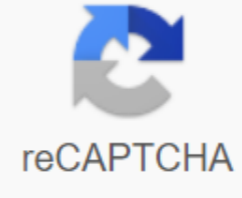




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The crystal shard pdf 1988

Akar Kessel, an apprentice with weak will, mage, sets in motion events that lead to the rediscovery of the magic device, the crystal shard. But it's just an inanimate device... or is it able to lead the defeat of Ten-Cities? Or have the barbarians already arranged for it? Their brutal attack on the villages of Ten Cities sealed their fate, and that of the barbarian wulfgar. Left to die, Wulfgar is saved by the dwarf, Bruenor, in exchange for five years of service... and friendship. With the help of the dark elf, Drizzt, Bruenor reshapes Wulfgar into a warrior with courage and brains. But is Wulfgar strong enough to reunite the barbarian tribes? Can an unorthodox dwarf and a renegade dark elf convince the people of Ten-Towns to put aside their small differences in time to stop the forces of the crystal shard? Akar Kessel, an apprentice with weak will, mage, sets in motion events that lead to the rediscovery of the magic device, the crystal shard. But it's just an inanimate device... or is it able to lead the defeat of Ten-Cities? Or have the barbarians already arranged for it? Their brutal attack on the villages of Ten Cities sealed their fate, and that of the barbarian wulfgar. Left to die, Wulfgar is saved by the dwarf, Bruenor, in exchange for five years of service... and friendship. With the help of the dark elf, Drizzt, Bruenor reshapes Wulfgar into a warrior with courage and brains. But is Wulfgar strong enough to reunite the barbarian tribes? Can an unorthodox dwarf and a renegade dark elf convince the people of Ten-Towns to put aside their small differences in time to stop the forces of the crystal shard? Crystal Shard Cover of the first editionAutorR. A. SalvatoreCover artistLarry ElmoreCountryUnited StatesLanguageEnglishSeriesThe Icewind Dale TrilogyGenreFantasySet inForgotten RealmsPublished1988PublisherTSR, Inc.Media typePrint (Paperback)Pages336 (first edition)ISBN978-0880385350 (first edition)OCLC17660782Dewey Decimal813.54LC ClassPS3569.A4625 C78Followed byStreams of Silver The Crystal Shard is a 1988 fantasy novel by American writer R. A. Salvatore. The first book in the Icewind Dale Trilogy was his first published novel. Summary Even in the far-north region of Icewind Dale, the renegade ranger ranger and dark elf Drizzt Do'Urden is not fully accepted, except for the dwarves with whom he finally befriended. He roams the tundra, hunting yetts and giants that threaten the ten Icewind Dale cities. When the native barbarians of the dale come together to slaughter the people of Ten Cities, whom they see as invaders, Drizzt, with his stealth and the ranger's knowledge of the land, discern their plan and pass on the information to his friends, halfling Regis and the dwarf Bruenor. Regis, in the council of ten cities, uses conviction and a Hypnotic ruby pendant to convince stubborn city leaders to work together to thwart the barbaric attack. Thanks to their warning and unified efforts, Ten cities and dwarves successfully repel barbarian attackers. Drizzt meets personally with the barbarian king, Heafstaag, in battle. He injures Heafstaag several times, including a stab to the stomach that should have been fatal, but the king manages to survive and escape after injuring Drizzt. Meanwhile, Bruenor collides with a standard barbarian wearer, who rips the tree of his banner over the dwarf's head, to no effect. Bruenor then slams the young man with his shield, making him unconscious. After the battle, Bruenor saves him from being murdered in cold blood by the townspeople, taking into his care the young Wulfgar, his son (the late) Beornegar. Bruenor also defends the wounded and unconscious drizzle, knocking Kemp to the ground and breaking his lieutenant's nose when he finds them hitting the wounded dwarf. Bruenor tells the people of Ten Cities that if it wasn't for Drizzt Do'Urden, they would now be dead, which gives Drizzt a measure of acceptance and respect in Icewind Dale. It's been five years, with Wulfgar in the midgets. Bruenor teaches him to love him and mine, and ends up loving him like a son. Although Wulfgar initially dislikes the dwarves and his husbands, he grows up to respect and even love Bruenor, as his own father who had died years earlier. During this time, the failed wizard Akar Kessel, left to die in the backbone of the world, finds Crenshinibon, the Crystal Shard, a magical, sensitive crystal with the ability to empower his handler, makes tower sanctuaries in self-likeness, and instills himself in the minds of others, including that of his bender. Crenshinibon, obsessed with gaining power, twists Akar Kessel's mind into doing his will. Kessel, oblivious to manipulation, decides to conquer Icewind Dale for his own. He enslaves the elves and orcs in the nearby mountains, building them in their own army, their will completely destroyed by Crenshinibon. He even manages to gain control of Heafstaag, and through him the tribes of barbarians. He also acquires the services of a balor demon named Errtu to be his general, although the demon has more interest in obtaining Crenshinibon for himself than in serving Akar Kessel. Near the end of Wulfgar's contract, Bruenor forges Aegis-fang, a magic war hammer, for his adopted son. He then takes Wulfgar to be trained in combat modes, choosing Drizzt as the young man's instructor. Despite his ambivalence in training under an arrow, Wulfgar quickly comes to respect and admire the dark elf, and Drizzt turns the young man into a Formidable. The two clean a whole den of verbeeg (the smallest giant species, around ten meters high), driven by a frost giant called with the help of Drizzt's magic black panther companion Guenhwyvar. Wulfgar then leaves to hunt a white dragon, Ingelokastimizilian, better known as Icingdeath. Drizzt follows him, and the two kill the dragon. Drizzt finds a snimitar in the treasure trove and claims it for his own, eventually calling it after the dragon. As Akar Kessel travels on Ten-Towns, his armies sweeping the disorganized defense with little trouble, Wulfgar takes the horns from Icingdeath and challenges Heafstaag for the reign. Win the challenge by killing the old king. Drizzt, feeling the demon Errtu, and recognizing the balor of his days who lived in the city of the lattice from the depths of his soul, calls the demon and confronts him alone with Guenhwyvar. With the help of the fire-chasing properties of the snimitar Icingdeath, he manages to defeat Errtu, driving him into the abyss for a hundred years. After defeating the demon, Drizzt uses Guenhwyvar's unnatural gazes to find his way into the Crystal Tower, Cryshal-Tirth, where he struggles to get past Akar Kessel's orcs and trolls to face the sorcerer. The sorcerer, sure of victory, locks the sleepiness in a cage of magical light, and teases him with images of the barbarians joining the battle for Ten Cities, thinking that Heafstaag still leads them. However, Wulfgar leads his people not against the ten cities, but against Kessel. With the help of Regis, a prisoner in the tower, Drizzt escapes from his cage and follows Kessel through a portal to the top of a mountain. There, after a brief battle, the magical heat of Crenshinibon destabilizes the snow cover, and an avalanche kills Kessel and takes Drizzt back to the mountain. Crenshinibon, buried under the avalanche and blocked by sunlight (its source of energy) and weakened by the destruction of Regis de Cryshal-Tirth, loses control of the remaining orcas and goblins, who are eventually slaughtered. Bruenor, pretending to have been mortally wounded, tricked Drizzt into agreeing to seek Out Mithral Hall, Bruenor's childhood home. Development In 1987, R.A. Salvatore sent Mary Kirchoff, then editor-in-chief of TSR's book department, a manuscript for what would become his 1990 novel Echoes of the Fourth Magic. He liked it, but asked if he could rewrite it for take place in the Forgotten Lands. She sent Darkwalker to Moonshae by Douglas Niles, the only novel set in the Timed Realms. Salvatore sent him a proposal for a sequel to Darkwalker, but Kirchoff sent him back a large map of the forgotten realms and told him he wanted a new story set in another part of the Kingdoms. After two weeks of phone calls, Salvatore found a place on the map that wasn't already designated, another project, and located Icewind Dale there. [1] According to Salvatore, the book was established on the Moonshae Islands, because at the time I thought it was When I found out how big the lands were, I moved the story a thousand miles north. [2] Salvatore sent an early version of The Crystal Shard (which would become his first published novel) to TSR, and one day Kirchoff called him. She was on her way to a marketing meeting on the book and informed him that I could not use one of the characters. He asked for time to think, but she was already late for the meeting. On top of the head, Salvatore said he had a dark Elf. Kirchoff was skeptical, but Salvatore convinced her she'd be fine because she was just a partner. She asked him his name, and he answered Drizzt Do'Urden. She asked if he could write, and he said no chance. [3] The Banophernalia Reception gave 3 stars for The Crystal Shard. [4] References ^ a b Weinlein, Sue (December 1992). New ideas. Dragon Magazine. TSR (188): 79, 80, 84. ^ Varney, Allen (October 1998). ProFiles: R.A. Salvatore. Dragon. Renton, Washington: Coastal Wizards (#252): 120. ^ Huddleston, Kathie. Novelist R.A. Salvatore moves into his newest magical realm and brings his favorite character. SciFi.com. Archived from the original on May 14, 2008. Taken 2009-01-08. ^ R.A. Salvatore. Banophernalia. Taken 2008-03-03. Taken from