandon Enyeart says

What does it mean to be an elf? This question is repeatedly asked and slowly answered by Drizzt Do'urden as he continues his journey in the final book of the Hunter's Blades Trilogy, *The Two Swords*, by R.A. Salvatore. It continues on with Drizzt and the elf Innovindil tracking down Gerti and her frost giants to their home in Shining White. Obould, the orc king and supposed god of the orcs, has given Sunrise, one of the pegasi that is highly important to Innovindil, to Gerti as a gift for her assistance. Meanwhile, the orcs begin to break into Mithril Hall only to be cut down by several of Clan Battlehammer's war machines and traps. Friends will be united. Allies will appear. Armies will clash. What will happen in the end? Find out by reading the book. I believe this book didn't quite deliver on its promise of being the final one in the trilogy. It had a great build up that kept me glued to the pages, but it all ended up being nothing but a let down, and a possible set up for another series of books in the saga. But overall, the action was superb and the adventure was wonderful, and the book was a great read. This book shows that sometimes, even in the midst of a terrible event, good things can happen. A good lesson for everyone to learn. I suggest this book to those who like fantasy, action, and a good adventure. I don't suggest this to those who don't like fantasy, action, and adventure. *The Two Swords* is a good book, and that's why I give three out of five stars.

Kagan Oztarakci says

"And a hundred years from now, when there remains only dust, will anyone care?"

"Anyone can lead a fight the day after it's done. It's leading the fight during the fight that's marking yer worth."

Terry Costantini says

I have to admit I am annoyed. It is one thing to be constantly bombarded with trilogies in this series, but at least they would end in a somewhat satisfying way. My guilty pleasure I would often remark. This one built and built, and was building to something great - then fizzled into ... nothing. The end of this book did more to set up the next books than to end this one! I simply hate when characters make obviously stupid choices, and this ending doesn't even make sense! ****SPOILERS**** Why would the drow elves turn on Obould at his point of supposed victory? Why in such a lame fashion? Delly leaves and attacks orcs? For what other than to move the stupid sword and make Wulfgar even more stoic? Nothing is even close to resolved at the end, and now the "gang" is going off in different directions to deal with useless, and boring-sounding quests, even though thousands and thousands of orcs are surrounding the Hall! This is silly. I almost gave up on Drizzt after the last trilogy, but this one reengaged me, especially after the second book, but now I am so upset that I may not continue with my guilty pleasure, as I now I feel somewhat ashamed.

Katherine Moss says

It seems that the author loves cliffhangers yet again. And the even bigger question. Where the heck did

Obould go? drizzt didn't kill him ... we know that much, at least. And Breunor ... I suppose we won't find out until the next book.

Peter Curd says

A strange departure from the format of the other Drizzt books (as the entire Hunter's Blade series has been) in that it doesn't have much of Drizzt in it! The dwarves are expanded further and the relationship between various side characters and the main group are explored. Not a terrible book, but it didn't charge me up to read the next series, sadly. The entire summary of the Hunter's Blade series could be - OK. I would like to see more Drizzt in the next series!

nick says

for the kingdom! for king many arrows!

I honestly can't tell what the intent was of Salvatore; did he meant for king Obould to become the real hero of this story? I can't imagine why but that is what happened. None of the so called "good" characters and their petty concerns even came close to the ankles of King Obould, who is Gruumsh, his vision and personality are far more interesting then the emotional difficulties the main character and his friends have perhaps Gertri the leader of the frost giants came close but still....

But what really turned me around, was the insistent arrogance towards the orcs and the complete denial of their worth as living beings. The very idea that orcs should have rights to sun and air is beyond comprehension for every character here and I guess that is supposed to show how unusual and formidable or dangerous Obould really is, but it only made me want him to smite these arrogant pricks even harder.

Nah I am firmly on the orc's side and I wish this series of books had been about Obould and his quest for an orc homeland not about Drizzt and his friends being moody and sullen nags three books long or bragging how many orcs they have killed or going to kill.

In addition, a little extract from the gods pages in forgotten realms, that only proves the orcs had every right for what they did.

Gruumsh's enmity with the other gods started with a lottery. The gods of the dwarves, elves, gnomes, halflings, humans and orcs met to draw lots to determine which parts of the world was to be inhabited by their respective worshippers. The non-orcish gods rigged the lot. Elves got the forests, dwarves the mountains, humans the right to live wherever they wanted, and so on, but there was no lot prepared for the orcs. Gruumsh was mocked and insulted by the others for this and was enraged over the others cheating the orcs into destitution as part of a joke. He lifted his spear to strike caves and holes into world and claimed these for his worshippers and vowed that they will grow stronger there to ultimately kill everyone of the cheaters and take everything from them.

Lauren says

Much has been said of R.A. Salvatore's Forgotten Realms novels in the last few years, and most of it is negative. Are Drizzt and his friends seemingly invulnerable? Yes. Has Salvatore failed to introduce much in the way of interesting new characters? Yes. Are his books generally getting repetitive? Yes. Are they boring?...well, no.

Most of the fantasy I read is in the Forgotten Realms world. Take that as you will, but Salvatore still wipes the floor with the majority as the Realms writers. Usually Salvatore, Elaine Cunningham, Troy Denning, and Douglas Niles are reliable writers of fun fantasy novels (for those angry readers who want to see a bloodbath in which scores of good-guy characters die, look no further than the Moonshae Trilogy by Douglas "Grim Reaper" Niles). The others range from passable to excruciating. But I know what to expect from Salvatore. I don't read his books to be enlightened- I read them to be entertained, and Salvatore does it again in *The Two Swords*.

The story finds Drizzt Do'Urden spending most of his time trying to free a captured Pegasus from the bad guys- orcs, trolls, frost giants, but especially King Obould Many-Arrows, a clever orc who appears to have become the avatar of the orc god Gruumsh, and is pretty much invincible. If this stuff sounds like boring stuff for Drizzt, it is- but remember Drizzt is wallowing in self-loathing because he believes all of his friends are dead, so he's trying to find something to do besides return to Mithral Hall and face the music (or so he thinks). Plus, he's trying to think to impress Innovindil, his moon-elf sorta-girlfriend (who has lost her horse! Sounds sort of like the plot of a Barbie comic!). In spite of this, Drizzt finds plenty of time to puree orcs, not to mention (and I don't think I'm spoiling a thing here) fight King Obould.

As for Drizzt's friends, they're imprisoned inside Mithral Hall by about a billion orcs (give or take a few zeros). Bruenor, recently returned from the dead (yeah, I know, keep reading), leads his dwarves in devising all kinds of A-Team like devices to turn orcs into chunky orc salsa. Wulfgar is having serious marital issues with his jealous wife Delly, and Catti-brie is torn between wondering what become of Drizzt and flirting with Wulfgar. All fairly typical of Salvatore's subplots in his last few novels.

The story, however, moves along at a fast pace despite all these apparent obstacles- it is really only dragged down by the pathetic Galen Firth and his inability to kill the trolls that want to slaughter his kinsmen from Nesme. Salvatore spends a decent amount of time bringing secondary characters to an unpleasant demise, but he neglects to introduce Galen's face to 20 or so orcish arrows. Too bad the interesting mage Shoudra had to be turned into cat food by Obould in *The Lone Drow*, she would have been a much better character in this book, though led by the supposedly brilliant chieftain Gerti, serve little purpose besides chucking boulders into unfortunate places.

Honestly, I think most of this book's enjoyability comes from the dwarves. Drizzt put Salvatore on the map, but I think he writes dwarves better than just about anyone. Let me add a caveat by saying the "names" he gives those dwarves are often horrifying (quick! spot the REAL Salvatore dwarf name! "Cordio Muffinhead" "Kragg Weaselface" "Alebrain Forgefarer"), but the dwarves are easily the most likable characters in the book, mostly for their selfishness, love of life, and the fact that they don't give a...Ivan and Pikel Bouldersoulder, formerly of Salvatore's Cleric Quintet, are probably the best of the dwarves because their personalities aren't quite so cookie-cutter as those of the others.

Finally, Regis the halfling finds ways to be useful as always, although his role is a bit diminished here and he is more or less an injured reserve for most of the book. I still think Regis, who usually wins with brains vs. brawn, is one of Salvatore's best characters. He appears useless, but often displays unmatched courage and innovation.

Perhaps the most significant thing about this book among Salvatore's novels is that there isn't a happy ending of any sort. Drizzt slugs it out with Obould, and dwarves turn lots of orcs into hash, but Salvatore does a good job impressing upon the reader that BAD THINGS are happening to the North of Faerun, things that

will outlast a novel trilogy or two. Obould, for his part, is a calculating and formidable opponent. Although very evil, his blood thirst is limited by his tact, and exactly what the limits of his power are, are not explored in this book. Among Drizzt's enemies, Obould is not as interesting as Artemis, but he is more dangerous. Expect Obould to be around for awhile.

Unsurprisingly, the book sets up for a sequel or new trilogy, but the good news for weary Salvatore fans is that it looks like he's going to venture into some interesting territory with Bruenor and Drizzt. I never thought Drizzt was done with Ellifain, the elf girl whose life Drizzt once saved only to have her attempt to murder him decades later, and it looks like he's going to try to put those demons to rest. Bruenor seems to be heading off to find some ancient dwarven Moradin-given wisdom that might destroy Obould. I think that road will end with Bruenor's death, so those of you who wish to see one or more of Salvatore's main characters but the farm ought to stay tuned.

Should you read this book if you have enjoyed Salvatore's past novels in the series? Sure! Don't expect, well...ANY loose ends to be tied up, but this is a typical fast-paced, enjoyable book from Mr. Salvatore. If you absolutely hated every Salvatore novel since Streams of Silver, you can skip this one because you'll probably just have an aneurysm. You could instead go read 1500 pages to see if Robert Jordan writes about anything but women's clothing this time, or maybe even go read some Ed Greenwood if you really want to get mad while reading a Realms novel.

Otherwise, enjoy Drizzt's exploits- and don't feel guilty about it.

Joel says

Solid ending to Trilogy

So while this book doesn't tie up all the loose ends. I know they get tied up in other books. It does pretty well at ending these 3 books. It told a complete story arch and I loved the growth of the characters. I won't add any spoilers, but almost all of the characters show growth. You even see this from King Obould Many Arrows, when up to this point, orcs have been pretty uniform stupid bad guys. That's still totally a thing, but you do see the author moving beyond that somewhat or at least showing that it's possible for orcs to become more complex characters in the future. I also love how Drizzt still learns and grows in every book. He does more than his share in this book and learns some lessons I've been waiting for, for quite some time.

Scott says

For the longest time I thought this would be the first R.A. Salvatore book that I rated 2 stars but he pulled it out enough to round up to 3 stars.

But

I expect more.

Imagine an action movie that has a car chase. Exciting isn't it? How about if the car chase lasted two hours and there was nothing else to the movie. That is what this entire trilogy turned out to be and the last book in the series (The Two Swords) was the worst offender. 376 pages of action and battles and nothing else. It just got boring after a while - too much action and not enough story, not enough character.

This is by far the weakest Salvatore series yet. Completely disappointed.

I rounded up to 3 stars because if nothing else, this series setup the next one. Fingers crossed the next is better.

Greg Strandberg says

This review will have some spoilers.

This is the second time I read this book. The whole trilogy is good, and I like it a lot more than the Sellswords Series that came before.

Salvatore is trying to do some transitioning here and tying up some loose ends. I was not a big fan of the Delly/Colson storyline, and that came to an end here pretty much. I really liked how the sword Khazid'hea was used in this book.

There was some good troll battling early on in this book, and then just general fighting. There's some intrigue with the Pegasus, and that's kind of fun, suspense-building too. The battle with the Riders of Nesme in the Trollmoors was also interesting.

The story really builds in suspense as Drizzt goes after the Pegasus and then decided to go after Obould. There's a lot of inner-turmoil as he finally figures out he loves Cattie-Brie.

There were some great chariot scenes with Alustriel coming in and laying fiery waste to some stuff. Good fight scenes in Gerti's frost giant ice fortress as well. She's a fun character, and I suggest you search out an image of her on Google. The river scenes with Drizzt were also cool.

All in all, this is a good book. I've never read farther in the series than this, and look forward to. I like that the Wulfgar love angle has been tied up, at least the last 5 to 6 books' worth.

Josh says

I very much enjoyed the bits about the talking sword and many of the fight scenes were well done. I have only been exposed to Kemp, Denning, and Salvatore, and so far Kemp has been my favorite. If I read these books 10 years ago, I'd probably love them.

Isaac Clarke says

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